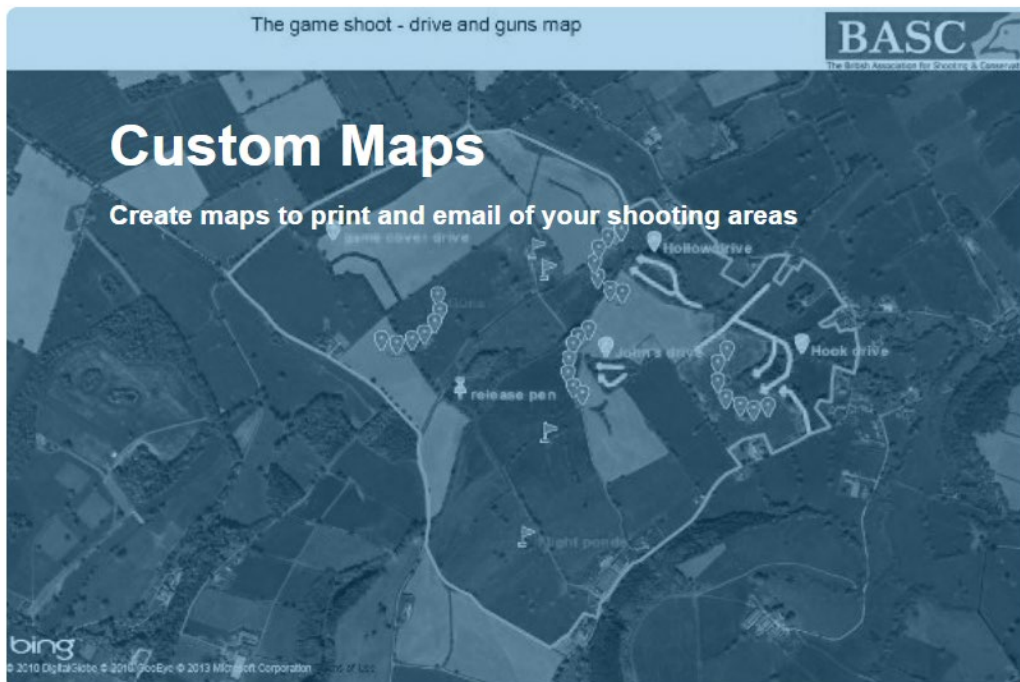# Green Shoots Mapping Guide

Custom Maps

The Custom Map area of the website allows users to personalise previously created maps.

Custom Maps is a great feature of Green Shoots Mapping, allowing users to:
- Plot locations of flight lines, drives, pens, feeders, high seats, etc, on their shoots.
- See safe shooting zones and check if any additional safety measures need to be implemented.
- Plan access (e.g., safe routes around the shoot).
- Confirm boundaries of the shoot with other members.

All information is strictly confidential and full details how it is treated and used to provide you with services directly and enable BASC to protect and promote shooting is given in the Terms and Conditions page on the website.
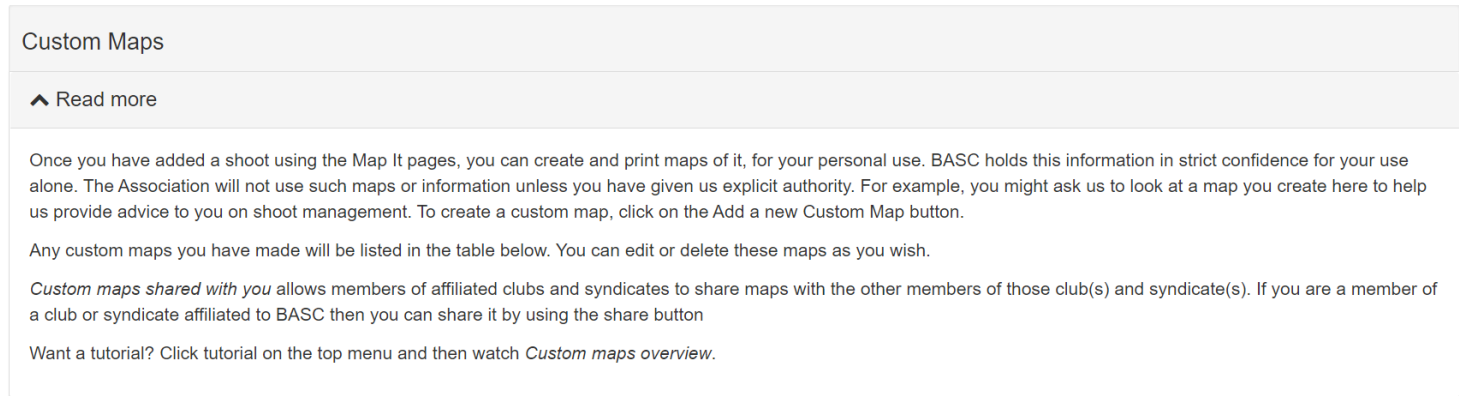
Standard Structure of pages.

Each page has the green header with the quick links to each section. This is same wherever you are in the site.
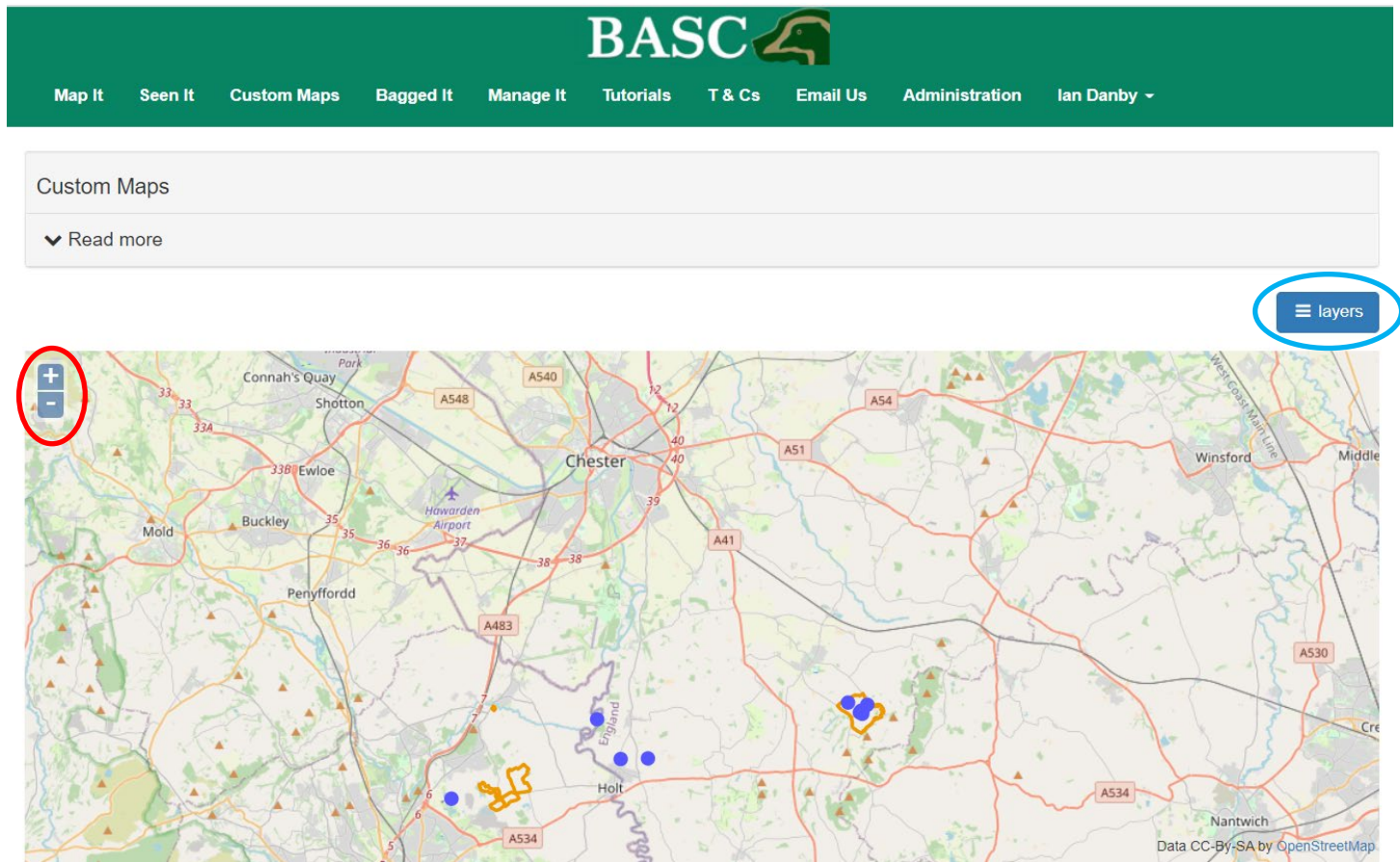
Custom Maps page specifics
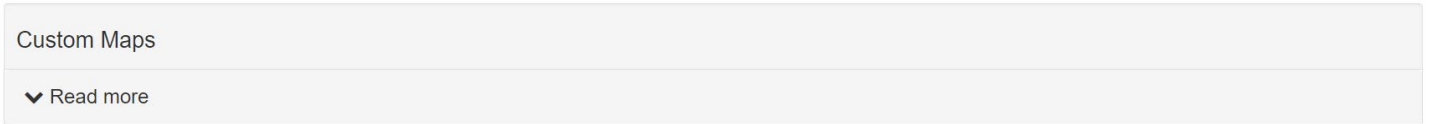
Every page has its name in the grey section, in this case its Custom Maps.
Clicking or tapping on *Read more* opens a pane of information to give you some details about the page.
Another click/tap on *Read more* closes it.

Once you have added a shoot using the Map It pages, you can create and print maps of it, for your personal use. BASC holds this information in strict confidence for your use alone. The Association will not use such maps or information unless you have given us explicit authority. For example, you might ask us to look at a map you create here to help us provide advice to you on shoot management. To create a custom map, click on the Add a new Custom Map button.

Any custom maps you have made will be listed in the table below. You can edit or delete these maps as you wish.

Custom maps shared with you allows members of affiliated clubs and syndicates to share maps with the other members of those club(s) and syndicate(s). If you are a member of a club or syndicate affiliated to BASC then you can share it by using the share button

Want a tutorial? Click tutorial on the top menu and then watch *Custom maps overview*.

PTO

The Custom Maps window

The first feature of the main Custom Maps area is the map window. Please be aware this map will not contain information unless areas you shoot have been previously mapped or Custom Maps have been previously created. Areas you shoot can be mapped in the Map It section of the Green Shoots website. The blue dots show previous Custom Maps created, and you can view details by hovering over the dots (if using a computer). Double clicking or single tapping the blue dots will also take you straight to the Custom Map in question.

Staying on this page right now we'll quickly discuss the controls on the map window. Look to the top left and you can see a plus and minus control (circled in red above). These are your zoom controls, with a click/tap on the plus zooming the map in and a click/tap on the minus zooming you out.

Look at the top right of the window and you'll notice a button called layers (circled in blue above).

This is a very powerful button which can change:
- what type of shoots you see.
- the background mapping.
- nationally and internationally important designated wildlife sites.
- the buffer area applicable to game bird releasing in England near to wildlife sites of European Importance.

The Layers button in detail

This button is common across all map windows across the site, so it's very useful to understand early on.

Map Layers ✕

The four buttons relate shoots you might see mapped on the page. Unless you are a club member you'll only see My Shoots on the map (once you've added some!). The other three are for club members only
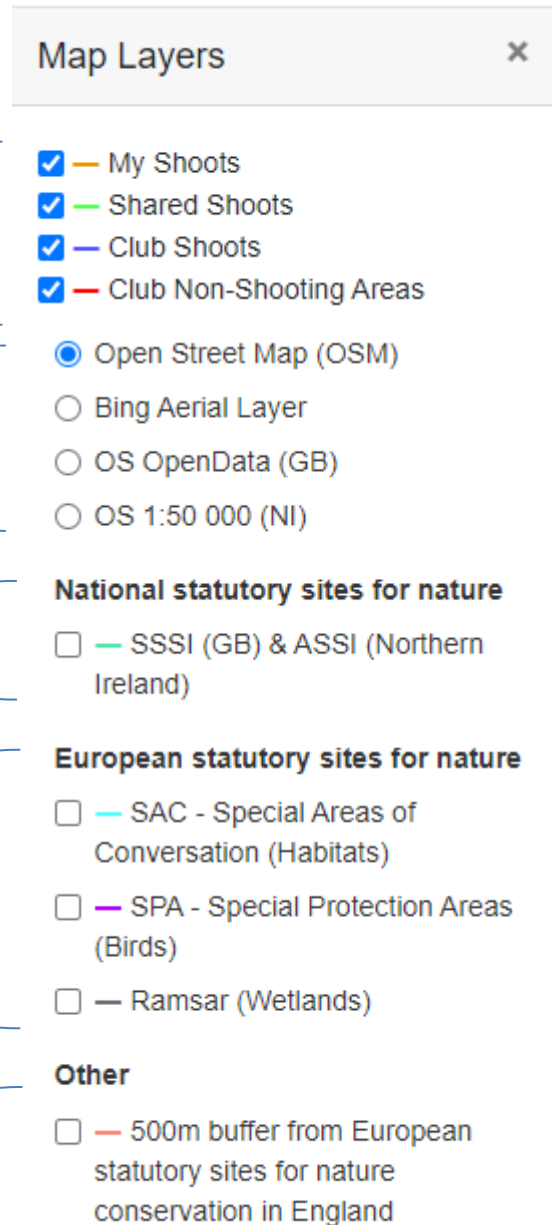
☑ — My Shoots
☑ — Shared Shoots
☑ — Club Shoots
☑ — Club Non-Shooting Areas

These are your options for the background mapping. Open street map is great for finding your general location. Bing Aerial is excellent for mapping with Ordnance survey maps providing another option.

◉ Open Street Map (OSM)
○ Bing Aerial Layer
○ OS OpenData (GB)
○ OS 1:50 000 (NI)

Checking this box bring up our nationally important designated wildlife sites. Sites of Special Scientific Interest in GB and Areas of Special Scientific Interest in Northern Ireland.

National statutory sites for nature

☐ — SSSI (GB) & ASSI (Northern Ireland)

Check these boxes brings up sites designated at International level for their importance for wildlife. SAC and SPAs are European designations. Ramsar are fully international designations.

European statutory sites for nature

☐ — SAC - Special Areas of Conversation (Habitats)

☐ — SPA - Special Protection Areas (Birds)

☐ — Ramsar (Wetlands)

Shooting and management for shooting is Typically required in both nationally and Internationally important wildlife sites!

Other

General Licence 43[1] must be followed for releasing game birds on our within 500m of SAC and SPA sites. This layer shows you exactly where that is.

☐ — 500m buffer from European statutory sites for nature conservation in England

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[1] https://www.gov.uk/government/publications/gamebirds-licence-to-release-common-pheasants-or-red-legged-partridges-on-european-sites-and-within-500m-of-their-boundary-gl43/gl43-licence-to-release-common-pheasants-or-red-legged-partridges-on-european-sites-and-within-500m-of-their-boundary

Below the Custom Maps window

Under the Map Window there are the options to either '**Add a new Custom Map**' or to see Custom Maps already created/shared with you. You can do this however your device naturally works, a swipe with a finger or use of a mouse or mouse pad.

Custom Maps that you yourself have created will be shown under '**Name**' and shared Custom Maps will be shown under '**Custom maps shared with you**' as shown below (circled in blue).

The buttons to the right of the Custom Map name (circled in red above) perform the following functions:
- **Print** – downloads a PDF copy of the Custom Map which can then be either saved to your computer or printed off.
- **Share** – selecting this will allow you to share the map with your listed wildfowling club(s).
- **Edit** – allows a previously created Custom Map to be edited.
- **Delete** – deletes a previously created Custom Map.

For the purposes of this guide, we will create a new Custom Map, however this guide can also be used by those wishing to edit previously created Custom Maps.

Firstly either click or tap '**Add a new custom map**'

This will take you to the following window:
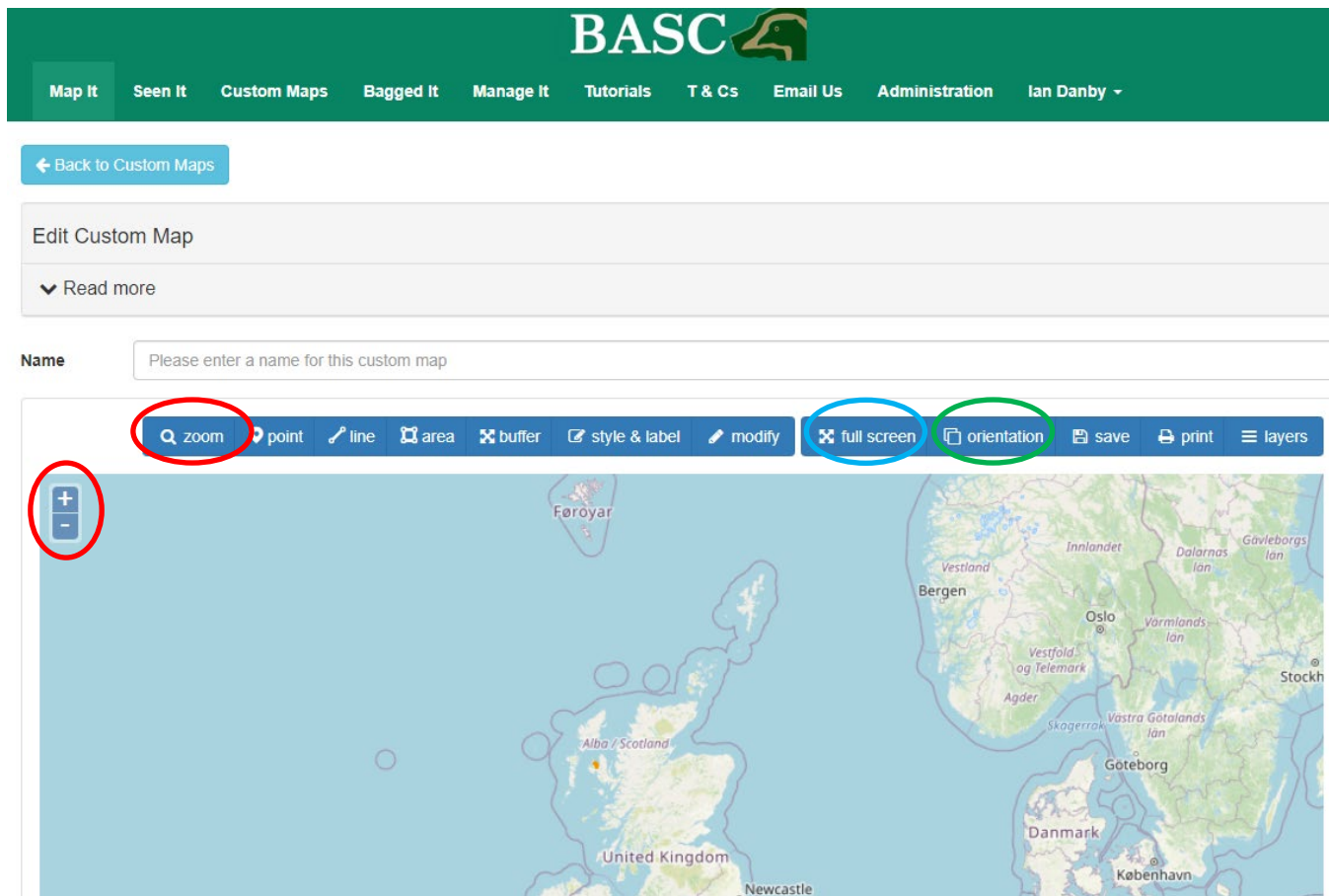
Use either the '**zoom**' or '**plus and minus**' control buttons (circled above in red) to zoom into a previously mapped shoot you wish to customise. Clicking/tapping and holding in the map window also allows you to move the map around within the screen.

To make navigation easier click/tap the full screen button (circled above in blue), **re-clicking/tapping the full screen button will take you back to the previous screen**.

You can also switch between the map being presented in portrait and landscape mode by selecting '**orientation**' (circled above in green).

The shoot you have previously mapped will be marked out with a yellow line as per the following example.
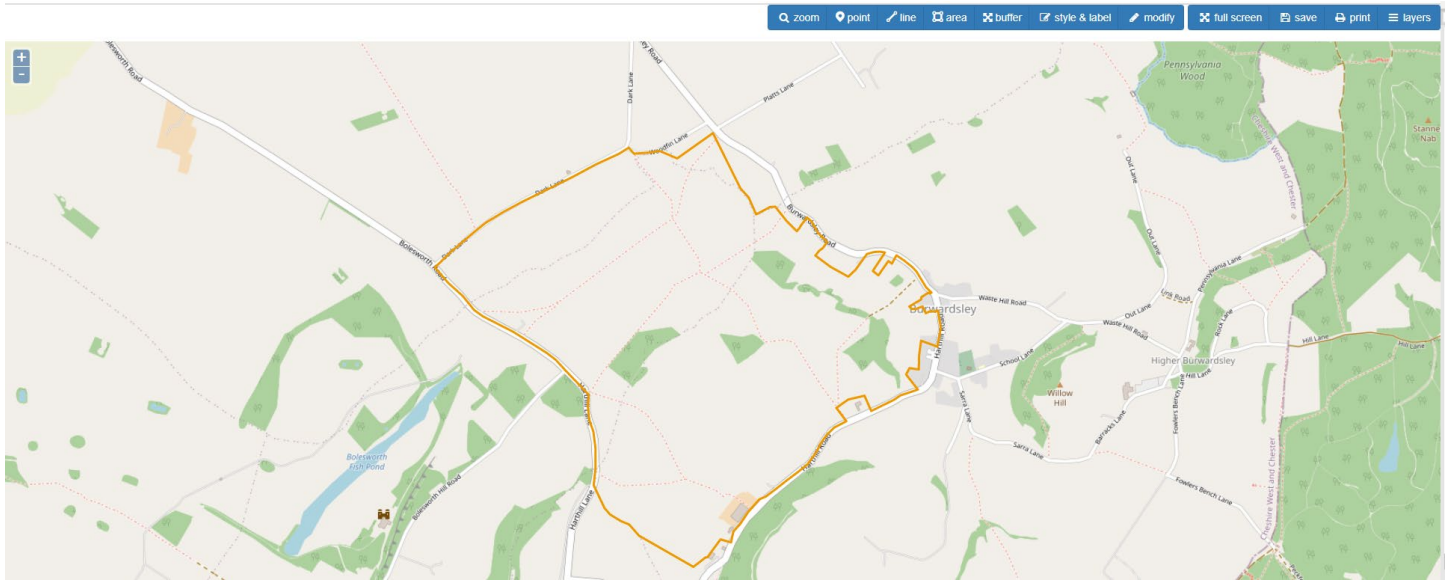
The view of the map can be changed using the '**Layer**' buttons as described earlier in this guide.

Now that you have located the area you want to create a Custom Map for you can do the following options:

- **Name**

You can choose what name to give your Custom Map. Simply click/tap in the box next to 'Name' and enter your chosen text.

Name	Please enter a name for this custom map

- **Point**

Select this button on the ribbon (below name, next to the zoom button – circled in red below) to go to the '**Pick style and label**' box and add features to your map, such as locations, pins, flags, and arrows. The name of the point can be entered by clicking/tapping in the box below '**Label**' (circled in blue below) and entering your chosen text. Change the type of point you want to add by selecting one of the options below '**Select a style**'. The currently selected point shape will show in the box below where it says '**Style**' (circled in green below).

When you are happy with the point created select the green '**Update**' button at the bottom. This will take you back to the main map area and your custom point should now be showing as shown in the following example.

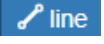To edit or delete a created point either click/tap on '**style & label**' (circled in red above) and click/tap the point you wish to amend, or simply double click or tap directly on the point. This will take you back to the previous '**Pick style and label**' box. From here the point can be deleted (by selecting the '**Delete**' button located next to '**Update**') or the style and name can be changed. Any changes made can be saved by clicking '**Update**'.

If you wish to navigate away from this page without making changes, select the '**Cancel**' button (located at the bottom of the screen next to the '**Update**' and '**Delete**' buttons).

- **'Line' and 'Area'**

These options allow users to either draw lines or areas on their Custom Maps which can be used to mark boundaries, areas of specific interest, etc.

To draw a line, firstly select the '**line**' button [✎ line] on the blue ribbon (next to '**point**'). Next click or tap inside the map once to create the line's starting point. Either drag the cursor to where you want the line to go, or tap again in the map window where the line ends, and then double click/double tap to mark the line and finish drawing. If the line has multiple points, you can mark them with single clicks/taps, and then finish drawing by double clicking/tapping. The examples below show examples of the different types of lines which can be created.
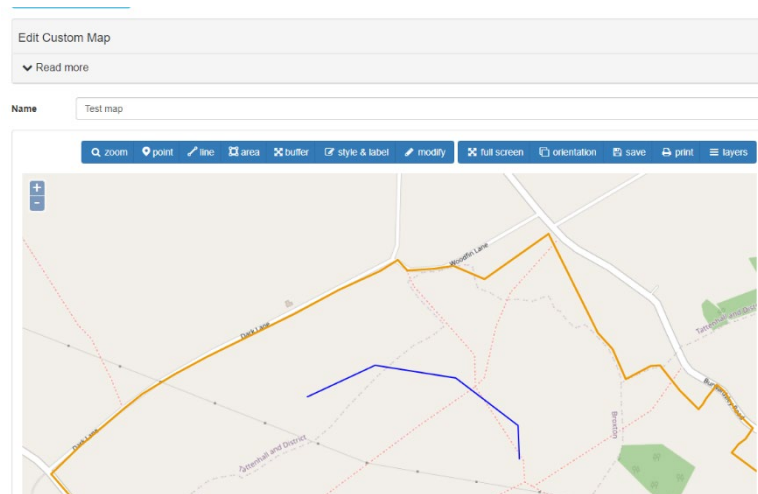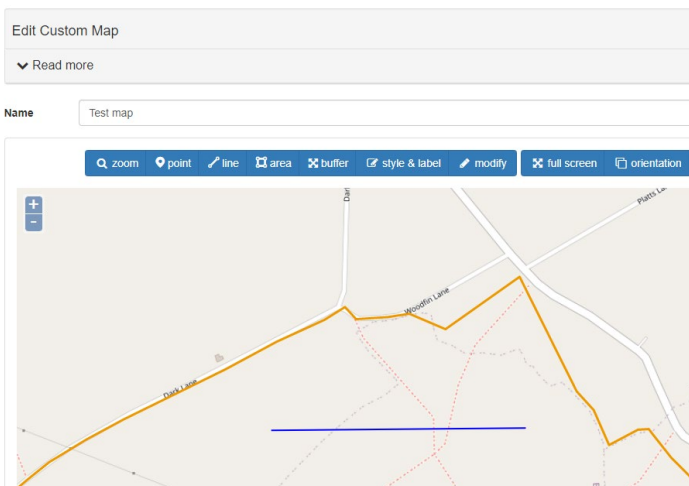
Once you have finished drawing the line, you will be given the option to give the line a name (in the box below '**Label**') and to change the line's appearance (by selecting the options below '**Select a Style**').
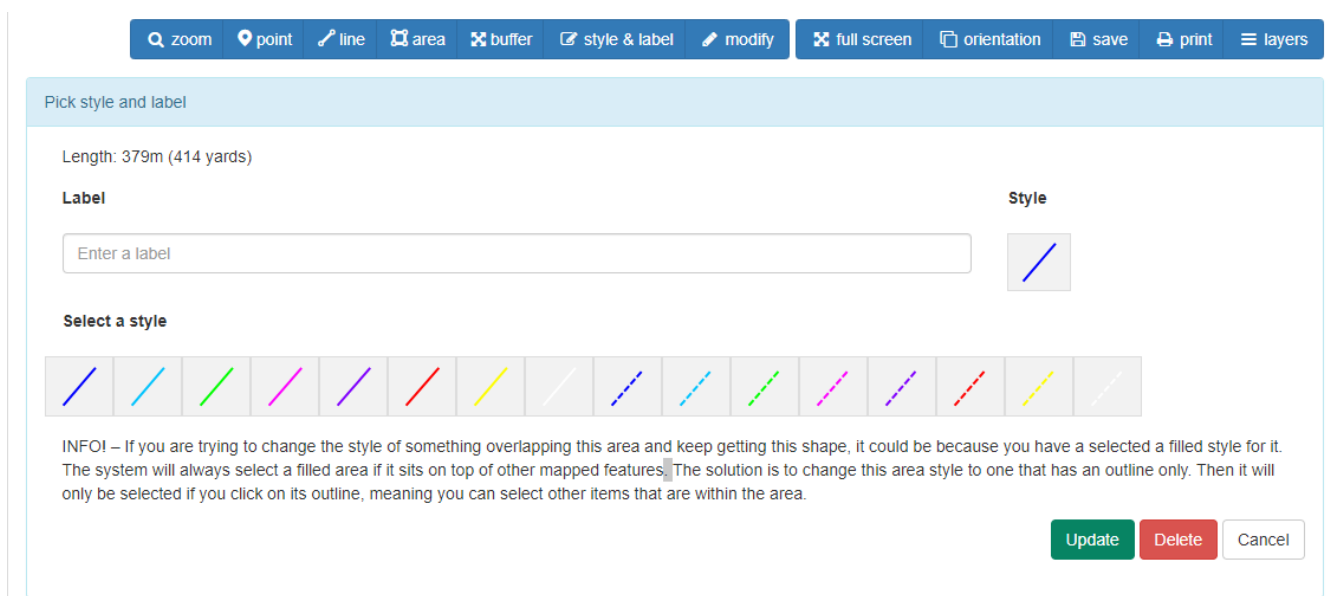
As with creating a point the current style selected is shown in the box below '**Style**'. To save your changes select '**Update**'. You also have the option to '**Delete**' the drawn line or to go back to the previous page without making any amendments to the drawn line ('**Cancel**'). Selecting '**Cancel**' will not remove the line just drawn, this can only be done by selecting the '**Delete**' option. After selecting either '**Update**', '**Delete**' or '**Cancel**' you should be taken back to your map.

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Drawing an area follows a similar process. Select the '**area**' button on the blue ribbon (next to '**line**') and then click/tap in the map to create your first point. You can then use si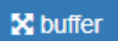ngle clicks and the cursor to change the shape and size of the area you wish to create (if not using a computer an area can be created by using single taps in the map window). Double click/tap to finish drawing the shape. This will then take you to the '**Pick style and label**' options where you can give the area a name and change its appearance as shown below.

Make sure to save the area created and amendments by selected '**Update**'. As before, you also have the option to '**Delete**' the drawn area or to go back to the previous page without making any amendments ('**Cancel**').

To delete or further amend a drawn line or area either select '**style & label**' (on the blue ribbon) and click/tap on the shape you wish to amend, or simply double click/single tap on the shape itself to go back into the '**Pick style and label**' box.

You can change the shape and size of a line or area by selecting '**modify**' [modify] (next to '**style & label**' on the blue ribbon). You should now see a blue dot appearing on the map when you hover over the lines of the shape you wish to amend. Simply click and drag the blue dot to change the size and shape of the line or area.

- **'Buffer'**

Once a point has been created on a map you can use the buffer tool to see what features are in the immediate area. First select the '**buffer**' [buffer] option in the blue ribbon and select the point you want to create a buffer for.

This will bring up the following screen, where you can name the buffer and/or change the size and style. Once you are happy with your selection select '**Create buffer**' at the bottom.

Edit Custom Map

❮ Read more

Name   Please enter a name for this custom map

| Q zoom | ◉ point | ✎ line | ☐ area | ✖ buffer | ☑ style & label | ✎ modify | ✖ full screen | ⧉ orientation | 🖫 save | 🖶 print | ≡ layers |

Create a buffer around this object

Pre-selected buffer

○ 300m (fall out range of typical clay pigeon shotgun loads)

◉ 500m

○ 1000m

Or define your own range in meters

Enter a radius in meters   ☐

Select a style

INFO! - Choosing to create this buffer will make an Area on your custom map which you can then alter using style & label.

INFO! - if you have a filled area the buffer will always select that area even if you have other map features underneath. If this happens to you, go to style and label and change the area to a non-filled option (outline only) and then you will be able to buffer from objects underneath that area.

Create buffer   Cancel

This should now take you to the follow screen where you should be able to see the area around the point selected. It will appear as a coloured circle in the map window (as shown below).

The buffer can be named, edited, or deleted by either double clicking or tapping on it, or by using the '**style & label**' option in the blue ribbon.

- **Other functions**

When you are happy with the Custom Map you have created select '**Save**' (in the blue ribbon, next to '**orientation**') to add it to your list of created Custom Maps. Selecting '**Back to Custom Maps**' will take you back to your full list of created and shared custom maps. The custom map that has been most recently created should have been added to the bottom of the list. There will also be the following new options shown to the right of the newly created Custom Map:

You can select '**Print**' from this screen to create a PDF copy of your custom map. This option is also available on the Custom Map ribbon (next to the save option).

Selecting '**Share**' allows you to share the Custom Map with members of your shooting clubs. Clicking/tapping on this option will bring up the following pop up:
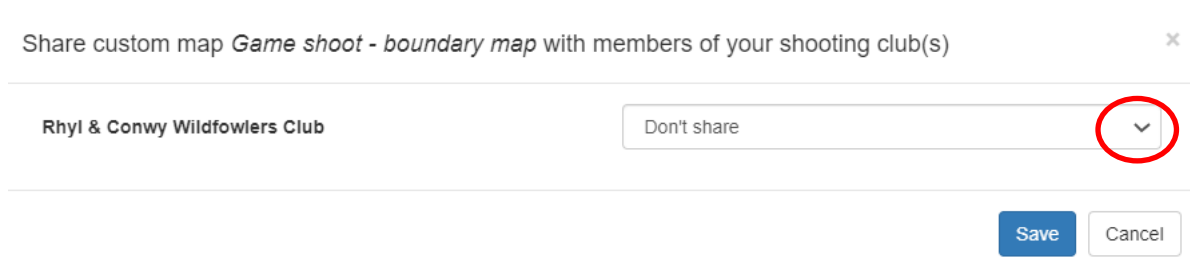
Click/tap the down arrow next to the 'Don't share' option (circled above in red) to select whether you want members of your shooting club to 'View only' or 'View and Edit' the Custom Map. Make sure you select '**Save**' to share the map with others. Select '**Cancel**' to go back to the previous screen without sharing the Custom Map.

Further changes to the Custom Map can be made selecting the green '**Edit**' button.

Select the red '**Delete**' option to delete the Custom Map in question.

Thanks for reading the guide. Any queries then please email us at GSM@basc.org.uk