INTERNATIONAL ORIENTEERING FEDERATION

ISInOM

International Specification for Indoor Orienteering Maps

July 2026

PRE-PRINT

6.7

This International Specification for Indoor Orienteering Maps (ISInOM) has been compiled and edited by the IOF Map Commission (July 2026).

Changes of the ISInOM are valid from July 10th 2026. Mandatory from September 1st 2026.



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INTRODUCTION

Indoor Orienteering is rapidly becoming a popular event. Due to the fast growing activity IOF now acknowledges the need for a common set of symbols.

As there is not yet a defined discipline for indoor orienteering, this document will act as a guide to mapping and course setting.

1.1 Conventions

Several words are used to signify the requirements in this specification:

- *Must* / *Shall* / *Required* mean that the definition is an absolute requirement.
- Must *not* / *Shall not* mean that the definition is an absolute prohibition.
- *Should* / *Recommended* mean that there may exist valid reasons in particular circumstances to ignore a particular item, but the full implications must be understood and carefully weighed before choosing a different course.
- *Should not* / *Not recommended* mean that there may exist valid reasons in particular circumstances. When the particular behaviour is acceptable or even useful, but the full implications should be understood and the case carefully weighed before implementing any behaviour / action described with this label.
- *May* / *Optional* mean that an item is truly optional.

2 PRINCIPLES

2.1 Map legibility

Map legibility depends on the chosen map scale and a well-chosen set of symbols as well as the application of generalisation rules. The ideal representation would be realised if every feature could be represented in true shape. Obviously, this is impossible, and an effort to draw each feature true to scale would result in a map impossible to read. Depending on the chosen map scale, some symbols must represent features and be exaggerated in size, often far beyond the actual ground limits of the feature represented. In addition, not all features are essential for the purpose of the map.

Features that are important for navigation indicate passability, or which are uncrossable in indoor orienteering, have been listed in Chapter 4. Features that are not important for a competitor taking part in an indoor orienteering event should not be mapped. Examples of this are waste baskets, single chairs, and small movable items.

2.2 Barriers - black line width is used to show passability

It is impossible to declare an exact height when an obstacle becomes uncrossable. Passability largely depends on the physical characteristics of the competitors such as body height and strength.

- Barriers, such as high walls and disallowed fences/railings, affect route choices and shall be represented unambiguously. Therefore, these features shall be represented with a prominent thick black line.
- Obstacles which can be crossed are represented with a significantly thinner black line than the barrier features.

- Areas that are closed off for competitors are shown in dark grey color, olive green or they may be marked with course symbols to indicate out-of-bounds.
- Areas that are not part of the running area, such as too low standing height or areas open to the level below, are shown with light purple.
- Any furniture and partition wall is to be regarded uncrossable.

2.3 Different floor levels have separate map sections

Each floor shall be represented in a separate section of the map. Each section must clearly be divided from other floors. All segments of the same floor shall be represented within the same section, to clearly show they are on the same building level.

Semi-levels, such as stages/podiums, landings or similar, shall be represented in conjunction to the main floor level. Such semi-floors shall clearly be indicated to show their level deviation from the main floor.

2.4 Stairs make the connection between floor levels

Every staircase that leads to another floor level up or down shall be clearly marked on the map. In case of two or more staircases, each staircase that connects two or more floors shall have a staircase indicator present on each level section.

3 BASIC ELEMENTS

3.1 Scale

Base map scale for indoor orienteering is 1 : 700. When a map is enlarged, all lines, symbols and screens shall be enlarged proportionally. This also applies to the course planning symbols.

When reducing the map scale, all symbols should retain their original dimensions, i.e. no symbols should be scaled down to a smaller size if the map scale is reduced (e.g. to 1:1,500).
In short: the symbols may only be enlarged, not reduced.

Buildings or levels shown in different parts of the same printed map sheet must have the same scale.

3.2 Contour interval

For indoor orienteering contour intervals known from outdoor orienteering have no meaning.

Steps should be represented by brown lines to indicate level differences.

For stairs not leading to a new floor level, there is a separate symbol for general visualization of a staircase, but not for each step.

3.3 Dimensions of map symbols

No deviations from the given dimensions within these specifications are permitted. It is, however, accepted that due to limitations in printing technology the final map symbol dimensions may vary up to +/- 5%.

Dimensions in this book are given at the reference scale of 1 : 700.
Map shall be scaled to fit paper prioritizing legibility, and according to instructions given in

3.1 Scale.

All images in this document are enlarged to 200% to enhance reading.

All line widths and symbol dimensions must be kept strictly to their specified value. Certain minimum dimensions must also be observed. These are based on both printing technology and the need for legibility.

Minimum gaps and dimensions

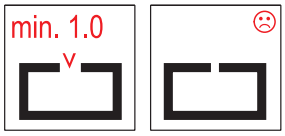
- Passages between symbols representing uncrossable features should be 0.4 mm



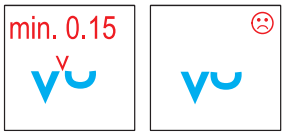
- Opening of outer walls (doors) and uncrossable fences



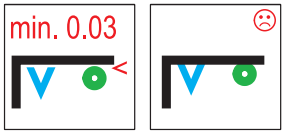
- Opening of inner walls (doors) and passable fences



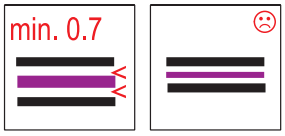
- Gap between two line symbols of the same colour: 0.15 mm



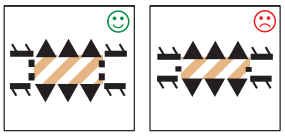
- Gap between minor objects and walls



- Gap for runnable area



- Shortest dashed line: at least two dashes



- Minimum width of stairs: 1.3 mm

  Minimum number of dashes behind stairs: 3



3.4 North alignment

An indoor map does not need to be north oriented.

3.5 Format of the map

The map format should not exceed DIN A3.

3.6 Screens

The table below lists the permissible combinations of screens.

	1216 Escalator moving direction arrow	1302 Toilet or urinal	1303 Shower	1304 Sink	1305 Prominent water feature	526 Sculpture or small monument	530 Prominent feature - ring	531 Prominent feature – cross	417 Large tree or plant	418 Tree or plant	1771 One-way passage	1772 Cumpulsory crossing	1773 Compulsory diagonal switch	1774 Compulsory diagonal one-way switch	1775 Uncrossable border
521 Building	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
520 Area that shall not be entered	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
1203 Floor (runnable)	X	v	o	u	*	⊙	o	×	O	•	»	⤢	⤨	⤳	/
1206 Stairway leading to next floor up	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
1207 Stairway leading to next floor down	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
1218 Ramp	X	X	X	X	X	⊙	o	×	O	•	»	⤢	⤨	⤳	/
1219 Ramp to next floor up	X	X	X	X	X	⊙	o	×	O	•	»	⤢	⤨	⤳	/
1220 Ramp to next floor down	X	X	X	X	X	⊙	o	×	O	•	»	⤢	⤨	⤳	/
1214 Escalator to next floor up	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
1215 Escalator to next floor down	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
1217 Lift	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
512.3 Area runnable at lower level	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
301 Uncrossable body of water	X	X	X	X	X	⊙	o	×	X	X	X	X	X	X	X
301.4 Dominant uncrossable body of water	X	X	X	X	X	⊙	o	×	X	X	X	X	X	X	X
302 Shallow body of water	X	v	o	u	*	⊙	o	×	X	X	»	⤢	⤨	⤳	/
1401 Table or bench	X	X	X	X	X	X	X	X	X	X	X	X	X	X	/
1402 Cupboard / shelf	X	X	X	X	X	X	X	X	X	X	X	X	X	X	/
1403 Couch / sofa	X	X	X	X	X	X	X	X	X	X	X	X	X	X	/
1407 Area with obstacles	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
1408 Area with dense obstacles	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X

4 DEFINITION OF SYMBOLS

Definitions of features to be mapped and specifications of map symbols are given in the following sections.

Symbols are classified into six categories:

- **Construction** – building and necessary objects to fulfill a useful building, such as fences and pillars.
- **Floors** – floor surfaces, staircases, ramps and landings.
- **Water** – any object made for handling water, such as pool, shower, toilet and sink.
- **Furniture** – movable objects that are mainly stationary. Other movable objects should be omitted.
- **Directions** – symbols on the map being added for the specific event, telling competitors where to run or not. Dark purple or orange.
- **Course planning symbols** – any symbol that gives information about the runner's course.

Most of the symbols in this specification shall be orientated to the top of the printet map sheet. That a symbol is to be top-orientated is indicated with an arrow pointing upward beside the symbol.

For area symbols, colour percentages are given in the text ("green 50%") and the illustrations ("50%"). Detailed graphical definitions for some of the symbols are provided in section 4.2 *Precise definitions of symbols*.

Note: dimensions are specified in mm at the scale of 1:700. All drawings are represented at 1:350, that is 200% enlarged for clarity only.

Type of symbols:

P	Point
L	Line
A	Area
T	Text

<	Gap or infill between two lines
—	Line thickness
∠	Angle
⟷	Distance
Ø	Diameter
	Top-oriented symbol

(OM) = Outside measure
(IM) = Inside measure
(CC) = Centre to centre

1100 Construction symbols

521 Building body (A)

Black 50-65 %. Colour 11.

Building body is any part of a building not accessible for runners. As for sprint orienteering maps, these areas are drawn in grey and must have an outline, either 1102 *Outer wall* or 1103 *Inner wall*.

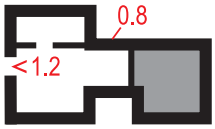
Generally no internal wall should be visible within this area.

1101 Temporary building body (A)

Black 50-65 %. Colour 902.

Colour must be the same percentage as colour 11 used for 521.

This symbol enables part of the map to be disabled temporarily, provided all internal walls are drawn using 1103.1 *Temporary hidden inner wall*.

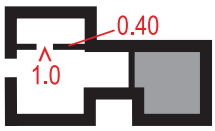


1102 Outer wall (L)

Black 100%. Colour 46.

Outer wall is the outline of a building, wether accessible to runners or not.

For passable openings (doors), the outer wall shall have a gap of 1.2 mm to clearly show the entrance.

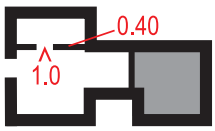


1103 Inner wall (L)

Black 100%. Colour 46.

Inner wall is the outline of a room inside the building.

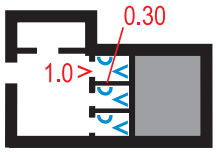
For passable doors, the inner wall shall have a gap of 1.0 mm to clearly show the entrance.



1103.1 Temporary hidden inner wall (L)

Black 100%. Colour 2.

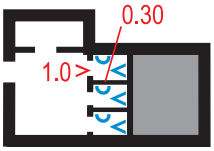
This optional symbols can be used to maintain walls in an area that is temporarily hidden below 1101 *Temporary building body*, but may occasionally be open for an event.



1103.2 Inner wall for very small rooms (L)

Black 100%. Colour 46.

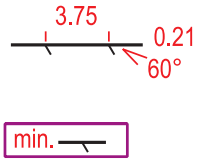
This type of inner wall shall be used only for very small rooms, such as toilets, where using the 1103 Inner wall would leave insufficient space to draw the required furniture.



1103.3 Temporary hidden inner wall for very small rooms (L)

Black 100%. Colour 2.

This optional symbols can be used to maintain very small inner walls in an area that is temporarily hidden below 1101 *Temporary building body*, but may occasionally be open for an event.



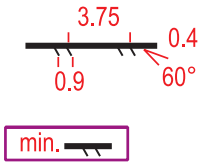
516 Passable fence or railing (L)

Black 100%. Colour 2.

As for sprint orienteering maps, such fences or railings may be crossed, but will act as a speed reducing feature.

If the fence or railing is dangerous to cross, use 518 *Uncrossable fence or railing*.

If fence or railing is caught within a set of stairs, tag line may be omitted, or use 1103 *Inner wall*.



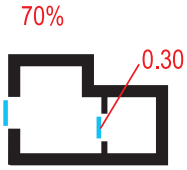
518 Uncrossable fence or railing (L)

Black 100%. Colour 2.

If not allowed to cross, or if dangerous to cross, use this symbol for the railing.

If the minimum length is shorter than 3 mm, it must be presented with the symbol 1103 *Inner wall* (or 1103.1 *Temporary hidden inner wall*).

If fence or railing is caught within a set of stairs, tag line may be omitted, or use 1103 *Inner wall*.

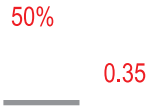


1104 Automatically closing doors (L)

Blue 70%. Colour 17.

This symbol represents doors that are passable to runners, but may close automatically due to electronic control or spring retainer. Runners are allowed to open the doors to pass.

Blue line shall be disaligned with the wall to avoid being mistaken for part of the wall.



1105 Partition wall (L)

Black 50-65%. Colour 11.

Minor wall not necessarily reaching ceiling level.
A partition wall should be used in conjunction to office desks or other furniture and is considered uncrossable.



1106 Curtain or flexible wall (L)

Black 50-65%. Colour 11.

Curtain or flexible passable wall that may be pushed aside or opened to access runnable area.

Curtains along walls and windows shall be omitted.



1107 Small pillar (P)

Black 100%. Colour 2.

Symbol represents small round pillars with diameter less than 50 cm.



1108 Larger pillar (P)

Black 100%. Colour 2.

Symbol represents large round pillars with diameter above 50 cm.



1109 Square pillar (P)

Black 100%. Colour 2.

Symbol represents pillars with a non-round shape.



520 Area that shall not be entered (A)

Olive green. Colour 24.

Area forbidden to enter for all participants.

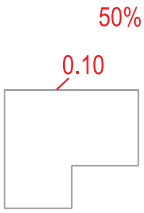
Area must be separated from other objects or areas by symbol 520.2 *Area that shall not be entered (outline)*.



520.2 Area that shall not be entered (outline) (L)

Black 100%. Colour 2.

Symbol shall divide forbidden area (520) from other objects or areas on the map.

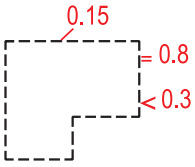


1110 Building outline of floor below (L)

Black 50%. Colour 11.

The symbols is optional.

Symbols is used for outlining the shape of a floor below that may be visible from the floor above to help runners navigate in building.



1111 Building outline of floor above (L)

Black. Colour 2.

The symbols is optional.

Symbols is used for outlining the superstructure (floor above), that may be visible from the floor below to help runners navigate in the building.

1200 Floor



1201 Step (L)

Brown. Colour 15.

This symbol shall be used for single steps or large steps, e.g. stair-shaped amphitheatre.

If steps are part of a set of stairs, including landing, leading to another floor, use 1206 *Stairway leading to next floor up* or 1207 *Stairway leading to next floor down*.

If more than two steps, but not leading to new floor, consider using 1205 *Stairs not leading to another floor*.

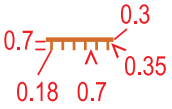


1201.1 Slope line (P)

Brown. Colour 15.

Optional small tag to indicate falling direction of stairs, e.g. stair-shaped ampitheatere sumberged in the floor.

A minimum of 1 shall be used.



1202 Stage edge or steep stairway (L)

Brown. Colour 15.

Use this symbol to mark larger, passable elevation difference, such as edge of a stage.

Tags indicate falling direction.

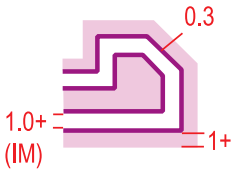


1203 Runnable area (A)

White. Colour 901.

Any area permitted for runners while in action (after start, before finish).

Out of bound areas are mapped 25% purple (1222 *Out-of-bounds area*).



1204 Outdoor passage (A)

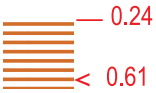
White (runnable area).
Dark purple. Colour 903.
25% Purple. Colour 915.

Outdoor passage, clearly marked in terrain.

Outdoor passage is at least 1 mm wide white surrounded by funnel tapes marked as dark purple. Out-of-bounds area outside funnel tapes is indicated using at least 1 mm 25% purple.

Special objects, such as 520.2 *Area that shall not be entered (outline)*, 301.2 *Uncrossable body of water (outline)*, 1102 *Outer wall* or 518 *Uncrossable fence or railing* may serve as outdoor passsage outline.

Outer wall leading to outdoor passage must have a gap to show exit/ entrance, see 1102 *Outer wall*.



1205 Stairs not leading to another floor (A)

Brown. Colour 15.

For this symbol line direction needs to be corrected in order to set steps perpendicular to running direction.

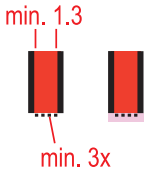
If steps are part of a total set of stairs leading to another floor, even with landing somewhere on the way, these steps shall not be used unless an exit to current floor exists from the landing.



1206 Stairway leading to next floor up (A)

Middle red. Colour 904.

This area symbol shows a stairway, or ramp as part of stairs, leading to next floor up. This symbol shall only be used for ordinary stairs with a maximum step height of 30 cm, not not for stair-shaped amphitheatre.



Minimum open width of stairway colour (red) is 1.3 mm on printed map, equivalent to 0.9 m at scale 1:700.

Stairs shall not be divided unless map shows a minimum width of 2.6 mm (app. 2 m in real). Avoid using funnel tapes in stairs.

The object shall always be surrounded by a boundary at all sides where stairs are not possible to enter. Such boundary shall be 1102 *Outer wall*, 1103 *Inner wall*, 518 *Uncrossable fence or railing*, 520.2 *Area that shall not be entered (outline)* or 301.2 *Uncrossable body of water (outline)*.

At the back, where the stairs continue to the next floor, there shall be a black dashed line using 512.2 *Underpass or tunnel walls / back of stairs*. To emphasize the non-runnable area, an optional 1222 *Out-of-bounds area* may be added.

If the current floor has stairs that lead both up and down and these stairs meet on the map, there shall be a white 45° line of 0.4 mm width in between the red (1206 *Stairway leading to next floor up*) and blue (1207 *Stairway leading to next floor down*) colour to indicate overlap.

512.2 *Underpass or tunnel walls / back of stairs* shall not be printed on stairway colour (red); hence place 512.2 *Underpass or tunnel walls / back of stairs* on white next to stair colour.

See separate explanation for «How to understand drawing stairs» at the back of this document.



1207 Stairway leading to next floor down (A)

Middle blue. Colour 907.

This area symbol shows a stairway, or ramp as part of stairs, leading to next floor down. This symbol shall only be used for ordinary stairs with a maximum step height of 30 cm, not not for stair-shaped amphitheatre.

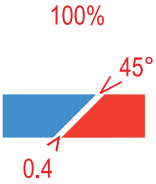
Minimum open width of stairway colour (blue) is 1.3 mm on printed map, equivalent to 0.9 m at scale 1:700.

Stairs shall not be divided unless map shows a minimum width of 2.6 mm (app. 2 m in real). Avoid using funnel tapes in stairs.

The object shall always be surrounded by a boundary at all sides where stairs are not possible to enter. Such boundary shall be 1102 *Outer wall*,1103 *Inner wall*, 518 *Uncrossable fence or railing*, 520.2 *Area that shall not be entered (outline)* or 301.2 *Uncrossable body of water (outline)*.

If the current floor has stairs that lead both up and down and these stairs meet on the map, there shall be a white 45° line of 0.4 mm width in between the red (1206 *Stairway leading to next floor up*) and blue (1207 *Stairway leading to next floor down*) colour to indicate overlap.

See separate explanation for «How to understand drawing stairs» at the back of this document.



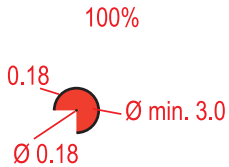
1207.1 White gap between up/down stairs/escalator/ramp

White. Colour: 45.

This symbol is used in the same manner for stairs, escalators and ramps leading to another floor.

Thie symbol indicates that the staircase continues both up to the next floor above and down to the next floor below at the same time. The line holds a 45° angle to the staircase itself and is drawn at the floor division.

For better understanding of the use, please view the «How to understand drawing stairs» at the back of this document.

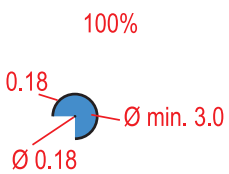


1208 Spiral stairway leading to next floor up (P)

Middle red. Colour 904.

Spiral stairs leading to next floor up.

Gap shall be rotated so that entry of steps is in open sector.



1209 Spiral stairway leading to next floor down (P)

Middle blue. Colour 907.

Spiral stairs leading to next floor down.

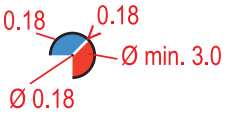
Gap shall be rotated so that entry of steps is in open sector.



1210 Spiral stairway to next floor up and down (P)

Middle red. Colour 904.
Middle blue. Colour 907.

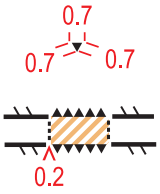
Spiral stairs leading to next floor up and down.



1211 Spiral stairway to next floor down and up (P)

Middle blue. Colour 907.
Middle red. Colour 904.

Spiral stairs leading to next floor down and up.



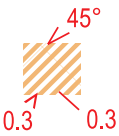
512.1 Bridge or underpass entrance (L)

Black 100%. Colour 2.

This symbol indicates runnable area in two levels both included in the same floor mapping.

Symbol must be used in conjunction with symbol 512.3 *Area accessible in two levels in same floor* and with 512.2 *Underpass or tunnel walls / back of stairs* if enough space.

512.1 *Bridge or underpass entrance* should be avoided indoors.



512.3 Area accessible in two levels in same floor (A)

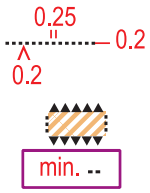
Brown 50%. Colour 19.
White. Colour 45.

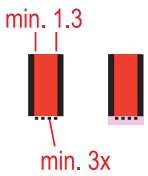
This symbol indicates accessible areas both mapped via the same floor, e.g. high ramp or landing where area below is accessible for runners with a minimum height of 2.20 m.

This symbol shall not be part of a staircase.

If accessible area is mapped at different floor, do not use this symbol.

512.3 should be avoided indoors.





512.2 Underpass or tunnel walls / back of stairs (L)

Black 100%. Colour 2.

Underpass or tunnel below a mapped surface at the same floor.

Line symbol indicates a passage at the lower level when used for tunnel with a minimum of 2 dashes.

This symbol also indicates back of staircase not accessible from current side. When used behind stairs, a minimum of 3 dashes must be visible.

Leave a gap at the start and end of symbol. Dashes shall not touch other black objects.

If the passage is too short (tunnel only), leave this symbol out.



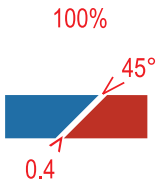
1214 Escalator to next floor up (despites of rolling direction) (A)

Dark red. Colour 905.

This area symbol shows an escalator connecting to the next floor up if engine is stopped (escalator not moving).

Minimum open width of escalator colour (dark red or dark blue) is 1.3 mm on printed map, equivalent to 0.9 m at scale 1:700.

Escalator shall not be divided unless map shows a minimum width of 2.6 mm (app. 2 m in real). Avoid using funnel tapes in escalators.



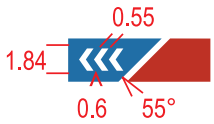
1215 Escalator to next floor down (despites of rolling direction) (A)

Dark blue. Colour 908.

This area symbol shows an escalator connecting to the next floor down if engine is stopped (escalator not moving).

Minimum open width of escalator colour (dark red or dark blue) is 1.3 mm on printed map, equivalent to 0.9 m at scale 1:700.

Escalator shall not be divided unless map shows a minimum width of 2.6 mm (app. 2 m in real). Avoid using funnel tapes in escalators.



1216 Escalator moving direction arrow (L)

The escalator may have a set of white arrows (1216) showing escalator *moving direction* (up or down) if this differs from the logic view, e.g. if stairs lead down but moves up towards runner's viewpoint.



1217 Lift (A)

Yellow. Colour 911.

This area symbol indicates a lift going up and/or down.
The entrance must be shown using 1104 *Automatically closing door* where 1104 is placed inside the lift (yellow).

If the lift does not stop at the floor, the lift area must be drawn gray using 521 *Building body* or 1101 *Temporary building body*. Door opening should be left visible.

1218 Ramp (A)

Brown 30%. Colour 42.

This symbol is used for changes in level within the same floor where there are no steps, but a smooth rise or fall.

If ramp goes all the way to next floor up or down, use 1219 *Ramp to next floor up* or 1220 *Ramp to next floor down*.

Minimum open width of ramp colour (brown 30%) is 1.3 mm on printed map, equivalent to 0.9 m at scale 1:700.

Ramp shall not be divided unless map shows a minimum width of 2.6 mm (app. 2 m in real). Avoid using funnel tapes in ramps.

1219 Ramp to next floor up (A)

Ramp up to next floor. Colour 906.

This symbol shows a ramp that goes all the way up to the next floor.

Minimum open width of ramp colour (ramp red) is 1.3 mm on printed map, equivalent to 0.9 m at scale 1:700.

Ramp shall not be divided unless map shows a minimum width of 2.6 mm (app. 2 m in real). Avoid using funnel tapes in ramps.

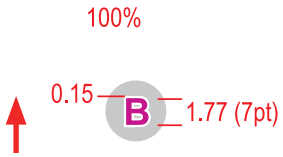
1220 Ramp to next floor down (A)

Ramp down to next floor. Colour 910.

This symbol shows a ramp that goes all the way down to the next floor.

Minimum open width of ramp colour (ramp blue) is 1.3 mm on printed map, equivalent to 0.9 m at scale 1:700.

Ramp shall not be divided unless map shows a minimum width of 2.6 mm (app. 2 m in real). Avoid using funnel tapes in ramps.

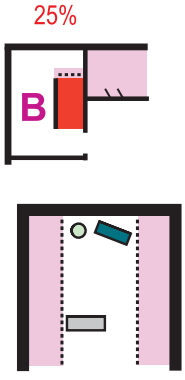


1221 Stairway identity letter (T)

Purple. Colour 54.
White. Colour 55.

This letter shall be present next to all stairs if building contains two or more staircases. The purpose of the letter is to make the map easier to read and to connect stairways between floors.

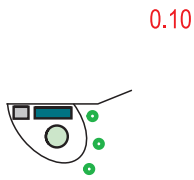
Letter shall be located clearly visible.



1222 Out-of-bounds area (A)

25% purple. Colour 915.

This symbol (25% purple) is used to mark non-runnable, out-of-bounds, areas, such as an open airspace vith view to a lower level, at the back of stairs or below sloping ceiling where there is insufficient standing height (below 2.20 m).



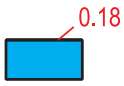
1223 Distinct floor marking (L)

Black 100%. Colour 2.

Symbol is only to be used where floor marking is distinct and will aid runners' navigation, otherwise leave out.

Symbol shall not be used to show steps, then use 1201 *Step* instead.

1300 Water



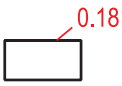
301 Uncrossable body of water

Blue. Colour 14.
Black. Colour 2.

Body of water other than elements shown with separate symbols.

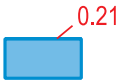
An area of deep water which may constitute a danger to the competitor. Dominant areas of water may be shown with 70% fill colour.

The black outline, 301.2 *Uncrossable body of water (outline*), emphasises that the feature is uncrossable.



301.2 Uncrossable body of water (outline) (L)

This symbol shall outline any uncrossable body of water.



302 Shallow body of water (A)

Blue 30%. Colour 3.
Blue. Colour 14.

Body of water other than elements shown with separate symbols.

An area of shallow water that can be crossed. The body of water should be less than 0.5 m deep and runnable.

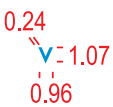
The blue outline, 302.4 *Shallow body of water (outline*), signalises that the feature is crossable.

Remark: it is generally not a good idea to let people run with wet shoes.



302.4 Shallow body of water (outline) (L)

This symbol shall outline any shallow crossable body of water.



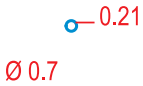
1302 Toilet or urinal (P)

Blue. Colour 14.

Toilet or single urinal. In case of larger multiple urinals in cluster, use 301 *Uncrossable body of water*.

The opening of the symbol shall be drawn towards the wall.

Symbol shall not touch other objects.



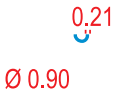
1303 Shower (P)

Blue. Colour 14.

Shower where the shower head protrudes significantly from the wall.

Symbol shall not touch other objects.

In case of many minor showers mounted too close together, consider using 1305 *Prominent water feature* or none.



1304 Sink (P)

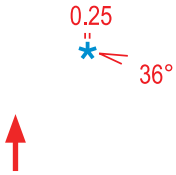
Blue. Colour 14.

Freestanding (not built-in) sink.

Opening of symbol shall be drawn towards wall.

If sink is embedded into a bench it shall be omitted.

Symbol shall not touch other objects.



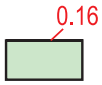
1305 Prominent water feature (P)

Blue. Colour 14.

Prominent water feature, such as a fountain, not having its own symbol.

Symbol shall not touch other objects.

1400 Furniture



1401 Table or bench (A)

Light green. Colour 912.

This symbol represents any surface mainly 110 cm or lower meant to put things on, like a table, bar table or bench.

A table or bench is regarded uncrossable to runners.

Symbol shall be bounded by 1404 *Furniture outline*.



1402 Cupboard or tall shelf (A)

Black 20%. Colour 12.

This symbol represents any item used to store goods, such as bookshelf or cupboard with a total height mainly of above 110 cm.

Item may have doors or it may have open shelves.

A cupboard is regarded uncrossable to runners.

Symbol shall be bounded by 1404 *Furniture outline*.



1403 Couch / sofa (A)

Green for couch/sofa. Colour 913.

This symbol represents any item meant for sitting comfortably, that means not ordinary chairs.

A couch/sofa is regarded uncrossable to runners.

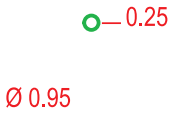
Symbol shall be bounded by 1404 *Furniture outline*.



1404 Furniture outline (L)

Black 100%. Colour 2.

This symbol shall outline any furniture symbol.



417 Large tree or plant (P)

Green. Colour 6.
White. Colour 57.

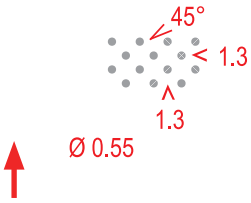
Plant or tree being significantly larger than other plants.



418 Tree or plant (P)

Green. Colour 6.
White. Colour 57.

Plant or tree.

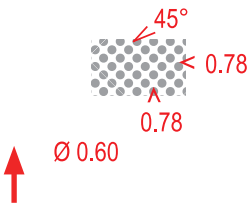


1407 Area with obstacles (A)

Black 50-65%. Colour 11.

This symbol may be used in a room where furniture may be moved, thus making it hard to map exactly, e.g. desks in a classroom or apparatus in a gym. Objects may be passed.

If an object is not to be passed, then this object must be drawn as a proper furniture symbol (1401-1403) or by using 714 *Temporary construction or closed area*.

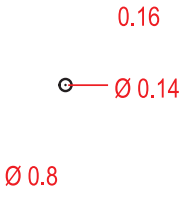


1408 Area with dense obstacles (A)

Black 50-65%. Colour 11.

This symbol may be used in an area of dense obstacles making it very difficult to move around. Objects may be passed.

If an object is not to be passed, then this object must be drawn as a proper furniture symbol (1401-1403) or by using 714 *Temporary construction or closed area*.



526 Sculpture or small monument (P)

Black. Colour 2.

Sculpture or small monument that is obvious. Large massive monuments shall be represented in plan shape.

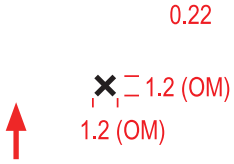


530 Prominent feature – ring (P)

Black. Colour 2.

A feature which is significant or prominent.

The definition of the symbol must be given on the map.



531 Prominent feature – cross (P)

Black. Colour 2.

A feature which is significant or prominent.

Location is at the centre of gravity of the symbol, and the symbol is orientated to the top of the sheet.

The definition of the symbol must be given on the map.

1700 Directions and map layout

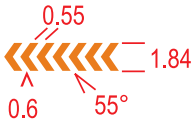


1771.1 One-way passage - one large arrow (P)

Orange. Colour 914.

This symbol will change according to courses made for the specific event. Symbol shows legal running direction.

Symbol must be accompanied by clear on site markings showing running directions. Such marking may be either on floor or by signs no less than A3 size.



1771.2 One-way passage (line of arrows) (L)

Orange. Colour 914.

This symbol will change position on the map according to courses made for the specific event. Symbol shows legal running direction.

Symbol must be accompanied by clear markings showing running directions. Such marking may be either taped on floor or by signs no less than A3 size.

One-way passage may be traversed only in the direction indicated by the arrows.



1772 Compulsory crossing (P)

Orange. Colour 914.
White. Colour 51.

Point where runners can pass straight ahead, but not turn sideways.



1773 Compulsory diagonal switch (P)

Orange. Colour 914.
White. Colour 51.

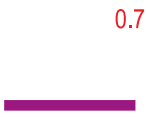
Point where runners must change diagonally to opposite lane. Runners may not turn back or switch lanes other than arrows indicate.



1774 Compulsory diagonal one-way switch (P)

Orange. Colour 914.
White. Colour 51.

Point where runners must change diagonally to opposite lane. Runners may not turn back or switch lanes other than arrows indicate.



1775 Uncrossable border (L)

Dark purple. Colour 903.

Funnel tapes forbidden to cross.

This symbol must be printed with a distinctly darker purple than course symbols to avoid markings being mixed up with course symbols.

Dividing stairways is not recommended, but if performed, beware of minimum width of 1.3 mm stairway colour on each side of the tape.



1781 Text (T)

Black 100%. Colour 2.

Important information about map etc.



1782 Floor designator (T)

Middle blue. Colour 907.

Identifier, number or letter, telling which floor is mapped within the marking lines made with 1784 *Floor level separation line on map print*.

Floor designator shall correspond to designation stated in building and signs.



1783 Building designator (T)

Green. Colour 6.

Optional identifier, number or letter, identifying the building from other buildings if multiple buildings are mapped.

It is advised that building identifier matches what is stated on buildings or reference signs.



1784 Floor level separation line on map print (L)

Middle blue. Colour 907.

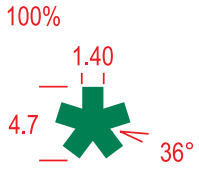
Separation map layout line to distinguish and group floor levels.



1785 Thin level separation line on map print (L)

Middle blue. Colour 907.

Thinner separation map layout line to distinguish and group floor levels.

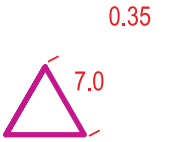


1720 Map flip point (P)

Dark green. Colour 48.

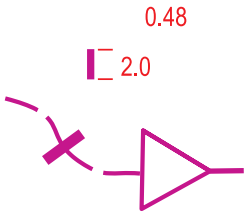
The map flip point is optional for course planner to give runners a quick way of recognising the same location when performing a map flip. If multiple map flip points are necessary, then cluster two, three or several map flip points to make them easily recognisable (like a dice pattern). Map flip points should not be used in conjunction to stairs between floors, then use 1221 *Stairway identity letter*.

700 Course print



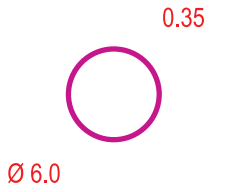
701 Start (P)

Purple. Colour 50.



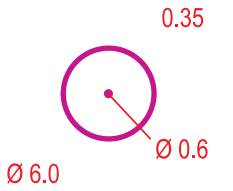
702 Map issue point (P)

Purple. Colour 50.



703 Control point (P)

Purple. Colour 50.



1703 Alternate control point (P)

Purple. Colour 50.

Control point showing exact location of control. This may be used to avoid misunderstandings about localisation among narrow passages.



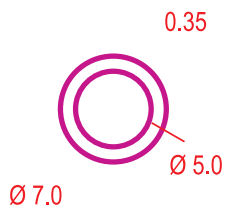
704 Control number (T)

Purple. Colour 50.



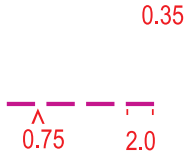
705 Course line (L)

Purple. Colour 50.



706 Finish (P)

Purple. Colour 50.



707 Marked route (L)

Purple. Colour 50.

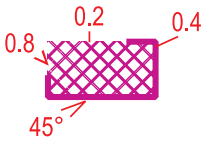


708 Out-of-bounds boundary (A)

Purple. Colour 54.

Border line of area forbidden for runners.

Boundary must be clearly delimited in terrain by funnel tapes.

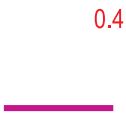


709 Out-of-bounds area (A)

Purple. Colour 54.

Area forbidden to runners.

Area should be clearly delimited in terrain by funnel tapes.

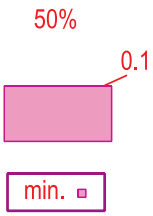


709.4 Out-of-bounds area boundary (L)

Purple. Colour 54.

A line bounding the out-of-bounds area, indicating that the boundary is continuously marked with tape or similar material.

If not forbidden on either side, then use 1775 *Uncrossable border*.



714 Temporary construction or closed area (A)

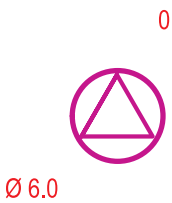
Purple 50%. Colour 53.

Purple (outline). Colour 50.

Obvious objects that is not available to runners, such as office machines, resturant area, temporary building constructions, etc. shall be represented in plan shape.

Minimum width: 0.5 mm.

Minimum area: 0.25 mm² (footprint 0.12 m²).



715 Continuing point after map exchange (P)

Symbol marking the continuation of the course after the map flip or the map exchange. The triangle points in the direction of the following control.

Colour: purple (lower purple).

Specific indoor control description symbols



7.119 Pillar (P)
Purple. Colour6.
or black 100%, colour 2.



7.132 Toilet (P)
Purple. Colour 56.
or black 100%, colour 2.



7.133 Shower (P)
Purple. Colour 56.
or black 100%, colour 2.



7.134 Sink (P)
Purple. Colour 56.
or black 100%, colour 2.



7.141 Table or bench (P)
Purple. Colour 56.
or black 100%, colour 2.



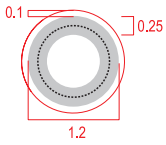
7.142 Cupboard / shelf (P)
Purple. Colour 56.
or black 100%, colour 2.



7.143 Couch / sofa (P)
Purple. Colour 56.
or black 100%, colour 2.

4.2 Precise definition of symbols

417



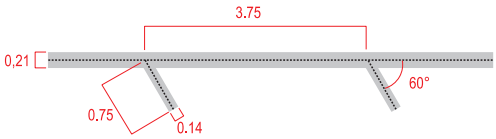
418



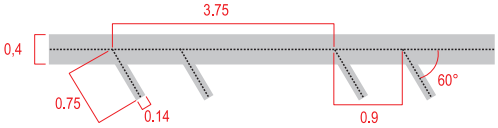
512.1



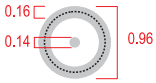
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518



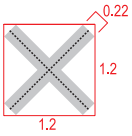
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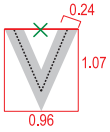
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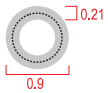
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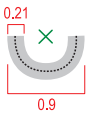
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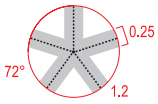
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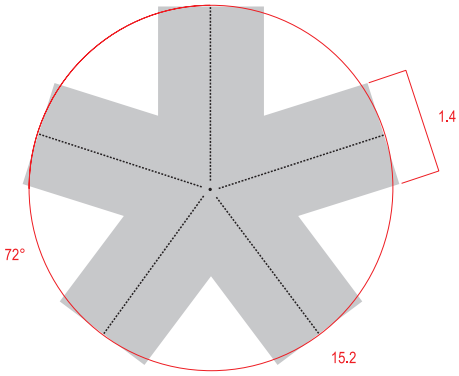
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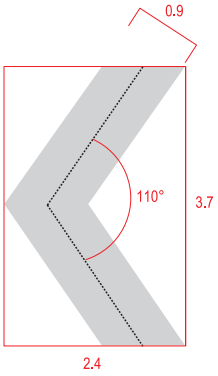
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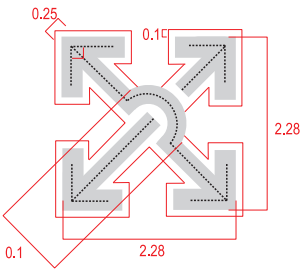
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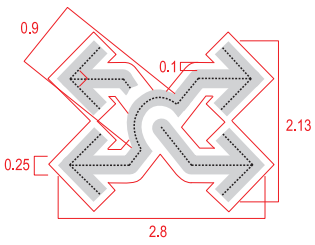
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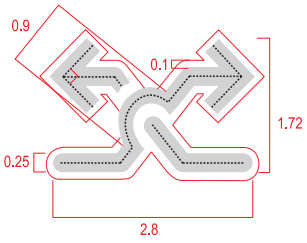
1772



1773



1774



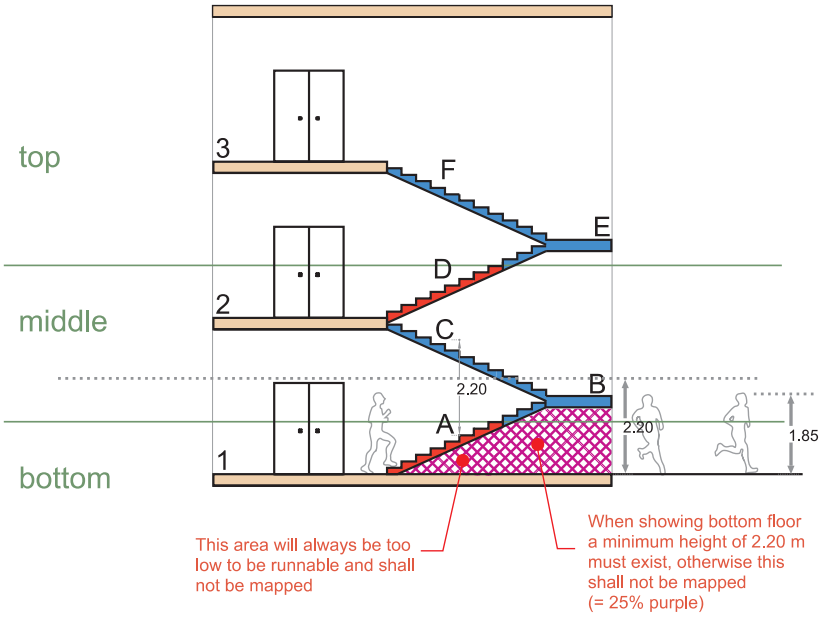
Nr.	Name	Cyan	Magenta	Yellow	Black	Opacity	Symbols	Map
54	Purple for course layout	20	100	0	0	100	1	0
56	Black for control description	0	0	0	100	100	1	0
55	White for course layout	0	0	0	0	100	1	0
46	Black - underpass or tunnel	0	0	0	100	100	1	0
47	White - two-level structure	0	0	0	0	100	0	0
50	Upper purple for course planning	20	100	0	0	100	1	1
903	Dark purple for indoor funnel tapes	45	100	0	0	100	1	0
914	Orange for directions	0	60	100	0	100	1	1
51	White for course planning	0	0	0	0	100	1	0
53	Purple 50%	10	50	0	0	100	1	0
9	White - railway	0	0	0	0	100	0	0
902	Indoor Temporary gray 50%	0	0	0	50	100	1	0
2	Black	0	0	0	100	100	1	1
915	Out-of-bounds area	5	25	0	0	100	1	0
6	Green - point symbols	80	0	100	0	100	1	0
57	White - Prominent bush or small tree	0	0	0	0	100	1	0
52	Lower purple for course planning	20	100	0	0	100	0	0
48	Dark green - hedge	100	0	80	30	100	0	0
14	Blue	100	0	0	0	100	1	0
44	Brown 30% - stairs	5	18	33	0	100	0	0
15	Brown	4	50	95	15	100	1	0
45	White - two-level structure	0	0	0	0	100	1	0
904	Middle red for indoor Stairway up	0	90	90	0	100	1	0
905	Dark red for indoor Escalator up	5	90	90	20	100	1	0
906	Light red for indoor Ramp up	0	45	45	0	100	1	0
907	Middle blue for indoor Stairway down	70	35	0	0	100	1	0
908	Dark blue for indoor Escalator down	80	40	0	20	100	1	0
910	Light red for indoor Ramp down	35	18	0	0	100	1	0
8	Brown 50% - street infill	2	25	48	8	100	0	0
42	Brown 30% - street infill	1	10	19	3	100	1	0

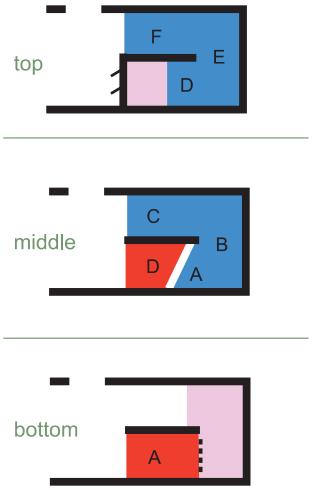
Nr.	Name	Cyan	Magenta	Yellow	Black	Opacity	Symbols	Map
10	Black - street sideline	0	0	0	100	100	0	0
11	Black 50%	0	0	0	50	100	1	0
12	Black 20%	0	0	0	20	100	1	0
16	Blue - border line	100	0	0	0	100	1	0
17	Blue 70%	70	0	0	0	100	1	0
3	Blue 30%	30	0	0	0	100	1	0
911	Yellow for indoor lift	0	15	100	0	100	1	0
23	White over brown, green and yellow	0	0	0	0	100	1	0
19	Brown 50% - paved area	2	25	48	8	100	1	0
36	Upper brown 30%	5	18	33	0	100	0	0
24	Olive green	38	27	100	0	100	1	0
913	Green for couch/sofa	80	5	20	44	100	1	0
13	Dark green - uncrossable vegetation	100	0	80	30	100	0	0
26	Green	80	0	100	0	100	0	0
27	Green 60%	48	0	60	0	100	0	0
28	Green 30%	24	0	30	0	100	0	0
29	Green - undergrowth / over yellow	80	0	100	0	100	0	0
912	Light green for table	20	0	25	0	100	1	0
30	Black 35%	0	0	0	35	100	0	0
31	White over yellow	0	0	0	0	100	1	0
35	Black - cultivated land and sandy ground	0	0	0	100	100	0	0
32	Yellow	0	27	79	0	100	0	0
33	Yellow 75%	0	20	59	0	100	0	0
34	Yellow 50%	0	14	40	0	100	0	0
39	Lower brown 30%	5	18	33	0	100	0	0
901	White for runable area	0	0	0	0	100	1	0

How to understand drawing stairs

Below figures show some common stairway types and how to map them.

Example 1 – Ordinary stairs

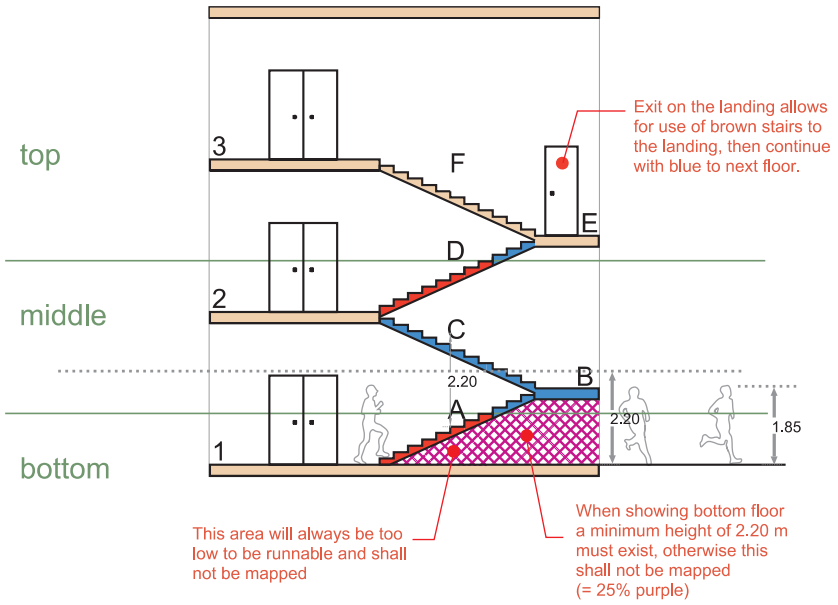


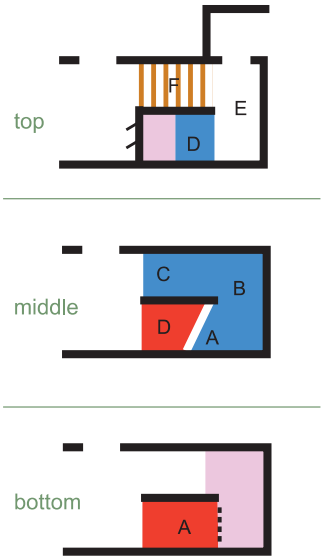


Letters on these stairs only serve the purpose of finding part of stairway. This should not be confused with the Stairway lettering (1212)

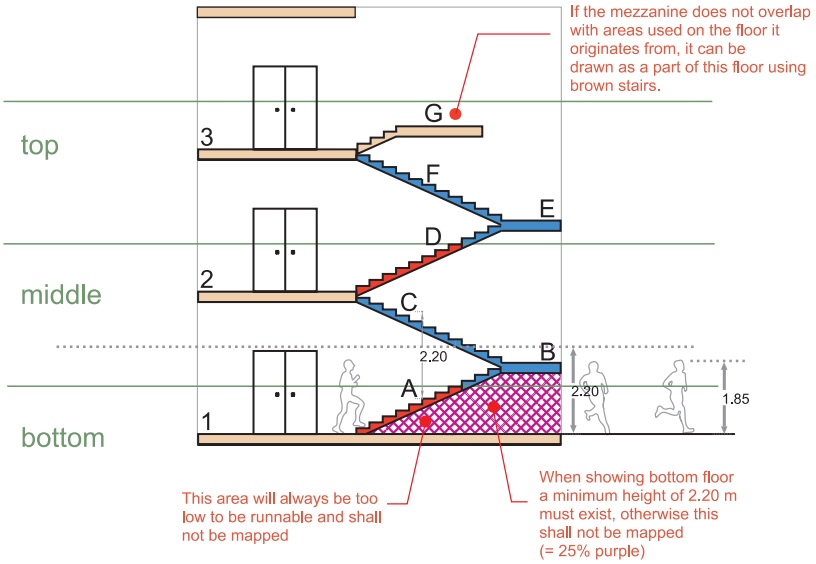
A - F
Each part of stairs is represented only ONCE on the map, that means that e.g. a landing must belong to one floor only.

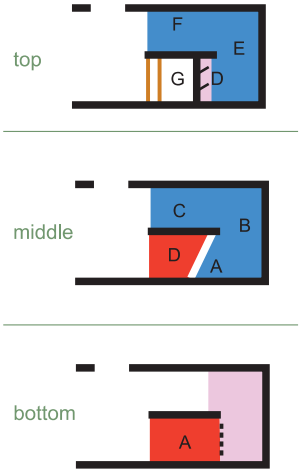
Example 2 – Stairs including landing with exit



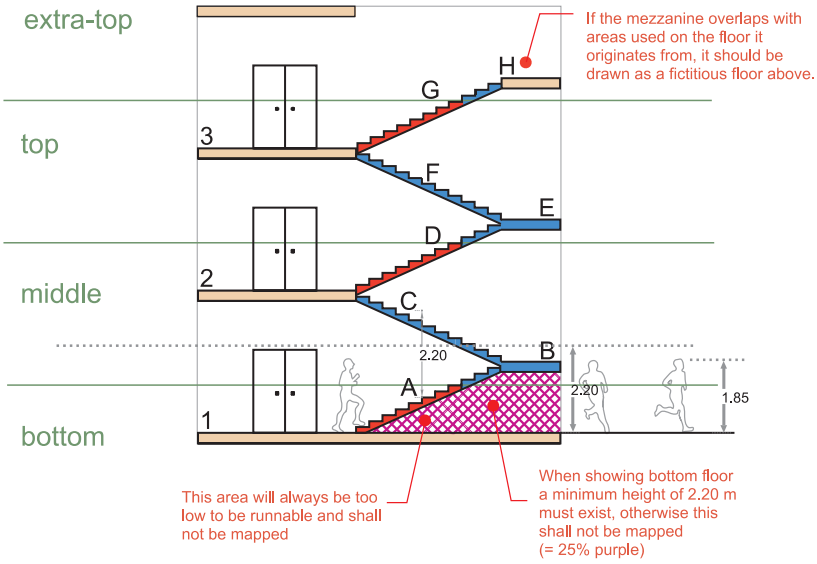


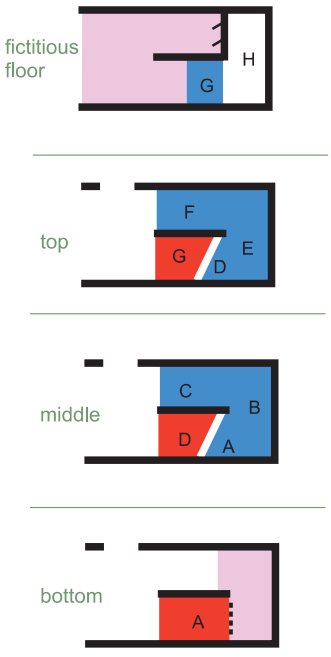
Example 3 – Stairs including mezzanine that does *not* overlap with originating floor



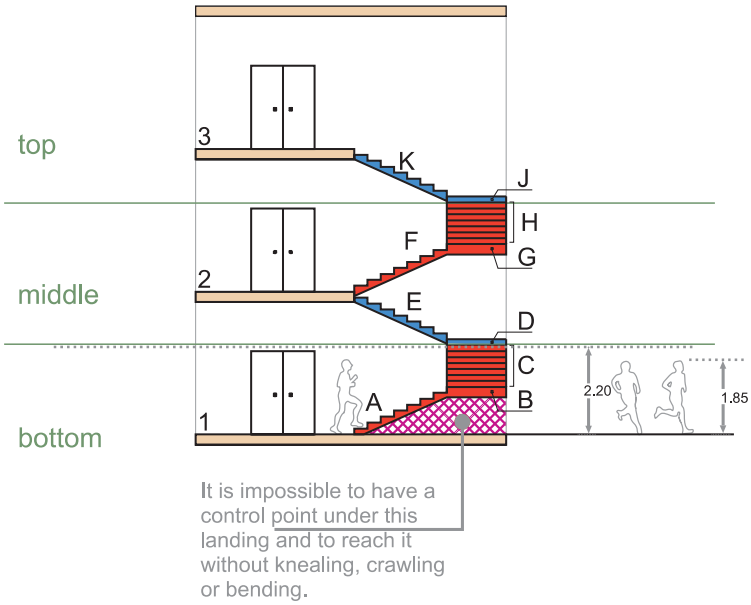


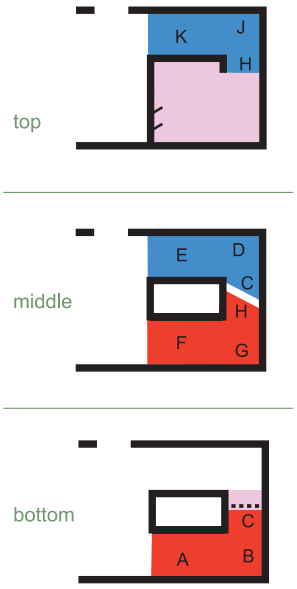
Example 4 – Stairs including mezzanine that does overlap with originating floor





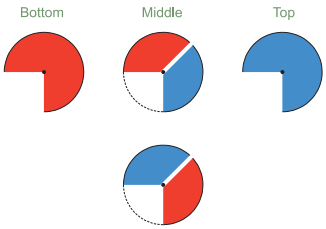
Example 5 – Stairs with two landings, or none





Example 6 – Spiral stairs

RED = only up
BLUE = only down
RED&BLUE = up&down



NOTE: Spiral stairs make more than one full turn before reaching the upper level.