

# Other land use



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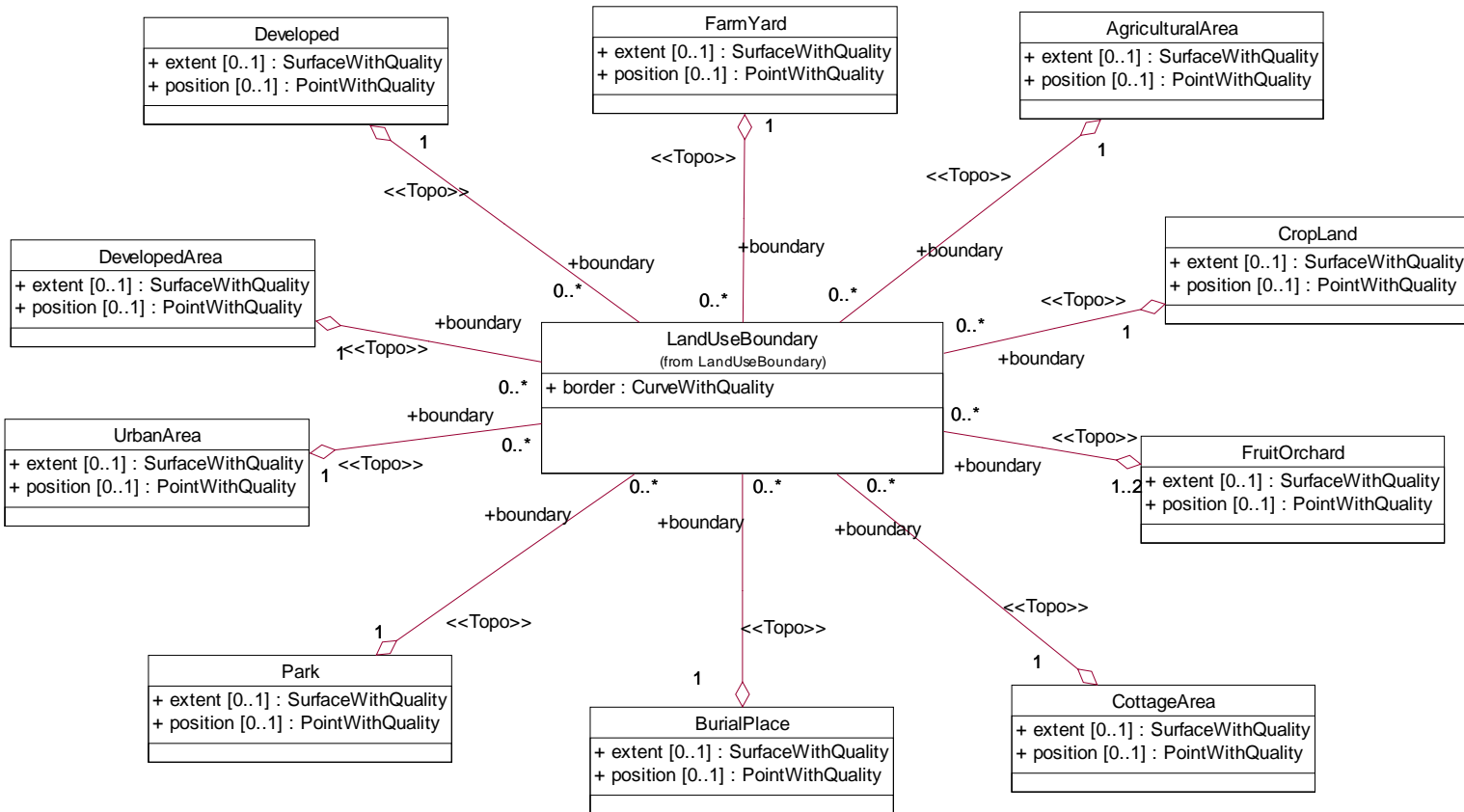
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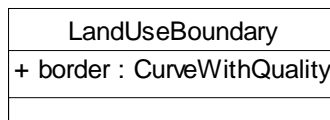
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# 1 ApplicationSchema

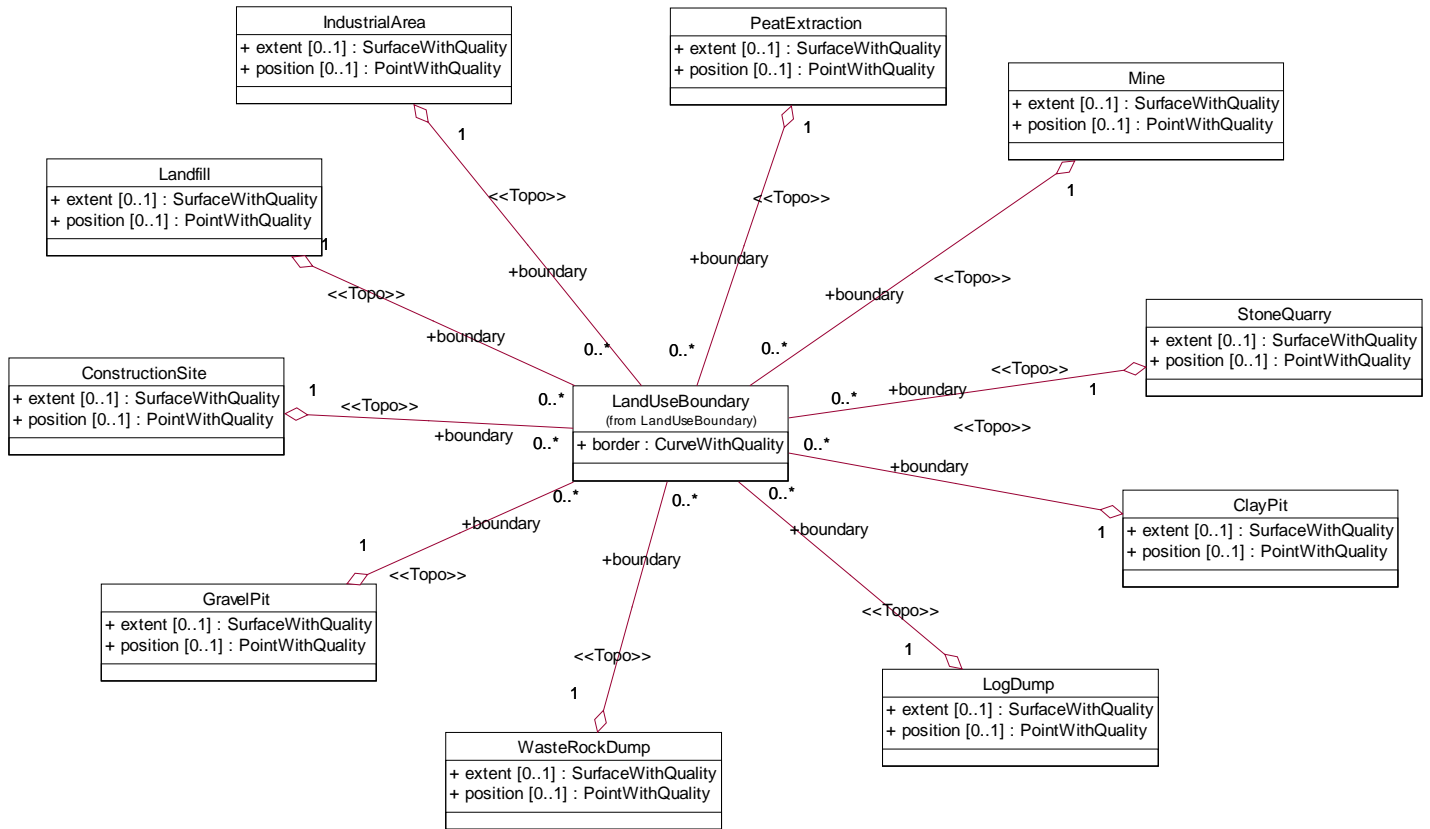
## 1.1 Culture areas



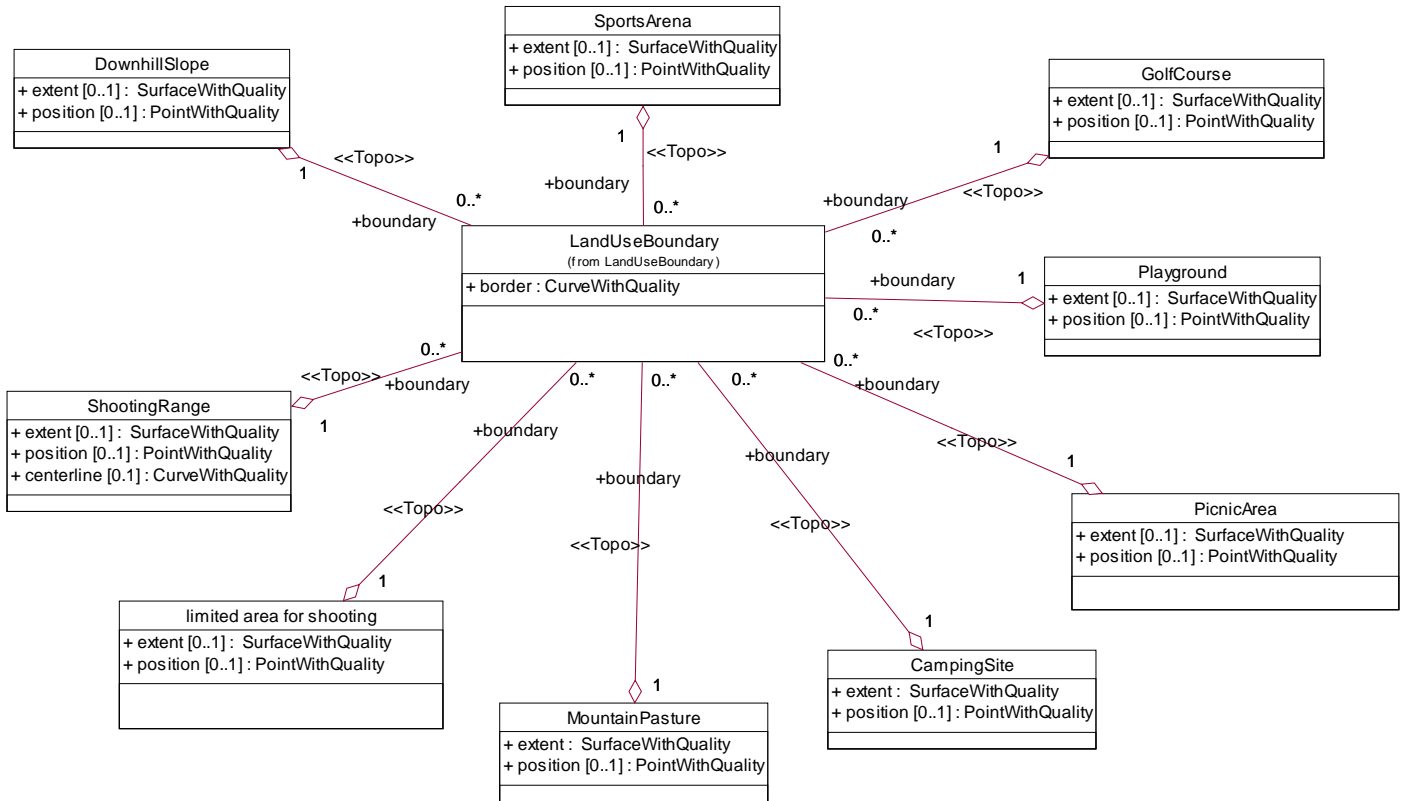
## 1.2 LandUseBoundary



### 1.3 Operating range



### 1.4 Recreation areas



## 2 Textual description of the application schemaes

### 2.1.1 Developed

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
1	Class Developed	area which delimits soil type registrations, etc.				
1.1	extent	objektets utstrekning	0	1	SurfaceWithQuality	
1.2	position	location where the object exists	0	1	PointWithQuality	
1.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.2 UrbanArea

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
2	Class UrbanArea	city block (town centre) with a large element of shops and service buildings. Note: The buildings have predominantly two or more storeys.				
2.1	extent	objektets utstrekning	0	1	SurfaceWithQuality	
2.2	position	location where the object exists	0	1	PointWithQuality	
2.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.3 CottageArea

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
3	Class CottageArea	area with a high exploitation ratio in terms of cottages. Note: Delimits soil type registrations, etc.				
3.1	extent	objektets utstrekning	0	1	SurfaceWithQuality	
3.2	position	location where the object exists	0	1	PointWithQuality	
3.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.4 DevelopedArea

No	Name/	Description	Obligation/	Maximum	Type	Constraint
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	Role name		Condition	Occurrence		
4	Class DevelopedArea	continuous, developed area (predominantly residential) where the buildings, for the most part, are closer than 50 metres apart				
4.1	extent	objektets utstrekning	0	1	SurfaceWithQuality	
4.2	position	location where the object exists	0	1	PointWithQuality	
4.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.5 CropLand

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
5	Class CropLand	fully cultured (plowed land), pasture with surface treatment, and berry gardens. Farmlands which lie fallow for shorter periods or are used as cultivated pasture, are also regarded as crop land.				
5.1	extent	objektets utstrekning	0	1	SurfaceWithQuality	
5.2	position	location where the object exists	0	1	PointWithQuality	
5.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.6 FarmYard

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
6	Class FarmYard	area closely related to farmstead, delimits soil type registrations, etc.				
6.1	extent	objektets utstrekning	0	1	SurfaceWithQuality	
6.2	position	location where the object exists	0	1	PointWithQuality	
6.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.7 Park

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
7	Class Park	green area in a city or densely populated area,				



		worked up and maintained, with lawns, planting, water features, etc.				
7.1	extent	objektets utstrekning	0	1	SurfaceWithQuality	
7.2	position	location where the object exists	0	1	PointWithQuality	
7.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.8 FruitOrchard

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
8	Class FruitOrchard	trees (Not large berry gardens)				
8.1	extent	objektets utstrekning	0	1	SurfaceWithQuality	
8.2	position	location where the object exists	0	1	PointWithQuality	
8.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.9 BurialPlace

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
9	Class BurialPlace	area for tombstones, graveyard and cemetery				
9.1	extent	objektets utstrekning	0	1	SurfaceWithQuality	
9.2	position	location where the object exists	0	1	PointWithQuality	
9.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.10 AgriculturalArea

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
10	Class AgriculturalArea	statement of areas of interest in terms of forestry, independent of classification system.				
10.1	extent	objektets utstrekning	0	1	SurfaceWithQuality	
10.2	position	location where the object exists	0	1	PointWithQuality	
10.3	Role boundary		0	N	LandUseBoundary	Aggregation

**2.1.11 Association <<Topo>> FarmYard-LandUseBoundary**

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
11	Association FarmYard- LandUseBoundary					
11.1	Role boundary		0	N	LandUseBoundary	Aggregation
11.2	Role (unnamed) FarmYard		1	1	FarmYard	

**2.1.12 Association <<Topo>> Developed-LandUseBoundary**

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
12	Association Developed- LandUseBoundary					
12.1	Role boundary		0	N	LandUseBoundary	Aggregation
12.2	Role (unnamed) Developed		1	1	Developed	

**2.1.13 Association <<Topo>> DevelopedArea -LandUseBoundary**

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
13	Association DevelopedArea - LandUseBoundary					
13.1	Role boundary		0	N	LandUseBoundary	Aggregation
13.2	Role (unnamed) DevelopedArea		1	1	DevelopedArea	

**2.1.14 Association <<Topo>> UrbanArea-LandUseBoundary**

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
14	Association UrbanArea- LandUseBoundary					
14.1	Role boundary		0	N	LandUseBoundary	Aggregation
14.	Role		1	1	UrbanArea	

2	(unnamed) UrbanArea					
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### 2.1.15 Association <<Topo>> Park-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
15	Association Park- LandUseBoundary					
15.1	Role boundary		0	N	LandUseBoundary	Aggregation
15.2	Role (unnamed) Park		1	1	Park	

### 2.1.16 Association <<Topo>> BurialPlace-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
16	Association BurialPlace- LandUseBoundary					
16.1	Role boundary		0	N	LandUseBoundary	Aggregation
16.2	Role (unnamed) BurialPlace		1	1	BurialPlace	

### 2.1.17 Association <<Topo>> AgriculturalArea-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
17	Association AgriculturalArea- LandUseBoundary					
17.1	Role boundary		0	N	LandUseBoundary	Aggregation
17.2	Role (unnamed) AgriculturalArea		1	1	AgriculturalArea	

### 2.1.18 Association <<Topo>> FruitOrchard-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
18	Association FruitOrchard- LandUseBoundary					
18.1	Role boundary		0	N	LandUseBoundary	Aggregation

18.2	Role (unnamed) FruitOrchard		1	2	FruitOrchard	
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### 2.1.19 Association <<Topo>> CropLand-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
19	Association CropLand-LandUseBoundary					
19.1	Role boundary		0	N	LandUseBoundary	Aggregation
19.2	Role (unnamed) CropLand		1	1	CropLand	

### 2.1.20 Association <<Topo>> CottageArea-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
20	Association CottageArea-LandUseBoundary					
20.1	Role boundary		0	N	LandUseBoundary	Aggregation
20.2	Role (unnamed) CottageArea		1	1	CottageArea	

### 2.1.21 LandUseBoundary

1	Class LandUseBoundary	delimitation of the various land use areas Note: Land use code is assigned to the surface, i.e. on the representation point which represents this surface.				
1.1	border	course following the transition between different real world phenomena	1	1	CurveWithQuality	
1.2	Role (unnamed) SportsArena		1	1	SportsArena	
1.3	Role (unnamed) DownhillSlope		1	1	DownhillSlope	
1.4	Role (unnamed) ShootingRange		1	1	ShootingRange	

1.5	Role (unnamed) Playground		1	1	Playground	
1.6	Role (unnamed) GolfCourse		1	1	GolfCourse	
1.7	Role (unnamed) limited area for shooting		1	1	limited area for shooting	
1.8	Role (unnamed) PicnicArea		0	N	PicnicArea	
1.9	Role (unnamed) CampingSite		1	1	CampingSite	
1.1 0	Role (unnamed) MountainPasture		1	1	MountainPasture	
1.1 1	Role (unnamed) FarmYard		1	1	FarmYard	
1.1 2	Role (unnamed) Developed		1	1	Developed	
1.1 3	Role (unnamed) DevelopedArea		1	1	DevelopedArea	
1.1 4	Role (unnamed) UrbanArea		1	1	UrbanArea	
1.1 5	Role (unnamed) Park		1	1	Park	
1.1 6	Role (unnamed) BurialPlace		1	1	BurialPlace	
1.1 7	Role (unnamed) AgriculturalArea		1	1	AgriculturalArea	
1.1 8	Role (unnamed) FruitOrchard		1	2	FruitOrchard	
1.1 9	Role (unnamed) CropLand		1	1	CropLand	
1.2 0	Role (unnamed) CottageArea		1	1	CottageArea	
1.2 1	Role (unnamed) WasteRockDump		1	1	WasteRockDump	
1.2 2	Role (unnamed) IndustrialArea		1	1	IndustrialArea	
1.2	Role		1	1	Landfill	

3	(unnamed) Landfill					
1.2 4	Role (unnamed) GravelPit		1	1	GravelPit	
1.2 5	Role (unnamed) PeatExtraction		1	1	PeatExtraction	
1.2 6	Role (unnamed) Mine		1	1	Mine	
1.2 7	Role (unnamed) StoneQuarry		1	1	StoneQuarry	
1.2 8	Role (unnamed) ClayPit		1	1	ClayPit	
1.2 9	Role (unnamed) LogDump		1	1	LogDump	
	Role (unnamed) ConstructionSite		1	1	ConstructionSite	

### 2.1.22 Landfill

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
1	Class Landfill	area for depositing of mass				
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	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.23 GravelPit

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
2	Class GravelPit	location where the object occur/exists??				
2.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
2.2	position	location where the object exists	0	1	PointWithQuality	
2.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.24 Mine

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
3	Class	not quarry and prospect,				

	Mine	where the pit entrance is prominent				
3.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
3.2	position	location where the object exists	0	1	PointWithQuality	
3.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.25 IndustrialArea

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
4	Class IndustrialArea	developed or undeveloped, used for industrial purposes. Also includes installations for water supply, waste handling and cleaning, as well as power plants, transformer substation, etc.				
4.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
4.2	position	location where the object exists	0	1	PointWithQuality	
4.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.26 ClayPit

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
5	Class ClayPit	area for clay pit. Land use boundary is used as delimitation.				
5.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
5.2	position	location where the object exists	0	1	PointWithQuality	
5.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.27 StoneQuarry

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
6	Class StoneQuarry	area for stone quarry. Land use boundary is used as delimitation.				
6.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
6.2	position	location where the object exists	0	1	PointWithQuality	

6.3	Role boundary		0	N	LandUseBoundary	Aggregation
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### 2.1.28 WasteRockDump

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
7	Class WasteRockDump	permanent mass dumpsite which is not wooded and which dominates the landscape (e.g. in connection with mining or hydroelectric development)				
7.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
7.2	position	location where the object exists	0	1	PointWithQuality	
7.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.29 PeatExtraction

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
8	Class PeatExtraction	area for peat extraction. Land use boundary is used as delimitation.				
8.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
8.2	position	location where the object exists	0	1	PointWithQuality	
8.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.30 LogDump

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
9	Class LogDump	temporary storage area for timber				
9.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
9.2	position	location where the object exists	0	1	PointWithQuality	
9.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.31 ConstructionSite

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
10	Class ConstructionSite	area with ongoing construction activity				



10.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
10.2	position	location where the object exists	0	1	PointWithQuality	
10.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.32 Association <<Topo>> WasteRockDump-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
11	Association WasteRockDump - LandUseBoundary					
11.1	Role boundary		0	N	LandUseBoundary	Aggregation
11.2	Role (unnamed) WasteRockDump		1	1	WasteRockDump	

### 2.1.33 Association <<Topo>> IndustrialArea-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
12	Association IndustrialArea- LandUseBoundary					
12.1	Role boundary		0	N	LandUseBoundary	Aggregation
12.2	Role (unnamed) IndustrialArea		1	1	IndustrialArea	

### 2.1.34 Association <<Topo>> Landfill-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
13	Association Landfill- LandUseBoundary					
13.1	Role boundary		0	N	LandUseBoundary	Aggregation
13.2	Role (unnamed) Landfill		1	1	Landfill	

### 2.1.35 Association <<Topo>> GravelPit -LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint

14	Association GravelPit - LandUseBoundar y					
14. 1	Role boundary		0	N	LandUseBoun dary	Aggregatio n
14. 2	Role (unnamed) GravelPit		1	1	GravelPit	

### 2.1.36 Association <<Topo>> PeatExtraction -LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrenc e	Type	Constraint
15	Association PeatExtraction - LandUseBoundar y					
15. 1	Role boundary		0	N	LandUseBoun dary	Aggregatio n
15. 2	Role (unnamed) PeatExtraction		1	1	PeatExtraction	

### 2.1.37 Association <<Topo>> Mine-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrenc e	Type	Constraint
16	Association Mine- LandUseBoundar y					
16. 1	Role boundary		0	N	LandUseBoun dary	Aggregatio n
16. 2	Role (unnamed) Mine		1	1	Mine	

### 2.1.38 Association <<Topo>> StoneQuarry-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrenc e	Type	Constraint
17	Association StoneQuarry- LandUseBoundar y					
17. 1	Role boundary		0	N	LandUseBoun dary	Aggregatio n
17. 2	Role (unnamed) StoneQuarry		1	1	StoneQuarry	

### 2.1.39 Association <<Topo>> ClayPit-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrenc e	Type	Constraint
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				e		
18	Association ClayPit- LandUseBoundar y					
18.1	Role boundary		0	N	LandUseBound ary	Aggregatio n
18.2	Role (unnamed) ClayPit		1	1	ClayPit	

#### 2.1.40 Association <<Topo>> LogDump -LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrenc e	Type	Constraint
19	Association LogDump - LandUseBoundar y					
19.1	Role boundary		0	N	LandUseBound ary	Aggregatio n
19.2	Role (unnamed) LogDump		1	1	LogDump	

#### 2.1.41 Association <<Topo>> ConstructionSite -LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrenc e	Type	Constraint
20	Association ConstructionSite - LandUseBoundar y					
20.1	Role boundary		0	N	LandUseBound ary	Aggregatio n
20.2	Role (unnamed) ConstructionSite		1	1	ConstructionSit e	

#### 2.1.42 DownhillSlope

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrenc e	Type	Constraint
1	Class DownhillSlope	permanent downhill ski slope				
1.1	extent	area over which an object extends	0	1	SurfaceWithQu ality	
1.2	position	location where the object exists	0	1	PointWithQuali ty	
1.3	Role boundary		0	N	LandUseBound ary	Aggregati on

**2.1.43 GolfCourse**

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
2	Class GolfCourse	area for golfing				
2.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
2.2	position	location where the object exists	0	1	PointWithQuality	
2.3	Role boundary		0	N	LandUseBoundary	Aggregation

**2.1.44 SportsArena**

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
3	Class SportsArena	area where sports and athletics are engaged in??				
3.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
3.2	position	location where the object exists	0	1	PointWithQuality	
3.3	Role boundary		0	N	LandUseBoundary	Aggregation

**2.1.45 ShootingRange**

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
4	Class ShootingRange	limited area for shooting				
4.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
4.2	position	location where the object exists	0	1	PointWithQuality	
4.3	centerline	course followed by the central part of the Object	0	1	CurveWithQuality	
4.4	Role boundary		0	N	LandUseBoundary	Aggregation

**2.1.46 Playground**

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
5	Class Playground	area for playground				
5.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
5.2	position	location where the object exists	0	1	PointWithQuality	
5.3	Role boundary		0	N	LandUseBoundary	Aggregation

**2.1.47 limited area for shooting**

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
6	Class limited area for shooting	area where divisions from the armed forces undertake live firing practice on land and/or at sea. Note: Also applies to proving grounds related to the (?? arms and explosives industries / explosive armaments industry)				
6.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
6.2	position	location where the object exists	0	1	PointWithQuality	
6.3	Role boundary		0	N	LandUseBoundary	Aggregation

**2.1.48 CampingSite**

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
7	Class CampingSite	permanent construction with wash rooms, cabins, etc.				
7.1	extent	area over which an object extends	1	1	SurfaceWithQuality	
7.2	position	location where the object exists	0	1	PointWithQuality	
7.3	Role boundary		0	N	LandUseBoundary	Aggregation

**2.1.49 PicnicArea**

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
8	Class PicnicArea	rest area, particularly along roads				
8.1	extent	area over which an object extends	0	1	SurfaceWithQuality	
8.2	position	location where the object exists	0	1	PointWithQuality	
8.3	Role boundary		1	1	LandUseBoundary	Aggregation

**2.1.50 MountainPasture**

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
9	Class	area which constitutes a				

	MountainPasture	mountain pasture. Note: Delimits soil type registrations, etc.				
9.1	extent	area over which an object extends	1	1	SurfaceWithQuality	
9.2	position	location where the object exists	0	1	PointWithQuality	
9.3	Role boundary		0	N	LandUseBoundary	Aggregation

### 2.1.51 Association <<Topo>> SportsArena-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
10	Association SportsArena-LandUseBoundary					
10.1	Role boundary		0	N	LandUseBoundary	Aggregation
10.2	Role (unnamed) SportsArena		1	1	SportsArena	

### 2.1.52 Association <<Topo>> DownhillSlope-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
11	Association DownhillSlope-LandUseBoundary					
11.1	Role boundary		0	N	LandUseBoundary	Aggregation
11.2	Role (unnamed) DownhillSlope		1	1	DownhillSlope	

### 2.1.53 Association <<Topo>> ShootingRange-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
12	Association ShootingRange-LandUseBoundary					
12.1	Role boundary		0	N	LandUseBoundary	Aggregation
12.2	Role (unnamed) ShootingRange		1	1	ShootingRange	

### 2.1.54 Association <<Topo>> Playground-LandUseBoundary

No	Name/	Description	Obligation/	Maximum	Type	Constraint
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	Role name		Condition	Occurrence		
13	Association Playground- LandUseBoundary					
13.1	Role boundary		0	N	LandUseBoundary	Aggregation
13.2	Role (unnamed) Playground		1	1	Playground	

### 2.1.55 Association <<Topo>> GolfCourse-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
14	Association GolfCourse- LandUseBoundary					
14.1	Role boundary		0	N	LandUseBoundary	Aggregation
14.2	Role (unnamed) GolfCourse		1	1	GolfCourse	

### 2.1.56 Association <<Topo>> limited area for shooting-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
15	Association limited area for shooting- LandUseBoundary					
15.1	Role boundary		0	N	LandUseBoundary	Aggregation
15.2	Role (unnamed) limited area for shooting		1	1	limited area for shooting	

### 2.1.57 Association <<Topo>> PicnicArea-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
16	Association PicnicArea- LandUseBoundary					
16.1	Role boundary		1	1	LandUseBoundary	Aggregation
16.2	Role (unnamed)		0	N	PicnicArea	

	PicnicArea					
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### 2.1.58 Association <<Topo>> CampingSite-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
17	Association CampingSite- LandUseBoundary					
17.1	Role boundary		0	N	LandUseBoundary	Aggregation
17.2	Role (unnamed) CampingSite		1	1	CampingSite	

### 2.1.59 Association <<Topo>> MountainPasture-LandUseBoundary

No	Name/ Role name	Description	Obligation/ Condition	Maximum Occurrence	Type	Constraint
18	Association MountainPasture - LandUseBoundary					
18.1	Role boundary		0	N	LandUseBoundary	Aggregation
18.2	Role (unnamed) MountainPasture		1	1	MountainPasture	