

NZ Rifle Range Polygons (Topo, 1:50k)

Title

NZ Rifle Range Polygons (Topo, 1:50k)

Creator

LINZ - Land Information New Zealand

Date

2009-09

Description

An area of land set aside for fire-arms practise Data Dictionary for rifle_range_poly: http://apps.linz.govt.nz/topo-data-dictionary/index.aspx?page=class-rifle_range_poly This layer is a component of the Topo50 map series. The Topo50 map series provides topographic mapping for the New Zealand mainland, Chatham and New Zealand's offshore islands, at 1:50,000 scale. Further information on Topo50: <http://www.linz.govt.nz/topography/topo-maps/topo50>

Source

LINZ and our predecessors have been responsible for national topographic mapping in New Zealand for more than a hundred years. The first digital data at 1:50,000 was created in the late 80's and early 90's by scanning the 1:50,000 maps that existed at the time (known as the NZMS 260 series, which replaced the imperial NZMS 1 series at 1 inch to 1 mile) The raw data was created by photogrammetrists who from 1974 to 1997 mapped the country from overlapping pairs of aerial photographs. Cartographers then took the data and added symbols and text, and created the colour separations needed to produce the printed maps. From 1994 to 2006 LINZ used orthophotos to update the map data. Today the map data is updated primarily from aerial and satellite imagery, and data supplied from Department of Conservation, Transit NZ and others. LINZ releases regular updates of the Topo50 maps and data; for details refer <http://www.linz.govt.nz/topography/topo-maps/topo50/update-history> Some features are subject to change more than others. For example in any given map revision, it is likely that road data will undergo more change than, for example, fumeroles. However, all data is examined during a full data revision.

Coverage

-46.4408641781 168.111202317 -37.0548497156 176.562520955

Identifier

<https://data.linz.govt.nz/layer/50326-nz-rifle-range-polygons-topo-150k/>

Type

vector

Language

eng

Subject

New Zealand

Subject

imageryBaseMapsEarthCover