

Orienteering Map Legend

International Standard For Orienteering Mapping

This mapping standard (ISOM) is used for the majority of orienteering event maps of forest or wild areas. Standard map scales are 1:10,000 or 1:15,000. Scales of 1:7,500 and 1:5,000 are also common.

Land Forms

-  **Contours** (*slope tags point downhill*)
-  **Index contour** (*every 5th contour*)
-  **Form line** (*shows land form features between contours*)
-  **Small knolls** (*small hills*)
-  **Small depression, pit**
-  **Earth bank** (*earthen cliff*)
-  **Earth wall or berm, smaller earth wall or berm**
-  **Erosion gully** (*eroded trench*)
-  **Small erosion gully or ditch**
-  **Broken ground** (*lumpy - hard to run*)
-  **Special land form feature***

Vegetation

-  **Open forest** (*80-100% running speed*)
-  **Forest** (*60-80%, 20-60%, 0-20% running speed*)
-  **Distinct vegetation boundary** (*e.g. between types of trees*)
-  **Undergrowth** (*slow running*)
-  **Dense undergrowth** (*hard to run*)
-  **Open land, with scattered trees**
-  **Rough open land, with scattered trees**
-  **Individual trees, particularly distinct tree**
-  **Orchard, vineyard**
-  **Cultivated land** (*black line shows distinct boundary*)
-  **Forest: runnable in direction of stripes**
-  **Special vegetation feature*** (*often means rootstock*)

Water and Marshes

-  **Lake**
-  **Ponds, waterhole**
-  **Uncrossable marsh**
-  **Marshes**
-  **Indistinct or seasonal marsh**
-  **Uncrossable river** (*crossable at break in black lines*)
-  **Small crossable creeks**
-  **Minor water channel**
-  **Narrow marsh**
-  **Well, spring** (*shown with stream flowing from it*)
-  **Special water feature***

Rock and Boulders

-  **Impassable cliffs** (*tags point downhill*)
-  **Passable cliffs or rock faces** (*tags point downhill*)
-  **Rocky pit**
-  **Boulders, massive boulder**
-  **Boulder clusters**
-  **Boulder field**
-  **Stony ground**
-  **Open sand or gravel**
-  **Bare rock**
-  **Rock pillars or distinctly shaped cliffs**
-  **Cave** (*open end of V shows the direction of cave entrance*)

Man-made Features

-  **Building**
-  **Private developed area**
-  **Paved area**
-  **Road, major road, divided road**
-  **Small road** (*typically gravel*), **vehicle track**
-  **Path, small trail**
-  **Indistinct trail** (*hard to spot*), **narrow ride or cut line** (*break in trees*)
-  **Railway**
-  **Power line, major power line**
-  **Fence, ruined fence, high fence**
-  **Stone wall, ruined stone wall, high stone wall**
-  **Gate or crossing point** (*shown here in a fence*)
-  **Trail junction, indistinct trail junction**
-  **Footbridge**
-  **Crossing point with bridge, without bridge**
-  **Tunnels**
-  **Ruin, small ruin**
-  **Firing range**
-  **Graves**
-  **Crossable pipeline, uncrossable pipeline**
-  **High tower, small towers** (*such as hunting platforms*)
-  **Cairn or large stone pile**
-  **Fodder rack**
-  **Special man-made features***
-  **Permanently out of bounds**

Technical Symbols

-  **Uncrossable boundary** (*often shown on top of another symbol like a fence*)
-  **Forbidden route** (*you can cross it but not travel along it*)
-  **Crossing point**
-  **First aid post**
-  **Out-of-bounds area**
-  **Refreshment point**
-  **Dangerous area**

Key to Text

Bold = commonly used symbols

Pink = forbidden to cross (if you do you will be disqualified)

*Special features symbols and their definitions should be listed on the map.

Sprint Orienteering Map Legend

International Standard For Sprint Orienteering Mapping

This mapping standard (ISSOM) is used for vast majority of urban orienteering events and for some short forest events.

Standard map scales are 1:4,000 or 1:5,000.

Man-made Features

- Paved areas** (in urban areas, in wild areas), (lines show steps and edges of pavement)
- Private developed area** (including gardens - see Vegetation)
- Building**
- Canopy** (light gray with outline)
- Pillars** (shown here under a canopy)
- Large, unpaved trail** (in urban areas, in wild areas)
- Small trail, indistinct trail** (hard to spot trail)
- Narrow ride or cut line (gap in forest)
- Railways** (passable, impassable)
- Major powerline, small powerline**
- Bridge, tunnel / underpass**
- Passable fence, impassable fence**
- Gate or crossing point** (shown here in a fence)
- Stone wall
- Passable wall, impassable wall**
- Passable pipeline, **impassable pipeline**
- High tower, small towers (such as hunting platforms)
- Cairn, memorial, small monument, or boundary stone
- Fodder rack
- Special man-made features*

Technical Symbols

- Uncrossable boundary** (often shown on top of another symbol like a fence)
- Crossing point
- Out-of-bounds area**
- Dangerous area
- Forbidden route** (you can cross it but not travel along it)
- First aid post
- Refreshment point**

Water and Marshes

- Impassable body of water** (pond, lake, deep river, etc.)
- Waterhole
- Passable body of water** (shallow river, wading pool, etc.)
- Small creek, intermittent water-course**
- Narrow marsh**
- Impassable marsh**
- Marsh**
- Indistinct or seasonal marshes
- Well, spring (shown with stream flowing from it)
- Special water feature*

Land Forms

- Contours** (slope tags point downhill)
- Index contour** (every 5th contour)
- Form line** (shows land form features between contours)
- Small knolls** (small hills)
- Small depression, pit**
- Earth bank (earthen cliff)
- Earth wall or berm
- Erosion gully (eroded trench)
- Small erosion gully or ditch
- Broken ground (lumpy - hard to run)
- Special land form feature*

Rock and Boulders

- Impassable cliffs** (tags point downhill)
- Passable cliffs or rock faces** (tags point downhill)
- Boulders, massive boulder**
- Boulder field
- Stony ground
- Open sand or gravel
- Bare rock
- Rock pillars or distinctly shaped cliffs
- Rocky pit
- Cave (open end of V shows the direction of cave entrance)

Vegetation

- Open forest** (80-100% running speed)
- Forest** (60-80%, 20-60%, 0-20% running speed)
- Impassable thick vegetation, hedge**
- Private developed area, garden or flower bed**
- Distinct vegetation boundary** (e.g. between types of trees)
- Undergrowth** (slow running)
- Dense undergrowth** (hard to run)
- Open land, with scattered trees**
- Rough open land, with scattered trees**
- Individual trees, particularly distinct tree**
- Orchard, vineyard
- Cultivated land (black line shows distinct boundary)
- Forest: runnable in direction of stripes
- Special vegetation feature* (often means rootstock)

Key to Text

Bold = commonly used symbols

Pink = forbidden to cross (if you do you will be disqualified)
Note the larger number of forbidden to cross features on sprint maps.

*Special features symbols and their definitions should be listed on the map.

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For the complete international mapping specification visit www.orienteering.org.