

# Outdoor recreation



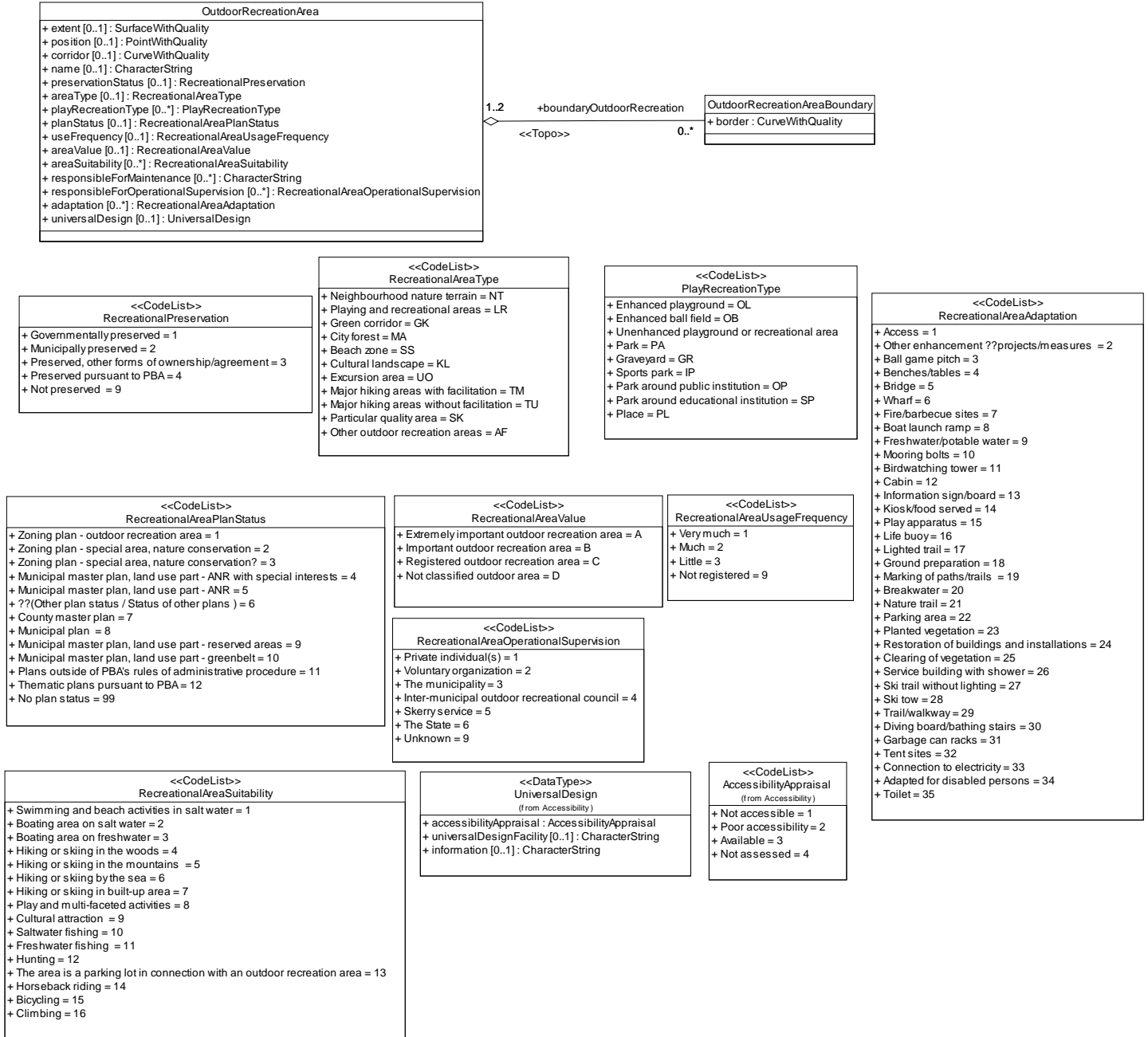
**Norwegian Mapping Authority**  
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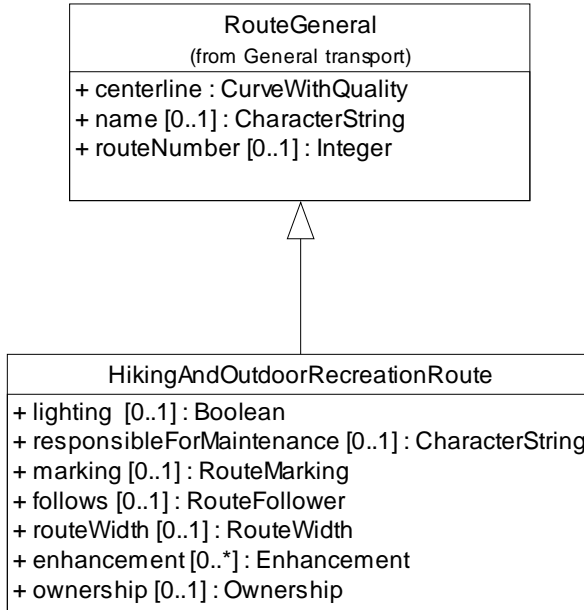
## 1.1 Application schema

### OutdoorRecreationArea

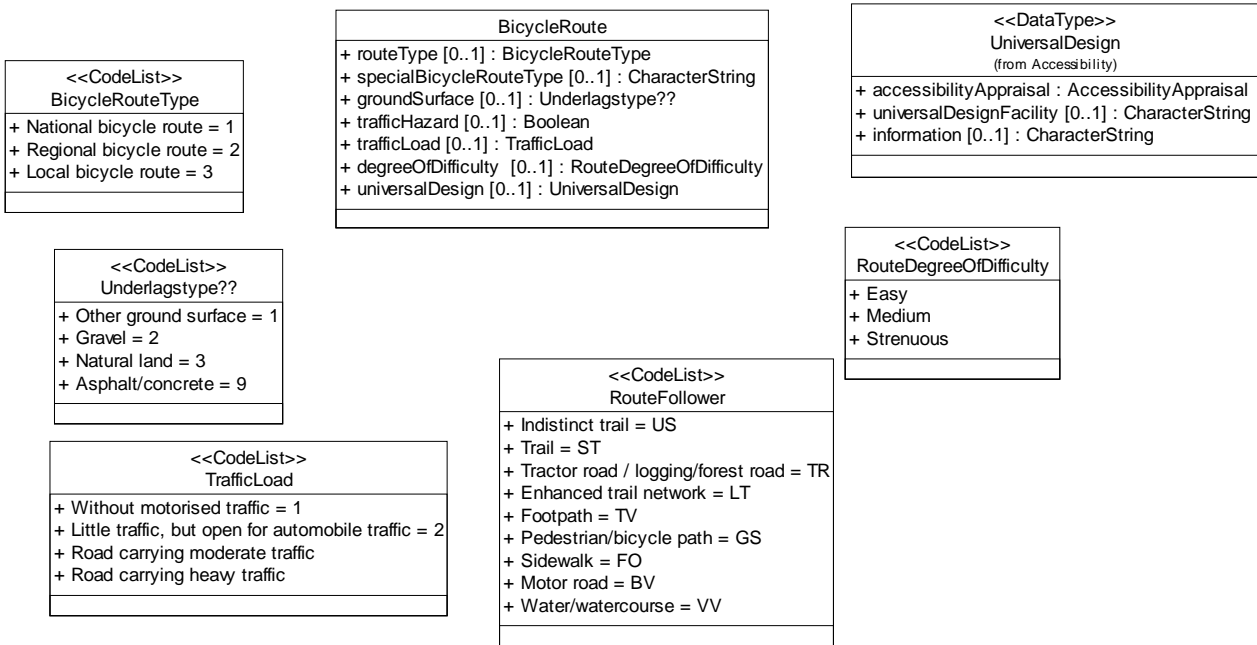


**Trails and routes**

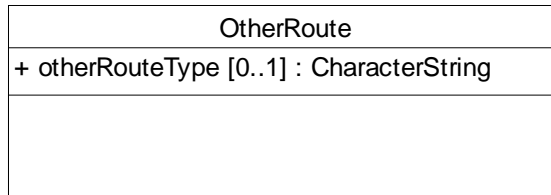
**Abstract model**



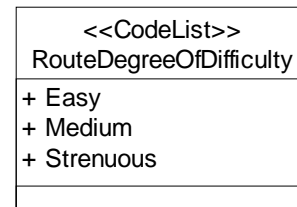
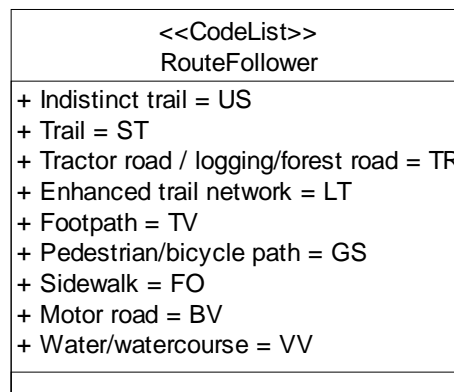
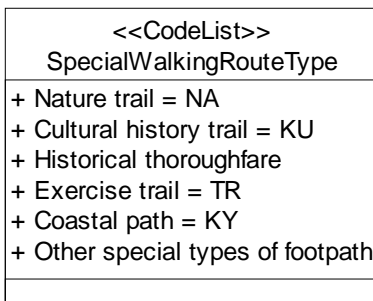
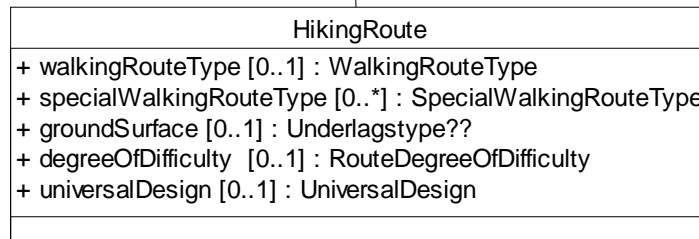
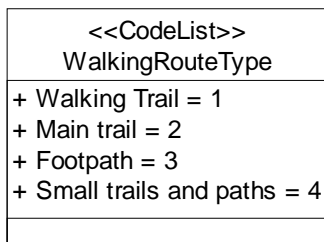
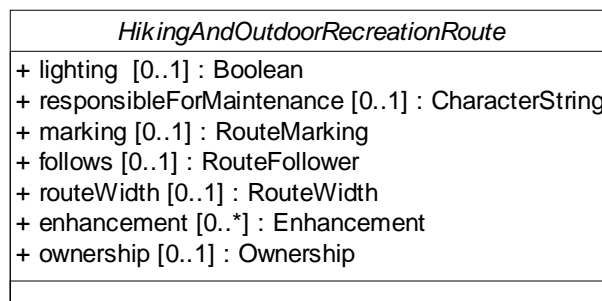
**BicycleRoute**



**Other route**



**Route for walking**



### SkiTrail

<<CodeList>> SkiTrailType
+ Main ski trail = 1 + Ordinary ski trail = 2 + Other ski trail = 3

SkiTrail
+ skiTrailType [0..1] : SkiTrailType + preparation [0..1] : TrailPreparation + specialSkiTrailType [0..1] : SpecialSkiTrailType + clearingWidth [0..1] : ClearingWidth + universalDesign [0..1] : UniversalDesign + numberOfSkiTrails [0..1] : Integer

<<DataType>> UniversalDesign (from Accessibility)
+ accessibilityAppraisal : AccessibilityAppraisal + universalDesignFacility [0..1] : CharacterString + information [0..1] : CharacterString

<<CodeList>> TrailPreparation
+ Prepared trail = P + Machine-prepared = PM + Snowmobile-prepared = PS + Unprepared or lightly prepared trail = U

<<CodeList>> SpecialSkiTrailType
+ Trail for ski skating + Trail for dog sledding = HL + Canine trail = HU + Competition trail = SK + Trail for the physically disabled = BV

<<CodeList>> ClearingWidth
+ Up to 2 metres = 1 + 2-3 metres = 2 + 3-6 metres = 3 + More than 6 metres = 4

<<CodeList>> RouteFollower
+ Indistinct trail = US + Trail = ST + Tractor road / logging/forest road = TR + Enhanced trail network = LT + Footpath = TV + Pedestrian/bicycle path = GS + Sidewalk = FO + Motor road = BV + Water/watercourse = VV

### Codelists

<<CodeList>> RouteFollower
+ Indistinct trail = US + Trail = ST + Tractor road / logging/forest road = TR + Enhanced trail network = LT + Footpath = TV + Pedestrian/bicycle path = GS + Sidewalk = FO + Motor road = BV + Water/watercourse = VV

<<CodeList>> Underlagstype??
+ Other ground surface = 1 + Gravel = 2 + Natural land = 3 + Asphalt/concrete = 9

<<CodeList>> TrafficLoad
+ Without motorised traffic = 1 + Little traffic, but open for automobile traffic = 2 + Road carrying moderate traffic + Road carrying heavy traffic

<<CodeList>> RouteMarking
+ Marked, unspecified = JA + Permanently marked = PM + Seasonally marked / signed with thin poles + Not marked = NEI

<<CodeList>> Enhancement
+ Bridge, (simple) footbridge over river, brook, wet areas = 1 + Cleared of vegetation = 2 + Simply levelled off + Substantial terrain ??preparation/manipulation = 4 + Other enhancement ??projects/measures = 5

<<CodeList>> SpecialWalkingRouteType
+ Nature trail = NA + Cultural history trail = KU + Historical thoroughfare + Exercise trail = TR + Coastal path = KY + Other special types of footpath

<<CodeList>> RouteWidth
+ 0,5 - up to 1,5 m = 1 + 1,5 - up to 3 m = 2 + 3 - 6 m = 3 + More than 6 m = 4

<<CodeList>> ClearingWidth
+ Up to 2 metres = 1 + 2-3 metres = 2 + 3-6 metres = 3 + More than 6 metres = 4

<<CodeList>> TrailPreparation
+ Prepared trail = P + Machine-prepared = PM + Snowmobile-prepared = PS + Unprepared or lightly prepared trail = U

<<CodeList>> SpecialSkiTrailType
+ Trail for ski skating + Trail for dog sledding = HL + Canine trail = HU + Competition trail = SK + Trail for the physically disabled = BV

<<CodeList>> AccessibilityAppraisal (from Accessibility)
+ Not accessible = 1 + Poor accessibility = 2 + Available = 3 + Not assessed = 4

<<CodeList>> WalkingRouteType
+ Walking Trail = 1 + Main trail = 2 + Footpath = 3 + Small trails and paths = 4

<<CodeList>> RouteDegreeOfDifficulty
+ Easy + Medium + Strenuous

<<CodeList>> SkiTrailType
+ Main ski trail = 1 + Ordinary ski trail = 2 + Other ski trail = 3

<<CodeList>> BicycleRouteType
+ National bicycle route = 1 + Regional bicycle route = 2 + Local bicycle route = 3

## 1.2 OutdoorRecreationArea

### 1.2.1 OutdoorRecreation

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
1	Class OutdoorRecreationArea	area, small area or corridor used for public outdoor life				
1.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
1.2	position	location where the object exists	0	1	PointWithQuality	
1.3	corridor		0	1	CurveWithQuality	
1.4	name		0	1	CharacterString	
1.5	preservationStatus	whether, and how, an area has been preserved for current and future use for recreational purposes Note: preservation may be accomplished through acquisition, agreement or plan	0	1	RecreationalPreservation	
1.6	areaType	classification of outdoor recreation areas according to function Note:For more detailed definitions, see the Manual for mapping and valuation of outdoor recreation areas, Directorate for Nature Management, 2004. <a href="http://www.dirnat.no/archiv/attachments/02/89/">http://www.dirnat.no/archiv/attachments/02/89/</a>	0	1	RecreationalAreaType	
1.7	playRecreationType	classification according to function of area types: play or recreation area Note: the characteristic may only be used if the outdoor area type has the code LR	0	N	PlayRecreationType	
1.8	planStatus	the area status in the land use plan	0	1	RecreationalAreaPlanStatus	
1.9	useFrequency	indication of how much the area is used Note: Note that the extent of use is relative, and that a little-used area in Oslo may be much more heavily used than a much-used area in other parts of the country. Activities may also vary	0	1	RecreationalAreaUsageFrequency	

		with the seasons.				
1.1 0	areaValue	the area importance for outdoor life	0	1	RecreationalAreaValue	
1.1 1	areaSuitability	indicates what the outdoor recreation area is suitable for	0	N	RecreationalAreaSuitability	
1.1 2	responsibleForMaintenance	institution or others responsible for maintenance of area	0	N	CharacterString	
1.1 3	responsibleForOperationalSupervision	indicates who has the operational supervision of the outdoor recreational area	0	N	RecreationalAreaOperationalSupervision	
1.1 4	adaptation	adaptation made within the outdoor recreation area	0	N	RecreationalAreaAdaptation	
1.1 5	universalDesign	indicates to what extent an object is accessible for disabled people	0	1	UniversalDesign	
1.1 6	Role boundaryOutdoor Recreation		0	N	OutdoorRecreationAreaBoundary	Aggregation

### 1.2.2 OutdoorRecreationAreaBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
2	Class OutdoorRecreationAreaBoundary	delimits an outdoor recreational area				
2.1	border	course following the transition between different real world phenomena	1	1	CurveWithQuality	
2.2	Role (unnamed) OutdoorRecreationArea		1	2	OutdoorRecreationArea	

### 1.2.3 Association <<Topo>> OutdoorRecreationArea - OutdoorRecreationAreaBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
3	Association OutdoorRecreationArea - OutdoorRecreationAreaBoundary					
3.1	Role boundaryOutdoor Recreation		0	N	OutdoorRecreationAreaBoundary	Aggregation
3.2	Role (unnamed) OutdoorRecreationArea		1	2	OutdoorRecreationArea	



	onArea					
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**1.2.3.1 <<CodeList>> RecreationalAreaType**

Nr	Code name	Definition/Description	Code
1	CodeList RecreationalAreaType	classification of outdoor recreation areas according to function Note: For more detailed definitions, see the Manual for mapping and valuation of outdoor recreation areas, Directorate for Nature Management, 2004. <a href="http://www.dirnat.no/archive/attachments/02/89/Hndbo0??&lt;truncated?&gt;">http://www.dirnat.no/archive/attachments/02/89/Hndbo0??&lt;truncated?&gt;</a>	
1.1	Neighbourhood nature terrain	FF-Vegetated area of more than 20 hectares Note: The area shall be in connection with residential areas e.g. schools and day-care centres, and be in walking distance from these. It is normally naturally delineated by buildings or agricultural land	NT
1.2	Playing and recreational areas	FF-Playing and recreational areas such as playgrounds, ballgame pitches, neighbourhood facilities, copses, beaches, public secured areas, parks and similar areas less than 20 hectares in size.	LR
1.3	Green corridor	FF-The green corridor is part of the YzzYsoftYzzY transport system and is an important connection between residential areas and the most important and suitable outdoor areas. Note: Such corridors must have a mainly green YzzYfeelYzzY	GK
1.4	City forest	FF-The city forest includes some of the most important areas for outdoor activities in the municipality and/or region Note: The city forest is usually directly adjacent to cities and densely populated areas and has direct access between them, often in	MA
1.5	Beach zone	område langs kyst, innsjøer og vassdrag med mulighet for allment friluftsliv	SS
1.6	Cultural landscape	område av betydning for friluftsliv i jordbrukslandskapet	KL
1.7	Excursion area	FF-Area which lies outside the immediate vicinity of cities and densely populated areas, but no farther than being acceptable for a dayXzXs stay Note: The areas are often characterized by being suitable for one or more individual activities which are	UO
1.8	Major hiking areas with facilitation	områdetypen dekker de nasjonalt viktigste fjell-, skog og heiområdene med tilrettelegging i form av merket sti- og løypenett med tilhørende overnattingssteder	TM
1.9	Major hiking areas without facilitation	stort område eller system av delområder som er "inngrepsfrie"	TU
1.10	Particular quality area	landskap, natur- eller kulturmiljø som har helt spesielle opplevelseskvaliteter eller som har spesielt stor symbolverdi	SK
1.11	Other outdoor recreation areas	områder av betydning for friluftslivet som ikke lar seg plassere i de øvrige områdetypene	AF

**1.2.3.2 <<CodeList>> RecreationalPreservation**

Nr	Code name	Definition/Description	Code
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2	CodeList RecreationalPreservation	whether, and how, an area has been preserved for current and future use for recreational purposes Note: preservation may be accomplished through acquisitions, agreements or plans	
2.1	Governmentally preserved	area where, on behalf of the state, the Directorate for Nature (servituttavtale) eller ved tinglyst erklæring om bruk til friluftslivsformål	1
2.2	Municipally preserved	FF-area secured for outdoor recreational purposes by the municipality through acquisition or agreement. Except for areas where reservation has taken place in cooperation with the state, represented by the Directorate for Nature Management	2
2.3	Preserved, other forms of ownership/agreement	FF-area secured for outdoor recreation purposes by acquisition or agreement and which does not come in under code 1 or 2	3
2.4	Preserved pursuant to PBA	FF-the area is reserved in the municipal master plan, zoning plan or other legally binding plans for planned uses which secure the interests of recreational usage	4
2.5	Not preserved	FF-No preservation of the area	9

### 1.2.3.3 <<CodeList>> RecreationalAreaUsageFrequency

Nr	Code name	Definition/Description	Code
3	CodeList RecreationalAreaUsageFrequency	indication of how much the area is used Note: Note that the extent of use is relative, and that a little-used area in Oslo may be much more heavily used than a much-used area in other parts of the country. Activities may also vary with the seasons.	
3.1	Very much		1
3.2	Much		2
3.3	Little		3
3.4	Not registered		9

### 1.2.3.4 <<CodeList>> RecreationalAreaValue

Nr	Code name	Definition/Description	Code
4	CodeList RecreationalAreaValue	the area's importance for recreational purposes	
4.1	Extremely important outdoor recreation area		A
4.2	Important outdoor recreation area		B
4.3	Registered outdoor recreation area		C
4.4	Not classified outdoor area		D

**1.2.3.5 <<CodeList>> RecreationalAreaSuitability**

Nr	Code name	Definition/Description	Code
5	CodeList RecreationalAreaSuitability	indicates what the outdoor recreational area is suitable for	
5.1	Swimming and beach activities in salt water		1
5.2	Boating area on salt water		2
5.3	Boating area on freshwater		3
5.4	Hiking or skiing in the woods		4
5.5	Hiking or skiing in the mountains		5
5.6	Hiking or skiing by the sea		6
5.7	Hiking or skiing in built-up area		7
5.8	Play and multi-faceted activities		8
5.9	Cultural attraction		9
5.10	Saltwater fishing		10
5.11	Freshwater fishing		11
5.12	Hunting		12
5.13	The area is a parking lot in connection with an outdoor recreation area		13
5.14	Horseback riding		14
5.15	Bicycling		15
5.16	Climbing		16

**1.2.3.6 <<CodeList>> RecreationalAreaOperationalSupervision**

Nr	Code name	Definition/Description	Code
6	CodeList RecreationalAreaOperationalSupervision	indicates who has the operational supervision of the outdoor recreational area	
6.1	Private individual(s)		1
6.2	Voluntary organization		2
6.3	The municipality		3
6.4	Inter-municipal outdoor recreational council		4

6.5	Skerry service		5
6.6	The State		6
6.7	Unknown		9

### 1.2.3.7 <<CodeList>> PlayRecreationType

Nr	Code name	Definition/Description	Code
7	CodeList PlayRecreationType	classification according to function of area types: play or recreation area	
7.1	Enhanced playground		OL
7.2	Enhanced ball field		OB
7.3	Unenhanced playground or recreational area	Nature area of less than 20 hectares which is used for play or other outdoor activity	
7.4	Park	Unspecified type of park. Parks are green, cultivated areas (lawn, bushes, planted trees, benches, etc.).	PA
7.5	Graveyard	Park around church, churchyard or cemetery.	GR
7.6	Sports park	Park located in connection with sports facility	IP
7.7	Park around public institution	Park area around public institution (library, town hall, etc.)	OP
7.8	Park around educational institution	Park area around school/university	SP
7.9	Place	area within the densely populated area/city which is not green and which can be used for various types of outdoor activities - except for playgrounds and ball pitches	PL

### 1.2.3.8 <<CodeList>> RecreationalAreaPlanStatus

Nr	Code name	Definition/Description	Code
8	CodeList RecreationalAreaPlanStatus	the status of the area in land-use plans	
8.1	Zoning plan - outdoor recreation area		1
8.2	Zoning plan - special area, nature conservation		2
8.3	Zoning plan - special area, nature conservation?		3
8.4	Municipal master plan, land use part - ANR with special interests	FF-Municipal master plan, land use part - ANR with special interests to ensure that due consideration is taken to outdoor recreational interests in relation to detailed plans and dispensations.	4
8.5	Municipal master plan, land use part - ANR		5

8.6	??(Other plan status / Status of other plans )		6
8.7	County master plan		7
8.8	Municipal plan		8
8.9	Municipal master plan, land use part - reserved areas		9
8.10	Municipal master plan, land use part - greenbelt		10
8.11	Plans outside of PBA's rules of administrative procedure		11
8.12	Thematic plans pursuant to PBA		12
8.13	No plan status		99

### 1.2.3.9 <<CodeList>> RecreationalAreaAdaptation

Nr	Code name	Definition/Description	Code
9	CodeList RecreationalAreaAdaptation	adaptation made within the outdoor recreation area	
9.1	Access		1
9.2	Other enhancement ??projects/measures		2
9.3	Ball game pitch		3
9.4	Benches/tables		4
9.5	Bridge		5
9.6	Wharf		6
9.7	Fire/barbecue sites		7
9.8	Boat launch ramp		8
9.9	Freshwater/potable water		9
9.10	Mooring bolts		10
9.11	Birdwatching tower		11
9.12	Cabin		12
9.13	Information sign/board		13
9.14	Kiosk/food served		14
9.15	Play apparatus		15
9.16	Life buoy		16
9.17	Lighted trail		17

9.18	Ground preparation	FF-e.g. (Ground coverage, drainage, covered trail)	18
9.19	Marking of paths/trails		19
9.20	Breakwater		20
9.21	Nature trail		21
9.22	Parking area		22
9.23	Planted vegetation		23
9.24	Restoration of buildings and installations	FF-(incl. cultural sites)	24
9.25	Clearing of vegetation		25
9.26	Service building with shower		26
9.27	Ski trail without lighting		27
9.28	Ski tow		28
9.29	Trail/walkway		29
9.30	Diving board/bathing stairs		30
9.31	Garbage can racks		31
9.32	Tent sites		32
9.33	Connection to electricity		33
9.34	Adapted for disabled persons		34
9.35	Toilet		35

### 1.3 Trails and routes

#### 1.3.1 OtherRoute

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
1	Class OtherRoute	route for other travel, mainly in connection with outdoor life				Subtype of HikingAnd OutdoorRe creationRo ute
1.1	otherRouteType	type of route defined on basis of observed use, marking, recommendation or preparation for use Examples:Riding trail, Climbing route, Padling route	0	1	CharacterStrin g	

#### 1.3.2 HikingRoute

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
2	Class HikingRoute	route for walking. Note: routes may take many forms and traverse a variety of physical surfaces. Hiking routes may be found in mountain regions, forests, in cultivated landscape, or as strolls in urban or residential areas.				Subtype of HikingAnd OutdoorRe creationRo ute
2.1	walkingRouteType	main categories of walking routes and trail networks	0	1	WalkingRoute Type	
2.2	specialWalkingRouteType	types defined on the basis of special adaptation, special uses or historical origin	0	N	SpecialWalkin gRouteType	
2.3	groundSurface	whether the route has asphalt or concrete pavement, gravel or a natural surface	0	1	Underlagstype ??	
2.4	degreeOfDifficulty	indication of how demanding a route is	0	1	RouteDegreeO fDifficulty	
2.5	universalDesign	accessibility for disabled persons, such as wheelchair users or other physically handicapped persons Note: Must cover the need for accessibility	0	1	UniversalDesig n	



		data, cf. the accessibility project				
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### 1.3.3 BicycleRoute

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
3	Class BicycleRoute	route for non-motorized bicycle travel				Subtype of HikingAndOutdoorRecreationRoute
3.1	routeType	classification of bicycle routes according to importance and use	0	1	BicycleRouteType	
3.2	specialBicycleRouteType	special types of bicycle routes	0	1	CharacterString	
3.3	groundSurface	whether the bicycle route has asphalt or concrete pavement, is on gravel or a natural surface	0	1	Underlagstype??	
3.4	trafficHazard	whether the stretch of route is hazardous to traffic	0	1	Boolean	
3.5	trafficLoad	rough categorization of the traffic load on the route	0	1	TrafficLoad	
3.6	degreeOfDifficulty	indication of how demanding a route is	0	1	RouteDegreeOfDifficulty	
3.7	universalDesign	accessibility for disabled persons, such as wheelchair users or other physically handicapped persons Note: Must cover the need for accessibility data, cf. the accessibility project	0	1	UniversalDesign	

### 1.3.4 SkiTrail

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
4	Class SkiTrail	route for non-motorized travel on snow. Note: preferably on skis, but also other activities such as dog sled racing				Subtype of HikingAndOutdoorRecreationRoute
4.1	skiTrailType		0	1	SkiTrailType	
4.2	preparation	indication of how the length of trail has been prepared	0	1	TrailPreparation	
4.3	specialSkiTrailType	special ski trails Note: defined on the basis of observed use or marking, recommendation or	0	1	SpecialSkiTrailType	

		preparation for use				
4.4	clearingWidth	width of the route cleared for trail in forest	0	1	ClearingWidth	
4.5	universalDesign	accessibility for disabled persons, such as wheelchair users or other physically handicapped persons Note: Must cover the need for accessibility data, cf. the accessibility project	0	1	UniversalDesign	
4.6	numberOfSkiTrails	number of prepared ski trails on the route, including trails for classic skiing or ski skating	0	1	Integer	

### 1.3.5 HikingAndOutdoorRecreationRoute

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
5	Class HikingAndOutdoorRecreationRoute	generalized route object for hiking and outdoor recreation routes				Abstract  Subtype of RouteGeneral
5.1	lighting	whether there is permanently installed illumination along the route	0	1	Boolean	
5.2	responsibleForMaintenance	institution or others responsible for maintenance of area	0	1	CharacterString	
5.3	marking	information on whether the path, trail, road, bicycle path, etc., is marked	0	1	RouteMarking	
5.4	follows	type of line which the route or trail follows	0	1	RouteFollower	
5.5	routeWidth	minimum width of trail, bicycle path or ski trail along the length of the route	0	1	RouteWidth	
5.6	enhancement	rough grouping of various grounds enhancement/improvement measures in connection with hiking trails, ski trails, etc.	0	N	Enhancement	
5.7	ownership	ownership in connection with an object	0	1	Ownership	

**1.3.5.1 <<CodeList>> RouteMarking**

Nr	Code name	Definition/Description	Code
1	CodeList RouteMarking	information on whether the path, trail, road, bicycle path, etc., is marked	
1.1	Marked, unspecified		JA
1.2	Permanently marked	Marked route/trail Note: Whether the marking is permanent or only present during certain seasons has not been specified	PM
1.3	Seasonally marked / signed with thin poles		
1.4	Not marked		NEI

**1.3.5.2 <<CodeList>> RouteFollower**

Nr	Code name	Definition/Description	Code
2	CodeList RouteFollower	type of path which the route or trail follows	
2.1	Indistinct trail	trail which is difficult to see, e.g. over barren mountain or overgrown	US
2.2	Trail		ST
2.3	Tractor road / logging/forest road	Trail network where the terrain has been evened out, e.g. by clearing away rock or filling in order to achieve good conditions when there is snow	TR
2.4	Enhanced trail network	Trail network where the terrain has been evened out, e.g. by clearing away rock or filling in order to achieve good conditions when there is snow	LT
2.5	Footpath	Trail is enhanced and with a surface which provides an even footing when there is snowless ground	TV
2.6	Pedestrian/bicycle path	Usually in built-up areas. Normally cleared in the winter	GS
2.7	Sidewalk		FO
2.8	Motor road	Motor road, unspecified surfacing	BV
2.9	Water/watercourse		VV

**1.3.5.3 <<CodeList>> SpecialWalkingRouteType**

Nr	Code name	Definition/Description	Code
3	CodeList SpecialWalkingRouteType	types defined on the basis of special adaptation, special uses or historical origin	
3.1	Nature trail	route with information about nature topics through signposting or in some other manner	NA
3.2	Cultural history trail	trail with information about cultural history topics through signposting or in some other manner	KU

3.3	Historical thoroughfare	Pilgrimage thoroughfare, old royal highway, etc.	
3.4	Exercise trail	Route specifically facilitated and/or marked for exercise/training	TR
3.5	Coastal path		KY
3.6	Other special types of footpath		

#### 1.3.5.4 <<CodeList>> SpecialSkiTrailType

Nr	Code name	Definition/Description	Code
4	CodeList SpecialSkiTrailType	special ski trails	
4.1	Trail for ski skating		
4.2	Trail for dog sledding		HL
4.3	Canine trail	recommended ski trail for people walking dogs	HU
4.4	Competition trail		SK
4.5	Trail for the physically disabled		BV

#### 1.3.5.5 <<CodeList>> ClearingWidth

Nr	Code name	Definition/Description	Code
5	CodeList ClearingWidth	width of the route cleared for trail in forest	
5.1	Up to 2 metres		1
5.2	2-3 metres		2
5.3	3-6 metres		3
5.4	More than 6 metres		4

#### 1.3.5.6 <<CodeList>> Underlagstype??

Nr	Code name	Definition/Description	Code
6	CodeList Underlagstype??		
6.1	Other ground surface	the stretch of road has another type of ground surface than those mentioned	1
6.2	Gravel	the stretch of road has a gravel surface	2
6.3	Natural land	the section is not on enhanced ground, but on a trail, across mountains, or the like	3
6.4	Asphalt/concrete	the stretch of road has a hard surface of asphalt or concrete	9

**1.3.5.7 <<CodeList>> BicycleRouteType**

Nr	Code name	Definition/Description	Code
7	CodeList BicycleRouteType	classification of bicycle routes according to importance and use	
7.1	National bicycle route		1
7.2	Regional bicycle route		2
7.3	Local bicycle route	ulike former for lokale sykkelruter, sykkelstier mv.	3

**1.3.5.8 <<CodeList>> WalkingRouteType**

Nr	Code name	Definition/Description	Code
8	CodeList WalkingRouteType	main categories of walking routes and trail networks	
8.1	Walking Trail	FF-much-used walking trail with the appearance of a road	1
8.2	Main trail	FF-much-used and well-enhanced trail	2
8.3	Footpath	FF-distinct trail in the terrain	3
8.4	Small trails and paths	FF-indistinct trail/path	4

**1.3.5.9 <<CodeList>> SkiTrailType**

Nr	Code name	Definition/Description	Code
9	CodeList SkiTrailType	statement of type of ski trail	
9.1	Main ski trail		1
9.2	Ordinary ski trail		2
9.3	Other ski trail		3

**1.3.5.10 <<CodeList>> Enhancement**

Nr	Code name	Definition/Description	Code
10	CodeList Enhancement	rough grouping of various grounds	
10.1	Bridge, (simple) footbridge over river, brook, wet areas		1
10.2	Cleared of vegetation		2
10.3	Simply levelled off		
10.4	Substantial terrain		4

	??preparation/manipulation		
10.5	Other enhancement ??projects/measures		5

#### 1.3.5.11 <<CodeList>> TrafficLoad

Nr	Code name	Definition/Description	Code
11	CodeList TrafficLoad	rough categorization of the traffic load on the route	
11.1	Without motorised traffic		1
11.2	Little traffic, but open for automobile traffic		2
11.3	Road carrying moderate traffic		
11.4	Road carrying heavy traffic		

#### 1.3.5.12 <<CodeList>> RouteDegreeOfDifficulty

Nr	Code name	Definition/Description	Code
12	CodeList RouteDegreeOfDifficulty	indication of how strenuous a route is	
12.1	Easy		
12.2	Medium		
12.3	Strenuous		

#### 1.3.5.13 <<CodeList>> TrailPreparation

Nr	Code name	Definition/Description	Code
13	CodeList TrailPreparation	indication of how the length of trail has been prepared	
13.1	Prepared trail		P
13.2	Machine-prepared		PM
13.3	Snowmobile-prepared		PS
13.4	Unprepared or lightly prepared trail		U

#### 1.3.5.14 <<CodeList>> RouteWidth

Nr	Code name	Definition/Description	Code
14	CodeList	the minimum trail, bicycle path or ski trail width along the distance (lies within the interval)	

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	RouteWidth		
14.1	0,5 - up to 1,5 m		1
14.2	1,5 - up to 3 m		2
14.3	3 - 6 m		3
14.4	More than 6 m		4