A new lossless context based method is presented for content progressive coding of limited bits/pixel images, such as maps, company logos, etc., common on the World Wide Web. Progressive encoding is achieved by encoding the image in content layers based on color level or other predefined information. Information from already coded layers are used when coding subsequent layers. This approach is combined with efficient template based context bilevel coding, context collapsing methods for multilevel images and arithmetic coding. Relative pixel patterns are used to collapse contexts. Expressions for calculating the resulting number of contexts are given. The new methods outperform existing schemes coding digital maps and in addition provide progressive coding. Compared to the state-of-the-art PWC coder, the compressed size is reduced to 50-70% on our layered map test images.