Ramani Huria Data Model and Tagging

1. Streets

key	possible values
highway	primary, secondary, tertiary, unclassified, residential, footway
name	name of street
surface	asphalt, concrete, unpaved
smoothness	good, intermediate, bad, very_bad, horrible
width	<number> *(in meters of street width)*
oneway	yes, no ***(direction of traffic, NOT the number of lanes!)***
bridge	yes, viaduct (add layer=1)

2. Buildings

key	possible values
building	residential, commercial, apartments, industrial, public, school, utility, construction, residential;commercial, university
name	name of building
building:levels	number of levels in the building ***(the ground floor is 1!)***
building:material	brick, cement_block, concrete, glass, loam, metal, plaster, wood
addr:housenumber	address number of the building, ie 25 or 19A
addr:street	street name
amenity	atm, bank, bar, cafe, clinic, college, courthouse, embassy, fire_station, fuel, hospital, kindergarten, library, marketplace, parking, place_of_worship, pharmacy, police, post_office, pub, public_building, restaurant, school, townhall
office	company, government, insurance, lawyer, political_party, yes
shop	alcohol, art, bakery, beauty, beverages, bicycle, books, butcher, car, car_parts, car_repair, chemist, clothes, convenience, copyshop, cosmetics, doityourself, electronics, furniture, greengrocer, hairdresser, houseware, jewelry, kiosk, mobile_phone, pastry, shoes, stationary, supermarket, tailor, yes
tourism	attraction, guest_house, hotel, yes

bed_count	(for hospitals, clinics; the number of beds)
religion	(if a place_of_worship; muslim, christian)

3. Drainage

3.1. Ditch

(ways, *dirt drainage line which is uncovered*):

waterway = ditch

covered = yes, no

blockage = dirt, concrete, rubbish, no

width = <number> of meters wide

depth = <number> of meters deep

3.2. Drain

(ways, *concrete drainage line which may be covered or uncovered*):

waterway = drain

covered = yes, no

blockage = dirt, concrete, rubbish, no

width = <number> of meters wide

depth = <number> of meters deep

3.3. Underground Drain

(ways, *concrete drainage line which is buried under or next to the road*):

waterway = drain

covered = yes

layer = -1

diameter = <number> of meters in diameter (may not be possible to collect)

3.4. Culvert

(ways, *a tunnel which carries water from an open drain under the road*):

waterway = drain

tunnel = culvert

covered = yes

layer = -1

diameter = # of meters in diameter

4. Public Water Source

4.1. Stand Point

amenity=drinking_water

pump:active = yes, no

4.2. Overhead Tank

man_made = water_tower

4.3. Reserve Tank

man_made = water_tank

5. Public Toilets

Required:

amenity = toilets

toilets:disposal = flush,pitlatrine,bucket,chemical

Optional:

access= yes,permissive,customers

fee=yes,no

name= name of a toilet

toilets:num_chambers= # of toilets

operator = name (for example: Ilala Municipal Council, Tandale Sacco, Friend's Bar)

opening_hours= e.g. 08:30-15:45

wheelchair = yes;no

toilets:handwashing= yes;no

6. Solid Waste

landuse = dump

dump:official = yes, no

7. Open Areas

(*follow typical tagging methodology, especially the following*)

7.1. Brownfield

landuse = brownfield, greenfield[1]

7.2. Cemetery

landuse = cemetery

7.3. Grass

landuse = grass

7.4. Park

leisure = park

7.5. Playground

leisure = playground

7.6. Sports Pitch/Facility

leisure = pitch

landuse = recreation_ground

7.7. Water Ponds

natural = water

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[1] Brownfield is a piece of land that has been previously built up and then cleared (a good example is the large field in Ndugumbi where they have been launching the drones). On the other hand, greenfield describes undeveloped land scheduled for development.

7.8. Wetland/Floodprone Areas

natural = wetland[2]

8. Ward Boundaries

(*these will be imported, we need to find sub-ward boundaries; ask ward officers to draw the sub-wards!*)

admin_level=9

boundary=administrative

name=<ward name>

place=ward

9. Sub ward Boundaries

admin_level=10

boundary=administrative

is_in=<ward name>

name=<subward name>

place=subward

For more tags, see http://wiki.openstreetmap.org/wiki/Map_Features

To create OpenMapKit forms: http://opendatakit.org/xiframe

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[2] A wetland is a land area that is saturated with water, either permanently or seasonally. This could be a swamp or marsh, typically around rivers, lakes, and coastline.