

Traffic Calming

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Introduction

Most people know what a traffic bump is, but in OSM, it's only one of a wider set of features known as *traffic calming*. You won't encounter them that often, and for our purposes they tend to be concentrated in parking lots, but you ought to know the nuances of each classification.

Speed Bump

Even all traffic bumps are popularly referred to as a 'speed bump', in OSM it has a more specific definition.

A speed bump is going to be very small, though it will still span the entire length of the road.

Tag:traffic_calming=bump



Notice the width of the yellow traffic bump in comparison to the vehicles. These are very common around parking lots

Speed Hump

A speed hump, also spanning the entire length of the road, is much larger, up to 4m in length. That can be even larger than the length of a vehicle.

Tag:traffic_calming=hump

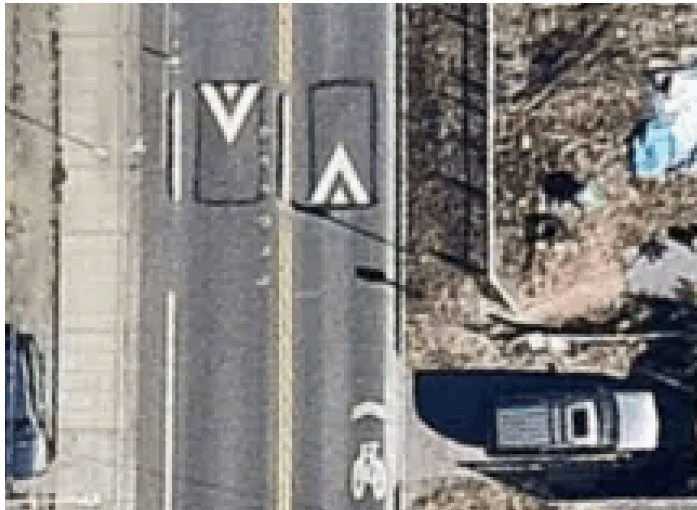


You are not likely to run into an edge case between a traffic bump and a traffic hump as they are meant to be of substantially different sizes but if you have any questions always feel free to ask your team members

Cushion

A cushion has spaces in between for emergency vehicles to get through. They actually can look like giant cushions tossed on to the road

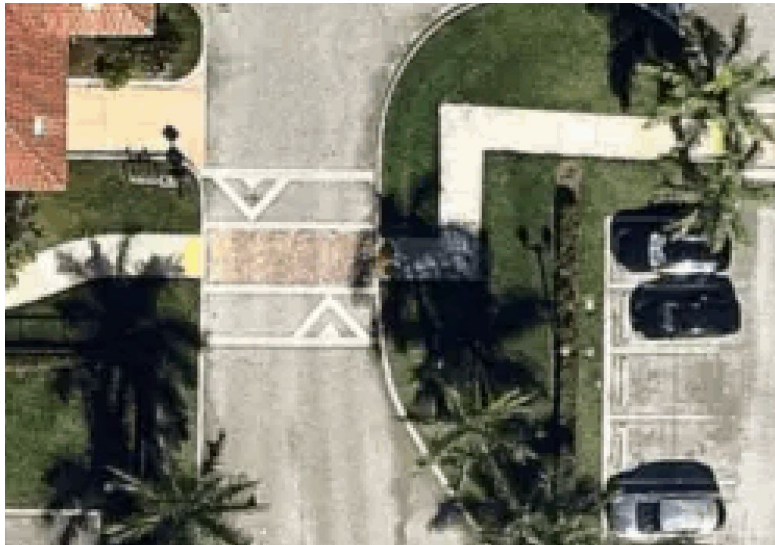
Tag: **traffic_calming=cushion**



Table

A table is large enough to have all of the vehicle's tires on its surface. Even though speed humps could also be described in the same manner, tables are distinguished by their flat surface top.

Tag: **traffic_calming=table**

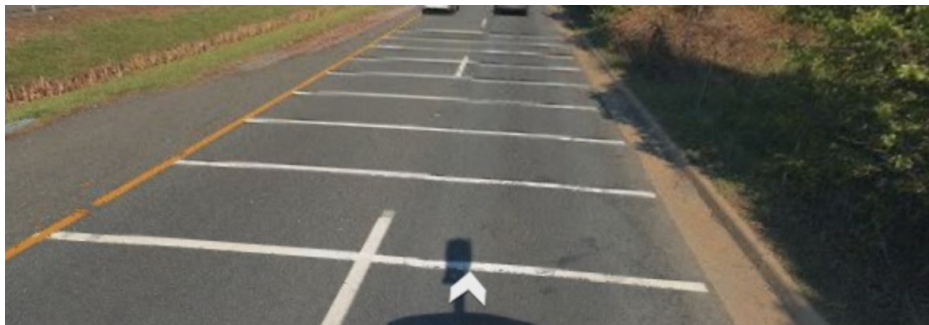
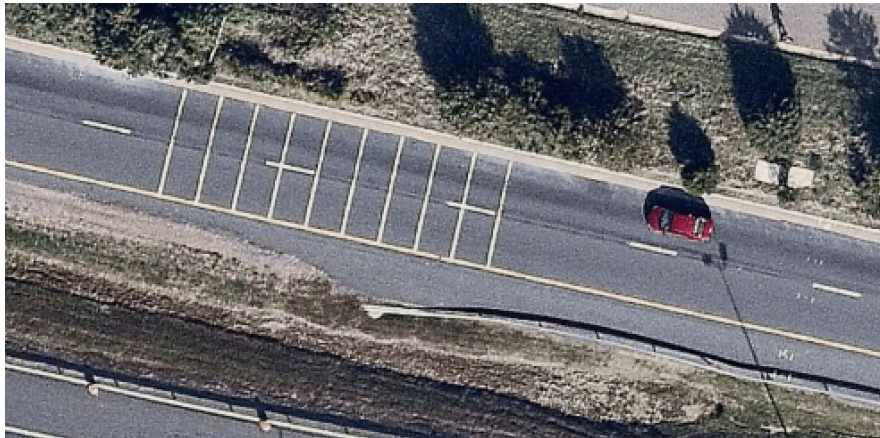


Rumble Strip

A rumble strip is a set of ridges spanning the entire length of the road. They are meant to cause noise and alert the driver.

They should **not** be confused with the features often placed at the edge of a freeway to keep sleepy drivers from driving off of the road. A rumble strip would be unavoidable rather than only occurring on the edges.

Tag: **traffic_calming=rumble_strip**



The pictures above show the same feature as seen from aerial imagery and from streetside imagery respectively. It can actually be difficult to tell where there is a rumble strip, and when in doubt ask your teammates. If there is no agreement the feature won't be added.

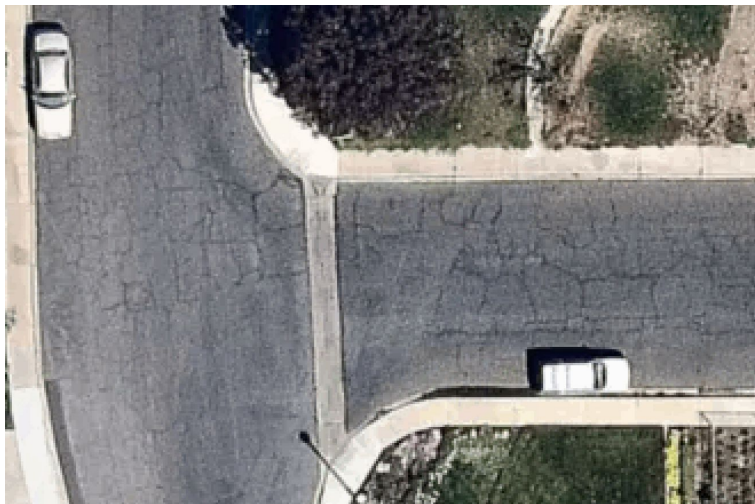


Another example of a rumble strip. Notice that unlike the first example, this one isn't a series of solid lines.

Dip

A dip, intuitively enough, is a dip in the road, an inverted bump, being about 30 cm or less in length. It also tends to be used to channel water so even if it simply looks like a drainage device, if it's placed across the road in a way that it can still calm traffic, we ought to model it.

Tag: **traffic_calming=dip**





Notice how subtle the grade of the dip is. It could even be confused with a flat strip of concrete across the road. This is normal, but again, when in doubt ask your teammates and if no agreement is reached the feature won't be added.