



Orienteering Symbols

	road
	forest road
	track
	large footpath
	small footpath
	ride
	wall
	fence
	uncrossable fence
	ruined wall
	ruined fence
	building
	rocky knoll
	impassable cliff
	small cliff
	boulder: tree root
	boulder field
	lake
	pond
	stream
	ditch
	marsh
	seasonal marsh
	source
	contour
	index contour
	form line
	knoll
	depression
	pit
	steep slope
	earthbank
	gully
	felled area rough open
	open land
	semi open land
	runnable forest
	vegetation: slow run
	vegetation: walk
	vegetation: impenetrable
	brambles

As orienteering maps are very detailed, they need to have a large range of symbols to accurately show what the place is like.

- Black symbols are used for rock features (eg: boulders, cliffs, stony ground) and for linear features (eg: roads, paths and fences), as well as for other human-made features.
- Brown symbols are used for landforms such as contour lines, small knolls, ditches & earthbanks.
- Blue is used to mark water features: such as lakes, ponds, rivers, streams and marshes.
- Magenta shows the route, the control points and the start and finish.

Accessibility:

Different background colours are used to show how accessible or runnable an area should be:

- Yellow is to designate vegetation - specifically open or un-forested land.
- Green is used to show vegetation that slows down the passage of an orienteer.
- Dark green areas, called "fight", are usually impassable.
- White signifies forest with little or no undergrowth - forest that you can run through.
- Purple (or red) is used to mark the orienteering course on a map. Also, to designate map corrections and out-of-bounds areas.

