

IOF Control Descriptions

This is a summary of the IOF pictorial control descriptions. Full details can be obtained from the IOF web site at <http://www.orienteering.org>

A	B	C	D	E	F	G	H
1	123	↓	⊖	⊙	15 x 5	⊙	⊖

- A Control number
- B Control code
- C Which of any similar feature
- D Control feature
- E Appearance
- F Dimensions/combinations
- G Location of control flag
- H Other information

C - Which Feature

- Northern
- Upper
- Lower
- Middle

D - Control Feature

See below.

E - Appearance

- Low
- Shallow
- Deep
- Overgrown
- Open
- Rocky, Stony
- Marshy
- Sandy
- Needle leaved
- Broad leaved
- Ruined

G - Location of Flag

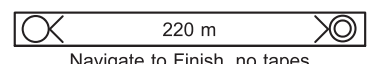
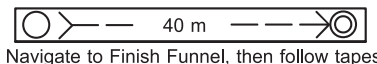
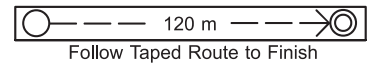
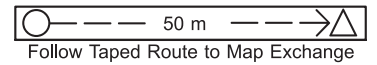
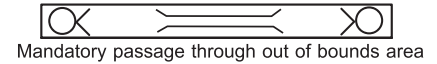
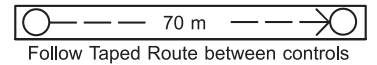
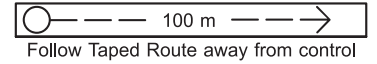
- West Side
- South East Edge
- East Part
- South West Corner (inside)
- North Corner (outside)
- North West Tip
- Bend
- South East End
- Upper Part
- Lower Part
- Top
- Beneath
- Foot
- North East Foot
- Between

F - Dimensions

- Height or Depth
- Size
- Height on slope
- Heights of two features
- Crossing
- Junction

H - Other Information

- First aid post
- Refreshment point
- Radio or TV control
- Control check



Land forms

- Terrace
- Spur
- Re-entrant
- Earth bank
- Quarry
- Earth wall
- Erosion gully
- Small erosion gully
- Hill
- Knoll
- Saddle
- Depression
- Small depression
- Pit
- Broken ground
- Ant hill

Rock and boulders

- Cliff, Rock face
- Rock pillar
- Cave
- Boulder
- Boulder field
- Boulder cluster
- Stony ground
- Bare rock
- Narrow passage

Water and marsh

- Lake
- Pond
- Waterhole
- River, Stream, Watercourse
- Minor water channel, Ditch
- Narrow marsh
- Marsh
- Firm ground in marsh
- Well
- Spring
- Water tank, Water trough

Vegetation

- Open land
- Semi-open land
- Forest corner
- Clearing
- Thicket
- Linear thicket
- Vegetation boundary
- Copse
- Distinctive tree
- Tree stump, Root stock

Man-made features

- Road
- Track/Path
- Ride
- Bridge
- Power line
- Power line pylon
- Tunnel
- Stone wall
- Fence
- Crossing point
- Building
- Paved area
- Ruin
- Pipeline
- Tower
- Shooting platform
- Boundary stone, Cairn
- Fodder rack
- Platform
- Monument or Statue
- Building pass through
- Stairway

Special features

- Special item
- Special item

