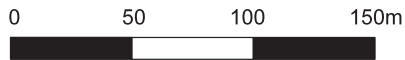


Maidstone Park

Orienteering Map
Upper Hutt, New Zealand



SCALE 1:3100, Contours 5m

Orienteering

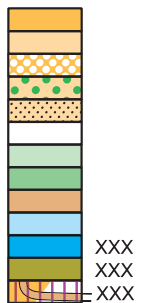
is a sport for families and individuals of all ages. It involves finding your way through unfamiliar terrain using a map. It is a highly competitive sport with international fixtures, and also a recreation which can be enjoyed close to home. For more information contact the Secretary of Orienteering Hutt Valley, Box 30398, Lower Hutt, or browse www.ohv.org.nz



LEGEND

International mapping specifications ISSPrOM with OHV variations, enlarged to 160% DO NOT USE symbols marked XXX

- Open land
- Rough open land
- Scattered trees, mowed
- Scattered trees, rough
- Stony ground
- Forest: easy running
- Forest: slow running
- Forest: difficult to run
- Paved area
- Shallow water, crossable
- River, Out of Bounds
- Private, Out of Bounds
- Special Out of bounds



Remember, DO NOT USE symbols marked XXX

- Contour 5m (tag downslope)
- Form Line (in-between contour)
- Small knolls, Depression, Pit
- Earth bank, Passable wall
- Cliff, Impassable Wall
- Railway, High fence
- Uncrossable pipeline etc
- Erosion gullies
- Streams, Pond
- Marshes
- Water tank, trough, culvert
- Roads, sealed
- Steps, Bridge
- Unsealed road, vehicle track
- Unsealed paths
- Fence, Ruined Fence
- Building, Model railway
- Canopy, Underpass (path)
- Cave, Boulder, Group boulders
- Man made object, Table/BBQ
- Distinctive trees, Stump/Log
- Distinct vegetation boundary

MAGNETIC NORTH

Basemap LINZ photos, UHCC contours, previous OHV mapping. This is an enlargement from 1:5000 mapping. Copyright Orienteering Hutt Valley Jan 2020. File uppercbd22maidstonesc31.0cd

UHCC Activation Jan 2020

Medium	1.3 km	
1	48	Fence
2	38	Sign
3	60	Dry pond
4	58	Small group of trees
5	36	Sign near two forest tracks

6	39	Junction of two tracks
7	49	Seat
8	43	End of track
9	56	Shelter
10	61	Corner of building
11	47	Sign
12	46	Two boulders
		 80 m

www.condes.net 10.0.12 Orienteering Hutt Valley
UHCC Activation Jan 2020 swcd