# GENERAL

Q: What does Microsoft (or anyone) recommend for <X>?

A: What do the docs say?

A: It doesn’t matter, what do you think is best for your organization? What makes the most sense to you?

Q: Where can I find the Azure QuickStart Templates?

A: <https://azure.microsoft.com/en-us/resources/templates/>

# TAGS

Q: Is there documentation for using Tags?

A: <https://docs.microsoft.com/en-us/azure/azure-resource-manager/resource-group-using-tags>

# NAMING STANDARDS & CONVENTIONS

Q: Is there documentation for Naming Standards and Conventions?

A: <https://docs.microsoft.com/en-us/azure/architecture/best-practices/naming-conventions>

# AZURE POLICY

Q: Are there Azure Policy Samples?

A: <https://github.com/Azure/azure-policy>

# AZURE BLUEPRINTS

Q: How are Azure Blueprints different than ARM Templates?

A: The service is designed to help with environment setup. This setup often consists of a set of resource groups, policies, role assignments, and Resource Manager template deployments. A blueprint is a package to bring each of these artifact types together and allow you to compose and version that package -- including through a CI/CD pipeline. Ultimately, each is assigned to a subscription in a single operation that can be audited and tracked.

Nearly everything that you want to include for deployment in Blueprints can be accomplished with a Resource Manager template. However, a Resource Manager template is a document that doesn't exist natively in Azure – each is stored either locally or in source control. The template gets used for deployments of one or more Azure resources, but once those resources deploy there's no active connection or relationship to the template.

With Blueprints, the relationship between the blueprint definition (what should be deployed) and the blueprint assignment (what was deployed) is preserved. This connection supports improved tracking and auditing of deployments. Blueprints can also upgrade several subscriptions at once that are governed by the same blueprint.

There's no need to choose between a Resource Manager template and a blueprint. Each blueprint can consist of zero or more Resource Manager template artifacts. This support means that previous efforts to develop and maintain a library of Resource Manager templates are reusable in Blueprints.