

Barrier Tags

References

Barrier tag: <https://wiki.openstreetmap.org/wiki/Key:barrier>
Access tag: <https://wiki.openstreetmap.org/wiki/Key:access>
Barrier examples https://wiki.openstreetmap.org/wiki/Barrier_examples
How to map barrier nodes https://wiki.openstreetmap.org/wiki/Key:barrier#How_to_map_barrier_nodes
Tags for routing <https://confluence.lyft.net/display/MCO/OSM+tags+for+routing>

Overview

A **barrier** is a physical structure which blocks or impedes movement. The barrier tag only covers on-the-ground barriers. It does **not cover** typical waterway barriers (dams, waterfalls, etc.). However, barriers that are normally found **on land** (such as fences).

Tagging

Barrier tags

| Barriers that restrict movement by default | | | |
|--|-------|---|---|
| Key | Value | Description | Example |
| barrier | yes | Use barrier=yes when the movement is impossible, but we cannot find the appropriate type of barriers. |  |
| barrier | fence | Use barrier=fence when it blocks the road and there is no gate. |  |

| | | | |
|----------------|----------------|--|--|
| barrier | block | Barrier consists of heavy blocks, which close the way. |  |
| barrier | bollard | Solid (usually concrete or metal) pillar or pillars in the middle of the road to prevent passage by some traffic. |  |
| barrier | kerb | A kerb (or curb) is a short solid barrier, usually found at the edge of a road, path or sidewalk, which prevents entrance by vehicles and wheelchair users. The height of the kerb is tagged additionally as <code>height=*</code> , if available. Right side is bottom, left side is top. |  |

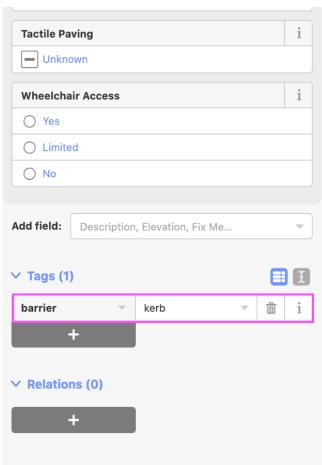
| Barriers that need access tag on it to restrict | | | |
|---|-------|-------------|---------|
| Key | Value | Description | Example |

| | | | |
|----------------|-------------------|---|---|
| barrier | chain | <p>A chain used to prevent motorised vehicles.</p> <p>Combine with <code>access=private,</code> <code>access=no</code> where appropriate.</p> |  |
| barrier | gate | <p>An entrance that can be opened or closed to get through the barrier.</p> <p>Combine with <code>access=private,</code> <code>access=no</code> where appropriate.</p> |  |
| barrier | lift_gate | <p>A lift gate (boom barrier) is a bar or pole, pivoted in such a way as to allow the boom to block vehicular access through a controlled point.</p> <p>Combine with <code>access=private,</code> <code>access=no</code> where appropriate.</p> |  |
| barrier | swing_gate | <p>Similar to a lift gate but rotates sideways to open. It is usually made out of metal bars (wood or other material possible) and is intended to prevent cars from access but can usually be crossed by pedestrians and cyclists.</p> <p>Combine with <code>access=private,</code> <code>access=no</code> where appropriate.</p> |  |

| | | | |
|---------|----------------|--|---|
| barrier | toll_booth | A road usage toll or fee is collected here. Used with <code>toll=*</code> and <code>charge=*</code> . Combine with <code>access=*</code> where appropriate. |  |
| barrier | jersey_barrier | A Jersey barrier consists of heavy prefabricated blocks to create a barrier. Use <code>material=plastic</code> or <code>material=concrete</code> to express the used material. Combine with <code>access=no</code> where appropriate. |   |

Barrier=kerb tag

This is out of policy tag and **can't be added to OSM**. Reference [Traffic Control Elements](#) policy.
If the **barrier=kerb** tag added to the node between road segment and crossing **it should be removed (see policy)**. We do not remove barrier=kerb in case when there is no tag `highway=crossing`

| | |
|--|---|
| Indicates a kerb (US English: curb), a short barrier for vehicles and wheelchair users, usually found at the edge of a road, path or sidewalk. |   |
|--|---|

Access tags

| Key | Value | Description |
|--------|---------|--|
| access | yes | <i>This tag is set by default.</i> The public has an official, legally-enshrined right of access; i.e., it's a right of way. |
| access | no | No access for the general public. Consider using additional access (like <code>foot=yes</code> or <code>bicycle=permissive</code> , etc.) to indicate who <i>can</i> use the element. If only specific <code>transport modes</code> are forbidden, for example, at a vehicle no-entry sign, use a more specific restriction like <code>vehicle=no</code> or <code>motor_vehicle=no</code> over the general key <code>access</code> . |
| access | private | Only with individual permission. |

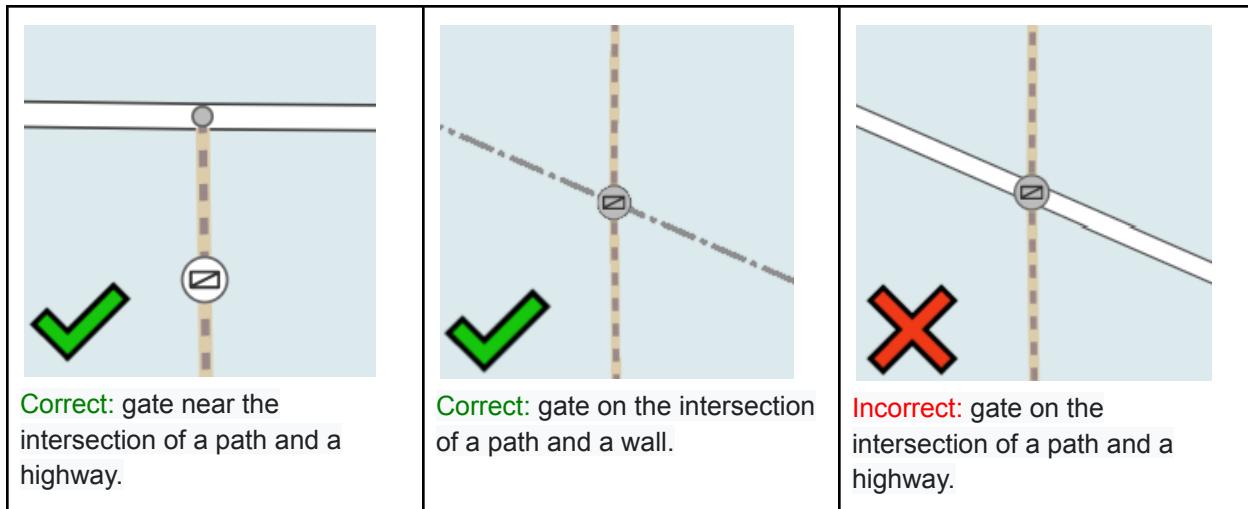
Workflow

The flow of the editing of the barriers has a few restrictions:

- 1) We do not add barriers without any evidence.
- 2) Choose the freshest GT or street level photos (**no older than 6 months!**). Choose the most suitable and fresh satellite background.
- 3) Verify the accessibility to the road after the barrier according to the information on existing signs and according to the Lyft GPS Tracks (we have to pay attention to the density of the tracks, if the track is single, then there may be traffic violation).
- 4) Add a barrier tag according to the instructions below.
- 5) Add access restrictions to the way after the barrier according to the proprietary evidence.

How to map barrier nodes

Place on a highway or a barrier way or at the common node between a highway or a barrier way (if it's part of both). Do not place a barrier tag on a junction between highways.



For example, we should add a barrier=gate tag on the intersection of a road and a fence.

