

Maps for park- and ultra short orienteering

Demands for guidelines and standards for park/town maps and for the Ultra Short forest orienteering discipline (World Cup status in year 2000).



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Intended use

- For foot orienteering in parks and towns
- For ultra short forest orienteering (winning time 15 minutes or less)

Basic principles

- Guidelines based on the ISOM
- Room for improvisation
- Establishing a least common denominator

Examples of open items

- Scale/contour interval
- Cartographic parameters (symbol enlargement)
- New/changed symbols
- Selectivity and generalisation

Scale/contour interval

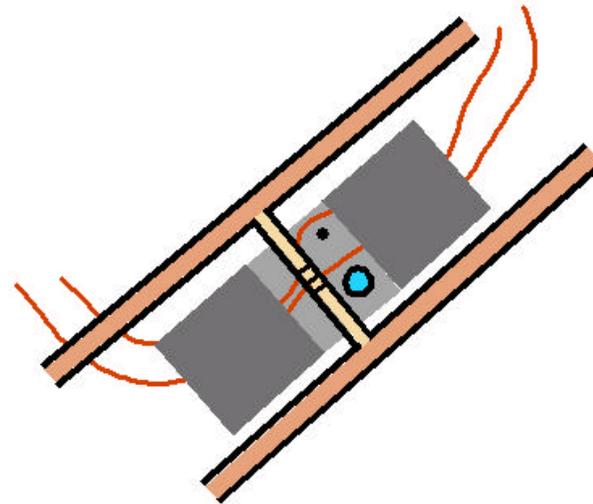
- 1:5 000 dominant so far
- Interval 2, 2.5 or 5 meters
- Avoid chasing contours

Symbol enlargement

- Maps used in super speed
- High demands on legibility, comparable to short distance
- 150% enlargement will be recommended

Symbology, buildings

- Lighter tones gives a better cartography
- Run through and view through
- Possibility to map items under a roof



Symbology, roads

- Differentiate roads with traffic
- Black solid roads a problem, 505 (dashed) used instead
- Stairways and ramps



Areas out-of-bounds

- Flower beds and plantations > 2m.
- Obviously forbidden to cross/jump over
- Often barriers longside roads etc.
- Important for purposes of goodwill to include on the map
- Symbology to be tested (ev. 528 yellow/green)

Where to implement?

- Guidelines will be part of ISOM/2000
- Not enforcing
- Development of disciplines and guidelines in parallel