This paper addresses how neocartography, and the use of social software on everyday consumer electronic devices might be integrated with mainstream surveying and mapping practices to provide products that might be otherwise impossible to deliver due to economic and logistic situations. Neocartography is not about further developing / improving existing approaches, but looking altogether differently at how data is collected, assembled, analysed and presented. It first provides an overview about how those involved in neocartography collect, store and generate cartographic products that supplement / complement their more conventional counterparts. It then addresses the opportunities, issues and challenges for the cartography/geography community that neocartography poses.