

Map features

OpenStreetMap represents physical features on the ground (e.g., roads or buildings) using tags attached to its basic data structures (its nodes, ways, and relations). Each tag describes a geographic attribute of the feature being shown by that specific node, way or relation.

OpenStreetMap's free tagging system allows the map to include an unlimited number of attributes describing each feature. The community agrees on certain key and value combinations for the most commonly used feature tags, which act as informal standards. However, users can create new tags to improve the style of the map or to support analyses that rely on previously unmapped attributes of the features. Short descriptions of tags that relate to particular topics or interests can be found using the feature pages.

Most features can be described using only a small number of tags, such as a path with a classification tag such as highway=footway, and perhaps also a name using name=*. But, since this is a worldwide, inclusive map, there can be many different feature types in OpenStreetMap, almost all of them described by tags.

There are proposed changes to existing tags, inactive features and deprecated features. If you do not find a suitable tag in this list then feel free to make something suitable up as long as the tag values will be verifiable. Over time, you may find that the tag name is changed to fit with some wider consensus. However, many good tags were used first and documented later. For the latest updates of tagging schemes see Changelog.

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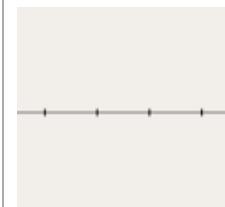
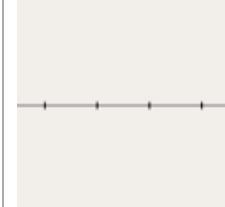
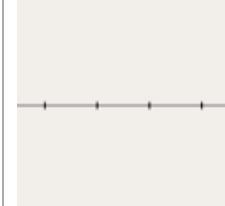
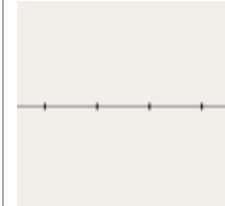
Primary features

See also: [Top-level tag](#)

Aerialway

This is used to tag different forms of transportation for people or goods by using aerial wires. For example these may include cable-cars, chair-lifts and drag-lifts. See the page [Aerialway](#) for more information on the usage of these tags.

Key	Value	Element	Description	Map rendering	Image
aerialway	cable_car	••	A cable car run. Just one or two large cars. The traction cable forms a loop, but the cars do not loop around, they just move up and down on their own side, rolling along static cables over which they are suspended.	•-----•	
aerialway	gondola	••	An aerialway where the cabins go around in a circle.	•-----•	
aerialway	mixed_lift	••	A mixed lift, containing both gondolas and chairs.	•-----•	
aerialway	chair_lift	••	An open chairlift run. These have one or more seats or benches and are open to the outside air.	-----+	
aerialway	drag_lift	••	An overhead tow-line for skiers and riders.	-----+	

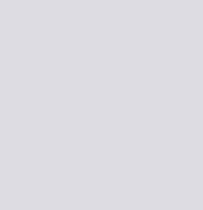
Key	Value	Element	Description	Map rendering	Image
aerialway	t-bar		An overhead tow-line for skiers and riders with T-shaped carriers for two passengers.		
aerialway	j-bar		J-bar lift or L-bar lift. Overhead tow-line for skiers and riders with carriers in J-shape.		
aerialway	platter		An overhead tow-line for skiers and riders with platters.		
aerialway	rope_tow		A tow-line for skiers and riders where passenger hold by hand or use special tow grabbers.		
aerialway	magic_carpet		A ski lift for small children resembling a conveyor belt.		

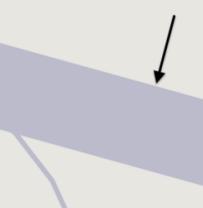
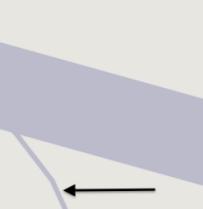
Key	Value	Element	Description	Map rendering	Image
aerialway	zip_line		Zip line, gravity propelled aerial ropeslide like a flying fox or similar		
aerialway	goods		A cable supported lift for conveying goods, not passengers.		
aerialway	pylon		A pylon supporting the aerialway cable.		
aerialway	station		A station where passengers and/or goods can enter and/or leave the aerialway		

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Aeroway

These are mainly related to aerodromes, airfields other ground facilities that support the operation of airplanes and helicopters. See the page [Aeroways](#) for an introduction on mapping these features.

Key	Value	Element	Description	Map rendering	Image
aeroway	aerodrome	<input type="radio"/> <input checked="" type="checkbox"/>	An aerodrome, airport or airfield		
aeroway	aircraft_crossing	<input type="radio"/>	A point where the flow of traffic is impacted by crossing aircraft.		
aeroway	apron	<input checked="" type="checkbox"/>	An area of an airport where planes are parked, unloaded, loaded, refueled, or boarded.		
aeroway	gate	<input type="radio"/>	The bounded space, inside the airport terminal, where passengers wait before boarding their flight		
aeroway	hangar	<input checked="" type="checkbox"/>	A large airport building with extensive floor area that is used for housing aircraft or spacecraft.		
aeroway	helipad	<input type="radio"/> <input checked="" type="checkbox"/>	A landing area or platform designed for helicopters. It might be part of an aerodrome, heliport, hospital, hotel etc.		
aeroway	heliport	<input type="radio"/> <input checked="" type="checkbox"/>	A special aerodrome built for helicopters. A heliport will usually have one or more helipads.		
aeroway	navigationaid	<input type="radio"/>	A facility that supports visual navigation for aircraft		

Key	Value	Element	Description	Map rendering	Image
aeroway	runway		A designated strip of surface on which aircrafts can take off and land.		
aeroway	spaceport		A spaceport or cosmodrome: a site for launching or receiving spacecraft		
aeroway	taxiway		A route where airplanes manoeuvre between runways and parking areas within an aerodrome		
aeroway	terminal		An airport passenger building		
aeroway	windsock		An object that shows wind direction and speed.		

This table is a wiki template with a default description in English. [Editable here.](#)

Amenity

Used to map facilities used by visitors and residents. For example: toilets, telephones, banks, pharmacies, cafes, parking and schools. See the page [Amenities](#) for an introduction on its usage.

Key	Value	Element	Comment	Carto rendering	Photo
Sustenance					
amenity	<u>bar</u>		Bar is a purpose-built commercial establishment that sells alcoholic drinks to be consumed on the premises. They are characterised by a noisy and vibrant atmosphere, similar to a party and usually don't sell food. See also the description of the tags amenity=pub;bar;restaurant for a distinction between these.		
amenity	<u>biergarten</u>		Biergarten or beer garden is an open-air area where alcoholic beverages along with food is prepared and served. See also the description of the tags amenity=pub;bar;restaurant . A biergarten can commonly be found attached to a beer hall, pub, bar, or restaurant. In this case, you can use biergarten=yes additional to amenity=pub;bar;restaurant .		
amenity	<u>cafe</u>		Cafe is generally an informal place that offers casual meals and beverages; typically, the focus is on coffee or tea. Also known as a coffeehouse/shop , bistro or sidewalk cafe . The kind of food served may be mapped with the tags cuisine=* and diet:*=* . See also the tags amenity=restaurant;bar;fast_food .		
amenity	<u>fast_food</u>		Fast food restaurant (see also amenity=restaurant). The kind of food served can be tagged with cuisine=* and diet:*=* .		
amenity	<u>food_court</u>		An area with several different restaurant food counters and a shared eating area. Commonly found in malls, airports, etc.		
amenity	<u>ice_cream</u>		Ice cream shop or ice cream parlour. A place that sells ice cream and frozen yoghurt over the counter		
amenity	<u>pub</u>		A place selling beer and other alcoholic drinks; may also provide food or accommodation (UK). See description of amenity=bar and amenity=pub for distinction between bar and pub		

amenity	<u>restaurant</u>		Restaurant (not fast food, see amenity=fast_food). The kind of food served can be tagged with <code>cuisine=*</code> and <code>diet:=*</code> .		
Education					
amenity	<u>college</u>		Campus or buildings of an institute of Further Education (aka continuing education)		
amenity	<u>dancing_school</u>		A dancing school or dance studio		
amenity	<u>driving_school</u>		Driving School which offers motor vehicle driving lessons		
amenity	<u>first_aid_school</u>		A place where people can go for first aid courses.		
amenity	<u>kindergarten</u>		For children too young for a regular school (also known as preschool, playschool or nursery school), in some countries including afternoon supervision of primary school children.		
amenity	<u>language_school</u>		Language School: an educational institution where one studies a foreign language.		
amenity	<u>library</u>		A public library (municipal, university, ...) to borrow books from.		
amenity	<u>surf_school</u>		A surf school is an establishment that teaches surfing.		

amenity	toy_library		A place to borrow games and toys, or play with them on site.	
amenity	research_institute		An establishment endowed for doing research.	
amenity	training		Public place where you can get training.	
amenity	music_school		A music school, an educational institution specialized in the study, training, and research of music.	
amenity	school		School and grounds - primary, middle and secondary schools	
amenity	traffic_park		Juvenile traffic schools	
amenity	university		A university campus: an institute of higher education	

Transportation

amenity	bicycle_parking		Parking for bicycles		
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amenity	bicycle_repair_station		General tools for self-service bicycle repairs, usually on the roadside; no service		
amenity	bicycle_rental		Rent a bicycle		
amenity	bicycle_wash		Clean a bicycle		
amenity	boat_rental		Rent a Boat		
amenity	boat_sharing		Share a Boat		
amenity	bus_station		May also be tagged as public_transport=station .		
amenity	car_rental		Rent a car		
amenity	car_sharing		Share a car		

amenity	car_wash		Wash a car		
amenity	compressed_air		A device to inflate tires/tyres (e.g. motorcar, bicycle)		
amenity	vehicle_inspection		Government vehicle inspection		
amenity	charging_station		Charging facility for electric vehicles		
amenity	driver_training		A place for driving training on a closed course		
amenity	ferry_terminal		Ferry terminal/stop. A place where people/cars/etc. can board and leave a ferry.		
amenity	fuel		Petrol station; gas station; marine fuel; ... Streets to petrol stations are often tagged highway=service .		
amenity	grit_bin		A container that holds grit or a mixture of salt and grit.		
amenity	motorcycle_parking		Parking for motorcycles		

amenity	<u>parking</u>		Parking area for vehicles. Streets on car parking are often tagged <u>highway=service</u> and <u>service=parking_aisle</u> .		
amenity	<u>parking_entrance</u>		An entrance or exit to an underground or multi-storey parking facility. Group multiple parking entrances together with a relation using the tags <u>type=site</u> and <u>site=parking</u>	Underground Multi-storey 	
amenity	<u>parking_space</u>		A single parking space within a car park. Parking spaces should be mapped within an <u>amenity=parking</u> area. Group multiple parking spaces together with a relation using the tags <u>type=site</u> and <u>site=parking</u>		
amenity	<u>taxi</u>		A place where taxis wait for passengers.		
amenity	<u>weighbridge</u>		A large weight scale to weigh vehicles and goods		
Financial					
amenity	<u>atm</u>		Automated teller machine (ATM) or cashpoint: a device that provides the clients of a financial institution with access to financial transactions.		

amenity	<u>payment_terminal</u>		Self-service payment kiosk/terminal	
amenity	<u>bank</u>		Bank or credit union: a financial establishment where customers can deposit and withdraw money, take loans, make investments and transfer funds.	
amenity	<u>bureau_de_change</u>		Bureau de change, money changer, currency exchange, Wechsel, cambio – a place to change foreign bank notes and travellers cheques.	
amenity	<u>money_transfer</u>		A place that offers money transfers, especially cash to cash	
amenity	<u>payment_centre</u>		A non-bank place, where people can pay bills of public and private services and taxes.	

Healthcare

amenity	<u>baby_hatch</u>		A place where a baby can be, out of necessity, anonymously left to be safely cared for and perhaps adopted.	
amenity	<u>clinic</u>		A medium-sized medical facility or health centre.	

amenity	<u>dentist</u>		A dentist practice / surgery.		
amenity	<u>doctors</u>		A doctor's practice / surgery.		
amenity	<u>hospital</u>		A hospital providing in-patient medical treatment. Often used in conjunction with <code>emergency=*</code> to note whether the medical centre has emergency facilities (A&E (brit.) or ER (am.))		
amenity	<u>nursing_home</u>		Discouraged tag for a home for disabled or elderly persons who need permanent care. Use <code>amenity=social_facility + social_facility=nursing_home</code> now.		
amenity	<u>pharmacy</u>		Pharmacy: a shop where a pharmacist sells medications <code>dispensing=yes/no</code> - availability of prescription-only medications		
amenity	<u>social_facility</u>		A facility that provides social services: group & nursing homes, workshops for the disabled, homeless shelters, etc.		
amenity	<u>veterinary</u>		A place where a veterinary surgeon, also known as a veterinarian or vet, practices.		
Entertainment, Arts & Culture					
amenity	<u>arts_centre</u>		A venue where a variety of arts are performed or conducted		

amenity	<u>brothel</u>		An establishment specifically dedicated to prostitution		
amenity	<u>casino</u>		A gambling venue with at least one table game(e.g. roulette, blackjack) that takes bets on sporting and other events at agreed upon odds.		
amenity	<u>cinema</u>		A place where films are shown (US: movie theater)		
amenity	<u>community_centre</u>		A place mostly used for local events, festivities and group activities; including special interest and special age groups. .		
amenity	<u>conference_centre</u>		A large building that is used to hold a convention		
amenity	<u>events_venue</u>		A building specifically used for organising events		
amenity	<u>exhibition_centre</u>		An exhibition centre		
amenity	<u>fountain</u>		A fountain for cultural / decorative / recreational purposes.		
amenity	<u>gambling</u>		A place for gambling, not being a shop=bookmaker, shop=lottery, amenity=casino, or <u>leisure=adult_gaming_centre</u> . Games that are covered by this definition include bingo and pachinko.		

amenity	<u>love_hotel</u>		A love hotel is a type of short-stay hotel operated primarily for the purpose of allowing guests privacy for sexual activities.	
amenity	<u>music_venue</u>		An indoor place to hear contemporary live music.	
amenity	<u>nightclub</u>		A place to drink and dance (nightclub). The German word is "Disco" or "Discotheke". Please don't confuse this with the German "Nachtclub" which is most likely <u>amenity=stripclub</u> .	
amenity	<u>planetarium</u>		A planetarium.	
amenity	<u>public_bookcase</u>		A street furniture containing books. Take one or leave one.	
amenity	<u>social_centre</u>		A place for free and not-for-profit activities.	
amenity	<u>stage</u>		A raised platform for performers.	
amenity	<u>stripclub</u>		A place that offers striptease or lapdancing (for sexual services use <u>amenity=brothel</u>).	

amenity	<u>studio</u>		TV radio or recording studio	
amenity	<u>swingerclub</u>		A club where people meet to have a party and group sex.	
amenity	<u>theatre</u>		A theatre or opera house where live performances occur, such as plays, musicals and formal concerts. Use <u>amenity=cinema</u> for movie theaters.	 

Public Service

amenity	<u>courthouse</u>		A building home to a court of law, where justice is dispensed	 
amenity	<u>fire_station</u>		A station of a fire brigade	 
amenity	<u>police</u>		A police station where police officers patrol from and that is a first point of contact for civilians	 
amenity	<u>post_box</u>		A box for the reception of mail. Alternative mail-carriers can be tagged via <u>operator=*</u>	 
amenity	<u>post_depot</u>		Post depot or delivery office, where letters and parcels are collected and sorted prior to delivery.	

amenity	<u>post_office</u>		Post office building with postal services		
amenity	<u>prison</u>		A prison or jail where people are incarcerated before trial or after conviction		
amenity	<u>ranger_station</u>		National Park visitor headquarters: official park visitor facility with police, visitor information, permit services, etc		
amenity	<u>townhall</u>		Building where the administration of a village, town or city may be located, or just a community meeting place		

Facilities

amenity	<u>bbq</u>		BBQ or Barbecue is a permanently built grill for cooking food, which is most typically used outdoors by the public. For example these may be found in city parks or at beaches. Use the tag <code>fuel=*</code> to specify the source of heating, such as <code>fuel=wood;electric;charcoal</code> . For mapping nearby table and chairs, see also the tag <code>tourism=picnic_site</code> . For mapping campfires and firepits , instead use the tag <code>leisure=firepit</code> .		
amenity	<u>bench</u>		A bench to sit down and relax a bit		
amenity	<u>check_in</u>		Place where passengers can get their boarding passes before travel (typically found in airports).		

amenity	<u>dog_toilet</u>		Area designated for dogs to urinate and excrete.	
amenity	<u>dressing_room</u>		Area designated for changing clothes.	
amenity	<u>drinking_water</u>		Drinking water is a place where humans can obtain potable water for consumption. Typically, the water is used for only drinking. Also known as a drinking fountain or bubbler .	
amenity	<u>give_box</u>		A small facility where people drop off and pick up various types of items in the sense of free sharing and reuse.	
amenity	<u>lounge</u>		A comfortable waiting area for customers, usually found in airports and other transportation hubs. Typically has extra amenities or sustenance.	
amenity	<u>mailroom</u>		A mailroom for receiving packages or letters.	
amenity	<u>parcel_locker</u>		Machine for picking up and sending parcels	
amenity	<u>shelter</u>		A small shelter against bad weather conditions. To additionally describe the kind of shelter use <u>shelter_type=*</u> .	

amenity	<u>shower</u>	 	Public shower.		
amenity	<u>telephone</u>		Public telephone		
amenity	<u>toilets</u>	 	Public toilets (might require a fee)		
amenity	<u>water_point</u>		Place where you can get large amounts of drinking water		
amenity	<u>watering_place</u>		Place where water is contained and animals can drink		
Waste Management					
amenity	<u>sanitary_dump_station</u>	 	A place for depositing human waste from a toilet holding tank.		

amenity	<u>recycling</u>		Recycling facilities (bottle banks, etc.). Combine with <code>recycling_type=container</code> for containers or <code>recycling_type=centre</code> for recycling centres.		
amenity	<u>waste_basket</u>		A single small container for depositing garbage that is easily accessible for pedestrians.		
amenity	<u>waste_disposal</u>		A medium or large disposal bin, typically for bagged up household or industrial waste.		
amenity	<u>waste_transfer_station</u>		A waste transfer station is a location that accepts, consolidates and transfers waste in bulk.		

Others

amenity	<u>animal_boarding</u>		A facility where you, paying a fee, can bring your animal for a limited period of time (e.g. for holidays)	
amenity	<u>animal_breeding</u>		A facility where animals are bred, usually to sell them	
amenity	<u>animal_shelter</u>		A shelter that recovers animals in trouble	

amenity	animal_training		A facility used for non-competitive animal training	
amenity	baking_oven		An oven used for baking bread and similar, for example inside a building=bakehouse .	
amenity	clock		A public visible clock	
amenity	crematorium		A place where dead human bodies are burnt	
amenity	dive_centre		A dive center is the base location where sports divers usually start scuba diving or make dive guided trips at new locations.	
amenity	funeral_hall		A place for holding a funeral ceremony, other than a place of worship.	
amenity	grave_yard		A (smaller) place of burial, often you'll find a church nearby. Large places should be landuse=cemetery instead.	 
amenity	hunting_stand		A hunting stand: an open or enclosed platform used by hunters to place themselves at an elevated height above the terrain	 
amenity	internet_cafe		A place whose principal role is providing internet services to the public.	 

amenity	<u>kitchen</u>		A public kitchen in a facility to use by everyone or customers	
amenity	<u>kneipp_water_cure</u>		Outdoor foot bath facility. Usually this is a pool with cold water and handrail. Popular in German speaking countries.	
amenity	<u>lounger</u>		An object for people to lie down.	
amenity	<u>marketplace</u>		A marketplace where goods and services are traded daily or weekly.	
amenity	<u>monastery</u>		Monastery is the location of a monastery or a building in which monks and nuns live.	
amenity	<u>mortuary</u>		A morgue or funeral home, used for the storage of human corpses.	
amenity	<u>photo_booth</u>		A stand to create instant photos.	
amenity	<u>place_of_mourning</u>		A room or building where families and friends can come, before the funeral, and view the body of the person who has died.	

amenity	place_of_worship		A church, mosque, or temple, etc. Note that you also need <code>religion=*</code> , usually <code>denomination=*</code> and preferably <code>name=*</code> as well as <code>amenity=place_of_worship</code> . See the article for details.		
amenity	public_bath		A location where the public may bathe in common, etc. japanese onsen, turkish bath, hot spring		
amenity	public_building		A generic public building. Don't use! See office=government .		
amenity	refugee_site		A human settlement sheltering refugees or internally displaced persons		
amenity	vending_machine		A machine selling goods – food, tickets, newspapers, etc. Add type of goods using <code>vending=*</code>		
amenity	hydrant		Similar to a fire_hydrant=* , but for gardening and other municipal purposes other than fire extinction		
amenity	user_defined		All commonly used values (https://taginfo.openstreetmap.org/keys/amenity#values) according to Taginfo		

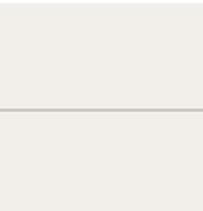
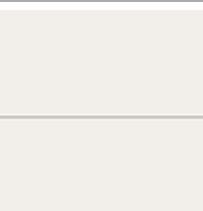
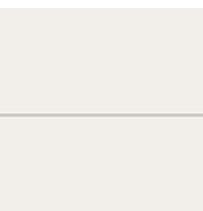
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Barrier

These are used to describe barriers and obstacles that are usually involved by traveling. See the page [Barriers](#) for an introduction on its usage.

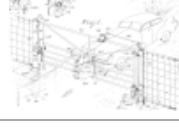
Linear barriers

Key	Value	Element	Description	Map rendering	Image
barrier	cable_barrier		A road side or median barrier made of steel wire ropes mounted on weak posts.		
barrier	city_wall		A fortification used to defend settlements in ancient to modern times.		
barrier	ditch		A ditch or a trench is a long and narrow man-made barrier dug in the ground to prevent access to the other side.		
barrier	fence		A freestanding structure designed to restrict or prevent movement across a boundary, generally distinguished from a wall by the lightness of its construction.		
barrier	guard_rail		A rail, typically metal, designed to keep vehicles within their roadway and prevent collisions or runaways. Right side is the smooth side facing the roadway. In most editors, the side with arrows points towards the road.		

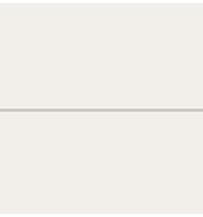
Key	Value	Element	Description	Map rendering	Image
barrier	handrail		A rail designed to be grasped by the hand so as to provide stability or support.		
barrier	hedge		A line of closely spaced shrubs and tree species, which form a barrier or mark the boundary of an area.		
barrier	kerb	 	A stone edging to a pavement or raised path.		
barrier	retaining_wall		A linear structure that holds back soil or rock. (Lower side to right.)		
barrier	wall		A freestanding structure, designed to restrict or prevent movement across a boundary, typically made from solid brick, concrete or rocks, and almost always built so that it is opaque to vision.		

This table is a wiki template with a default description in English. [Editable here](#).

Access control on highways

Key	Value	Element	Description	Map rendering	Image
barrier	<u>block</u>		One or more large immobile block(s) usually barring free access along a way.		
barrier	<u>bollard</u>		One or more solid (usually concrete or metal) pillar(s) used to control traffic.		
barrier	<u>border_control</u>		A control point at an international border between two countries.		
barrier	<u>bump_gate</u>		A drive-through gate used in rural areas to provide a barrier to livestock that does not require the driver to exit the vehicle.		
barrier	<u>bus_trap</u>		A short section of the roadway where there is a deep dip in the middle to prevent passage by some traffic.		
barrier	<u>cattle_grid</u>		A hole in the road surface covered in a series of bars that allow wheeled vehicles but not animals to cross.		
barrier	<u>chain</u>		A chain used to prevent motorised vehicles.		
barrier	<u>cycle_barrier</u>		A barrier along a path that slows or prevents access for bicycle users.		

Key	Value	Element	Description	Map rendering	Image
barrier	<u>debris</u>	<input type="radio"/>	Debris blocking a road		
barrier	<u>entrance</u>	<input type="radio"/>	An opening or gap in a barrier.		
barrier	<u>full-height_turnstile</u>	<input type="radio"/> <input checked="" type="checkbox"/>	A full-height turnstile.		
barrier	<u>gate</u>	<input type="radio"/> <input checked="" type="checkbox"/>	A section in a wall or fence which can be opened to allow access.		
barrier	<u>hampshire_gate</u>	<input type="radio"/>	A section of wire fence which can be removed temporarily.		
barrier	<u>height_restrictor</u>	<input type="radio"/>	A height restrictor which prevents access of vehicles higher than a set limit.		
barrier	<u>horse_stile</u>	<input type="radio"/>	A horse stile allows pedestrians and horses to cross a gap through a fence		

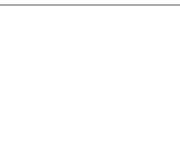
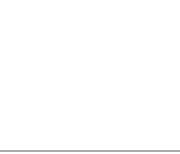
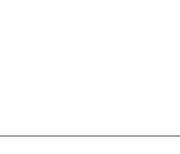
Key	Value	Element	Description	Map rendering	Image
barrier	jersey_barrier	<input type="checkbox"/> <input checked="" type="checkbox"/>	A barrier made of heavy prefabricated blocks.		
barrier	kissing_gate	<input type="checkbox"/>	A type of gate where you have to go into an enclosure and open a gate to get through.		
barrier	lift_gate	<input type="checkbox"/>	A bar or pole pivoted (rotates upwards to open) in such a way as to allow the boom to block vehicular access through a controlled point.		
barrier	log	<input type="checkbox"/> <input checked="" type="checkbox"/>	A log blocking access.		
barrier	motorcycle_barrier	<input type="checkbox"/>	A barrier along a path preventing access by motorcycles.		
barrier	rope	<input type="checkbox"/> <input checked="" type="checkbox"/>	A flexible barrier made of rope.		

Key	Value	Element	Description	Map rendering	Image
barrier	sally_port	<input type="checkbox"/>	A secure, controlled entryway to a fortification or prison.		
barrier	spikes	<input type="checkbox"/>	Spikes on the ground preventing unauthorized access.		
barrier	stile	<input type="checkbox"/>	A structure which provides people a passage through or over a boundary via steps, ladders or narrow gaps.		
barrier	sump_buster	<input type="checkbox"/>	A barrier to stop cars (two tracked vehicles with less than a certain ground clearance and width between tracks).		
barrier	swing_gate	<input type="checkbox"/>	A gate consisting of a bar or pole pivoted (rotates sideways to open) in such a way as to allow the boom to block vehicular access through a controlled point.		
barrier	toll_booth	<input type="checkbox"/> <input checked="" type="checkbox"/>	A place where a road usage toll or fee is collected.		
barrier	turnstile	<input type="checkbox"/>	A turnstile, a passage on foot designed to allow one person at a time to pass		
barrier	yes	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Unspecified barrier. If possible, use a more specific value.		

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Boundary

These are used to describe administrative and other boundaries. See the page [**Boundaries**](#) for an introduction on its usage.

Key	Value	Element	Comment	Rendering example	Photo
Boundary types					
boundary	<u>aboriginal_lands</u>		A boundary representing official reservation boundaries of recognized aboriginal / indigenous / native peoples.	 <i>Name</i>	
boundary	<u>administrative</u>		An administrative boundary. Subdivisions of areas/territories/jurisdictions recognised by governments or other organisations for administrative purposes. These range from large groups of nation states right down to small administrative districts and suburbs, as indicated by the <u>admin_level</u> =* combo tag.		
boundary	<u>border_zone</u>		A border zone is an area near the border where special restrictions on movement apply. Usually a permit is required for visiting.		
boundary	<u>census</u>		A census-designated boundary delineating a statistical area, not necessarily observable on the ground.		
boundary	<u>forest</u>		A delimited forest is a land which is predominantly wooded and which is, for this reason, given defined boundaries. It may cover different tree stands, non-wooded areas, highways... but all the area within the boundaries are considered and managed as a single forest.		
boundary	<u>forest_compartment</u>		A forest compartment is a numbered sub-division within a delimited forest, physically materialized with visible, typically cleared, boundaries.		
boundary	<u>hazard</u>		A designated hazardous area, with a potential source of damage to health, life, property, or any other interest of value.		

boundary	<u>health</u>		Health division boundaries. Some mappers use <code>health_level=*</code> instead of <code>admin_level=*</code> to specify level in the health system hierarchy.	
boundary	<u>historic</u>		A historic administrative boundary (use judiciously).	
boundary	<u>limited_traffic_zone</u>		Describes an officially designated area that requires authorization for the entry of certain vehicles.	
boundary	<u>local_authority</u>		Describes the territory of a local authority.	
boundary	<u>low_emission_zone</u>		A geographically defined area which seeks to restrict or deter access by certain polluting vehicles with the aim of improving the air quality.	
boundary	<u>maritime</u>		Maritime boundaries which are not administrative boundaries: the Baseline, Contiguous Zone and EEZ (Exclusive Economic Zone).	

boundary	<u>marker</u>		A boundary marker, border marker, boundary stone, or border stone is a robust physical marker that identifies the start of a land boundary or the change in a boundary, especially a change in direction of a boundary. See also historic=boundary_stone		
boundary	<u>national_park</u>		Area of outstanding natural beauty, set aside for conservation and for recreation (Other languages (http://www.omegawiki.org/DefinedMeaning:national_park_(2462))).		
boundary	<u>place</u>		<u>boundary=place</u> is commonly used to map the boundaries of a <u>place=*</u> , when these boundaries can be defined but these are not administrative boundaries.		
boundary	<u>political</u>		Electoral boundaries		
boundary	<u>postal_code</u>		Postal code boundaries. Some mappers use <u>postal_code_level=*</u> instead of <u>admin_level=*</u> to specify level in the postal hierarchy.		
boundary	<u>protected_area</u>		Protected areas, such as for national parks, marine protection areas, heritage sites, wilderness, cultural assets and similar.		
boundary	<u>religious_administration</u>		A religious administration boundary, eg. of a catholic diocese or parish. Use <u>religion=*</u> and <u>denomination=*</u> to specify the church to which the boundary applies. Some mappers use <u>religious_level=*</u> instead of <u>admin_level=*</u> to specify level in the church hierarchy.		
boundary	<u>special_economic_zone</u>		A government-defined area in which business and trade laws are different.		
boundary	<u>statistical</u>		An official boundary recognised by government for statistical purposes.		

boundary	<u>disputed</u>		An area of land claimed by two or more parties (use with caution). See also Disputed territories .	
boundary	<u>timezone</u>		Boundaries of time zone	
boundary	<u>public_transport</u>		An operating area of a transit authority.	
boundary	<u>user defined</u>		All commonly used values (https://taginfo.openstreetmap.org/keys/boundary#values) according to Taginfo	

Attributes

<u>admin_level</u>	(number)		Defines level of the division described by the boundary in the hierarchy system to which the division belongs. Usually in the range 1 to 10 (except for several countries, where it is in the range 1 to 11 – Bolivia, Germany, Mozambique, Netherlands, Philippines, Poland, Turkmenistan, Venezuela – see boundary).	
<u>health_level</u>	(number)		Used by some mappers instead of admin_level=* in conjunction with boundary=health and is usually in the range 1 to 10.	
<u>postal_code_level</u>	(number)		Used by some mappers instead of admin_level=* in conjunction with boundary=postal_code and is usually in the range 1 to 10.	
<u>religious_level</u>	(number)		Used by some mappers instead of admin_level=* in conjunction with boundary=religious_administration and is usually in the range 1 to 10.	
<u>border_type</u>	*		To distinguish between types of boundary where admin_level isn't enough. Used in several different ways e.g in maritime contexts.	
<u>start_date</u>	(date)		Useful if the boundary is very recent (or if it will become effective in a near future).	

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Building

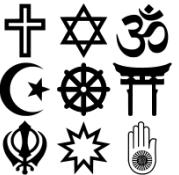
This is used to identify individual buildings or groups of connected buildings. See the page [Buildings](#) for further details on the usage of this tag and `man_made=*` for tagging of various other structures. The building tags are intended for the physical description of a building. For functions in the building (e.g. police station, church, townhall, museum) you should add object with tags like `amenity=*`, `tourism=*`, `shop=*` etc must exist.

For example mapping `building=supermarket` is not enough to mark place as having an active supermarket shop, it just marks that building has form typical for supermarket buildings. `shop=supermarket` must be mapped to indicate an active supermarket shop. On the other hand `shop=*/amenity=*` is not indicating building by itself, building must be mapped with `building=*` tag.

Key	Value	Comment	Photo
Accommodation			
building	<u>apartments</u>	A building arranged into individual dwellings, often on separate floors. May also have retail outlets on the ground floor.	
building	<u>barracks</u>	Buildings built to house military personnel or laborers.	
building	<u>bungalow</u>	A single-storey detached small house, Dacha.	
building	<u>cabin</u>	A <u>cabin</u> is a small, roughly built house usually with a wood exterior and typically found in rural areas.	
building	<u>detached</u>	A detached house, a free-standing residential building usually housing a single family.	
building	<u>annexe</u>	An annexe is a small self contained apartments, collages, or small residential building on the same property as the main residential unit.	
building	<u>dormitory</u>	A shared building intended for college/university students (not a share room for multiple occupants as implied by the term in British English). Alternatively, use building=residential plus <u>residential=university</u> and loose the information that it is for students.	

building	<u>farm</u>	A residential building on a farm (farmhouse). For other buildings see below building=farm_auxiliary , building=barn , ... If in your country farmhouse looks same as general residential house then you can tag as building=house as well. See also landuse=farmyard for the surrounding area	
building	<u>ger</u>	A permanent or seasonal round yurt or ger.	
building	<u>hotel</u>	A building designed with separate rooms available for overnight accommodation. Normally used in conjunction with tourism=hotel for the hotel grounds including recreation areas and parking.	
building	<u>house</u>	A dwelling unit inhabited by a single household (a family or small group sharing facilities such as a kitchen). Houses forming half of a semi-detached pair, or one of a row of terraced houses, should share at least two nodes with joined neighbours, thereby defining the party wall between the properties.	
building	<u>houseboat</u>	A boat used primarily as a home	
building	<u>residential</u>	A general tag for a building used primarily for residential purposes. Where additional detail is available consider using 'apartments', 'terrace', 'house', 'detached' or 'semidetached_house'.	
building	<u>semidetached_house</u>	A residential house that shares a common wall with another on one side. Typically called a "duplex" in American English.	
building	<u>static_caravan</u>	A mobile home (semi)permanently left on a single site	
building	<u>stilt_house</u>	A building raised on piles over the surface of the soil or a body of water	

building	<u>terrace</u>	A single way used to define the outline of a linear row of residential dwellings, each of which normally has its own entrance, which form a terrace ("row-house" or "townhouse" in North American English). Consider defining each dwelling separately using 'house'.	
building	<u>tree_house</u>	An accommodation, often designed as a small hut, sometimes also as a room or small apartment. Built on tree posts or on a natural tree. A tree house has no contact with the ground. Access via ladders, stairs or bridgeways.	
building	<u>trullo</u>	A stone hut with a conical roof.	
Commercial			
building	<u>commercial</u>	A building for non-specific commercial activities, not necessarily an office building. Consider tagging the surrounding area using <u>landuse=commercial</u> if there is such use. Use 'retail' if the building consists primarily of shops.	
building	<u>industrial</u>	A building for industrial purposes. Use warehouse if the purpose is known to be primarily for storage/distribution. Consider using <u>landuse=industrial</u> for the surrounding area and appropriate tags like <u>man_made=works</u> to describe the industrial activity.	
building	<u>kiosk</u>	A small one-room retail building.	
building	<u>office</u>	An office building. Use <u>office=*</u> where applicable for the business(es) that use the building. Consider tagging the surrounding area using <u>landuse=commercial</u> if it applies. Prefer <u>landuse=retail</u> if the building consists primarily of shops.	

building	<u>retail</u>	A building primarily used for selling goods that are sold to the public; use <code>shop=*</code> to identify the sort of goods sold or an appropriate <code>amenity=></code> (pub, cafe, restaurant, etc.). Consider use <code>landuse=retail</code> for the surrounding area.	
building	<u>supermarket</u>	A building constructed to house a self-service large-area store.	
building	<u>warehouse</u>	A building primarily intended for the storage or goods or as part of a distribution system.	
Religious			
building	<u>religious</u>	Unspecific building related to religion. Prefer more specific values if possible.	
building	<u>cathedral</u>	A building that was built as a cathedral. Used in conjunction with <code>amenity=place_of_worship</code> , <code>religion=*</code> , <code>denomination=*</code> and <code>landuse=religious</code> for the cathedral grounds where it is in current use.	
building	<u>chapel</u>	A building that was built as a chapel. Used in conjunction with <code>amenity=place_of_worship</code> , <code>religion=*</code> , <code>denomination=*</code> and <code>landuse=religious</code> for the chapel grounds where it is in current use.	
building	<u>church</u>	A building that was built as a church. Used in conjunction with <code>amenity=place_of_worship</code> , <code>religion=*</code> , <code>denomination=*</code> and <code>landuse=religious</code> for the church grounds where it is in current use.	

building	<u>kingdom_hall</u>	A building that was built as a [W] Kingdom Hall (https://en.wikipedia.org/wiki/en:Kingdom_Hall). Often used in conjunction with <u>amenity=place_of_worship</u> , <u>religion=christian</u> , <u>denomination=jehovahs_witness</u> and <u>landuse=religious</u> for the grounds where it is in current use.	
building	<u>monastery</u>	A building constructed as [W] monastery . Often, monasteries consist of several distinct buildings with specific functions. For active monasteries (communities), use <u>amenity=monastery</u> , for the grounds of a former monastery, have a look at <u>historic=monastery</u>	
building	<u>mosque</u>	A building erected as mosque. Used in conjunction with <u>amenity=place_of_worship</u> , <u>religion=*</u> , <u>denomination=*</u> and <u>landuse=religious</u> for the grounds where it is in current use.	
building	<u>presbytery</u>	A building where priests live and work.	
building	<u>shrine</u>	A building that was built as a shrine. Used in conjunction with <u>amenity=place_of_worship</u> , <u>religion=*</u> , <u>denomination=*</u> and <u>landuse=religious</u> for the grounds where it is in current use. Small structures should consider <u>historic=wayside_shrine</u> .	
building	<u>synagogue</u>	A building that was built as a synagogue. Used in conjunction with <u>amenity=place_of_worship</u> , <u>religion=*</u> , <u>denomination=*</u> and <u>landuse=religious</u> for the grounds where it is in current use.	
building	<u>temple</u>	A building that was built as a temple. Used in conjunction with <u>amenity=place_of_worship</u> , <u>religion=*</u> , <u>denomination=*</u> and <u>landuse=religious</u> for the grounds where it is in current use.	
Civic/amenity			
building	<u>bakehouse</u>	A building that was built as a bakehouse (i.e. for baking bread). Often used in conjunction with another node <u>amenity=baking_oven</u> and <u>oven=wood_fired</u> .	

building	<u>bridge</u>	A building used as a bridge (skyway). To map a gatehouse use <code>building=gatehouse</code> . See also <code>bridge=yes</code> for <code>highway=*</code> . Don't use this tag just for marking bridges (their outlines). For such purposes use <code>man_made=bridge</code> .	
building	<u>civic</u>	A generic tag for a building created to house some civic amenity, for example <code>amenity=community_centre</code> , <code>amenity=library</code> , <code>amenity=toilets</code> , <code>leisure=sports_centre</code> , <code>leisure=swimming_pool</code> , <code>amenity=townhall</code> etc. Use <code>amenity=*</code> or <code>leisure=*</code> etc. to provide further details. See <code>building=public</code> and more specific tags like <code>building=library</code> as well.	
building	<u>clock_tower</u>	Clock towers are very high towers, visible from its surroundings, usually in central parts of town and squares, housing a turret clock with one or more clock faces, most often four. They are freestanding structures but can also be adjoined or located on top of another building.	
building	<u>college</u>	A college building. Use <code>amenity=college</code> on the whole college area to represent the college as an institution.	
building	<u>fire_station</u>	A building constructed as fire station, i.e. to house fire fighting equipment and officers, regardless of current use. Add <code>amenity=fire_station</code> on the grounds for an active fire station.	
building	<u>government</u>	For government buildings in general, including municipal, provincial and divisional secretaries, government agencies and departments, town halls, (regional) parliaments and court houses.	
building	<u>gatehouse</u>	An entry control point building, spanning over a highway that enters a city or compound.	

building	<u>hospital</u>	A building erected for a hospital. Use <u>amenity=hospital</u> for the hospital grounds.	
building	<u>kindergarten</u>	For any generic kindergarten buildings. Buildings for specific uses (sports halls etc.) should be tagged for their purpose. If there is currently a kindergarten in the building, use <u>amenity=kindergarten</u> on the perimeter of the kindergarten grounds.	
building	<u>museum</u>	A building which was designed as a museum.	
building	<u>public</u>	A building constructed as accessible to the general public (a town hall, police station, court house, etc.).	
building	<u>school</u>	A building erected as school. Buildings for specific uses (sports halls etc.) should be tagged for their purpose. If there is currently a school, use <u>amenity=school</u> on the perimeter of the school grounds.	
building	<u>toilets</u>	A toilet block.	
building	<u>train_station</u>	A building constructed to be a train station building, including buildings that are abandoned and used nowadays for a different purpose.	
building	<u>transportation</u>	A building related to public transport. You will probably want to tag it with proper transport related tag as well, such as <u>public_transport=station</u> . Note that there is a special tag for train station buildings - <u>building=train_station</u> .	

building	<u>university</u>	A university building. Use <u>amenity=university</u> for the university as an institution.	
Agricultural/plant production			
building	<u>barn</u>	An agricultural building that can be used for storage and as a covered workplace.	
building	<u>conservatory</u>	A building or room having glass or tarpaulin roofing and walls used as an indoor garden or a sunroom (winter garden).	
building	<u>cowshed</u>	A cowshed (cow barn, cow house) is a building for housing cows, usually found on farms.	
building	<u>farm_auxiliary</u>	A building on a farm that is not a dwelling (use 'farm' or 'house' for the farm house).	
building	<u>greenhouse</u>	A greenhouse is a glass or plastic covered building used to grow plants. Use <u>landuse=greenhouse_horticulture</u> for an area containing multiple greenhouses	
building	<u>slurry_tank</u>	A circular building built to hold a liquid mix of primarily animal excreta (also known as slurry).	
building	<u>stable</u>	A building constructed as a stable for horses.	
building	<u>sty</u>	A <u>sty</u> (pigsty, pig ark, pig-shed) is a building for raising domestic pigs, usually found on farms.	

<u>building</u>	<u>livestock</u>	A building for housing/rising other livestock (apart from cows, horses or pigs covered above), or when the livestock changes.	
Sports			
<u>building</u>	<u>grandstand</u>	The main stand, usually roofed, commanding the best view for spectators at racecourses or sports grounds.	
<u>building</u>	<u>pavilion</u>	A sports pavilion usually with changing rooms, storage areas and possibly an space for functions & events. Avoid using this term for other structures called pavilions by architects (see W Pavilion)	
<u>building</u>	<u>riding_hall</u>	A building that was built as a riding hall.	
<u>building</u>	<u>sports_hall</u>	A building that was built as a sports hall.	
<u>building</u>	<u>sports_centre</u>	A building that was built as a sports centre.	
<u>building</u>	<u>stadium</u>	A building constructed to be a stadium building, including buildings that are abandoned and used nowadays for a different purpose.	
Storage			
<u>building</u>	<u>allotment_house</u>	A small outbuilding for short visits in a allotment garden.	

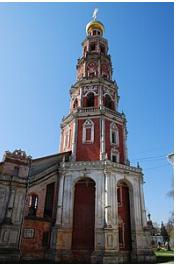
building	<u>boathouse</u>	A boathouse is a building used for the storage of boats.	
building	<u>hangar</u>	A <u>hangar</u> is a building used for the storage of airplanes, helicopters or space-craft. Consider adding <u>aeroway=hangar</u> , when appropriate.	
building	<u>hut</u>	A hut is a small and crude shelter. Note that this word has two meanings (https://en.wiktionary.org/wiki/hut#Noun) - it may be synonym of <u>building=shed</u> , it may be a residential building of low quality.	
building	<u>shed</u>	A <u>shed</u> is a simple, single-storey structure that is used for storage, hobbies, or as a workshop.	

Cars

building	<u>carport</u>	A carport is a covered structure used to offer limited protection to vehicles, primarily cars, from the elements. Unlike most structures a carport does not have four walls, and usually has one or two.	
building	<u>garage</u>	A <u>garage</u> is a building suitable for the storage of one or possibly more motor vehicle or similar. See <u>building=garages</u> for larger shared buildings. For an aircraft garage, see <u>building=hangar</u> .	
building	<u>garages</u>	A building that consists of a number of discrete storage spaces for different owners/tenants. See also <u>building=garage</u> .	

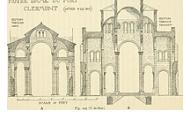
building	<u>parking</u>	Structure purpose-built for parking cars.	
Power/technical buildings			
building	<u>digester</u>	A digester is a bioreactor for the production of biogas from biomass.	
building	<u>service</u>	Service building usually is a small unmanned building with certain machinery (like pumps or transformers).	
building	<u>tech_cab</u>	<p>This article or section contains questionable, contentious or controversial information. See the talk page for more information. Overlaps with predominate <u>building=service</u> + <u>building:prefabricated=yes</u></p> <p>Small prefabricated cabin structures for the air-conditioned accommodation of different technology.</p>	
building	<u>transformer_tower</u>	A transformer tower is a characteristic tall building comprising a distribution transformer and constructed to connect directly to a medium voltage overhead power line. Quite often the power line has since been undergrounded but the building may still serve as a substation. If the building is still in use as a substation it should additionally be tagged as <u>power=substation</u> + <u>substation=minor_distribution</u> .	
building	<u>water_tower</u>	A water tower.	
building	<u>storage_tank</u>	Storage tanks are containers that hold liquids	

building	<u>silo</u>	A silo is a building for storing bulk materials	
Other buildings			
building	<u>beach_hut</u>	A small, usually wooden, and often brightly coloured cabin or shelter above the high tide mark on popular bathing beaches.	
building	<u>bunker</u>	A hardened military building. Also use <u>military=bunker</u> .	
building	<u>castle</u>	A building constructed as a castle. Can be further specified with <u>historic=castle</u> + <u>castle_type=*</u> .	
building	<u>construction</u>	Used for buildings under construction. Use <u>construction=*</u> to hold the value for the completed building.	
building	<u>container</u>	For a container used as a permanent building. Do not map containers placed temporarily, for example used in shipping or construction.	
building	<u>guardhouse</u>	Poste de garde.	
building	<u>military</u>	A military building. Also use <u>military=*</u> .	
building	<u>outbuilding</u>	A less important building near to and on the same piece of land as a larger building.	

building	<u>pagoda</u>	A building constructed as a pagoda.	
building	<u>quonset_hut</u>	A lightweight prefabricated structure in the shape of a semicircle.	
building	<u>roof</u>	A structure that consists of a roof with open sides, such as a rain shelter, and also gas stations	
building	<u>ruins</u>	Frequently used for a house or other building that is abandoned and in poor repair. However, some believe this usage is incorrect, and the tag should only be used for buildings constructed as fake ruins (for example sham ruins in an English landscape garden). See also <u>lifecycle tagging</u> .	
building	<u>ship</u>	A decommissioned ship/submarine which stays in one place.	
building	<u>tent</u>	For a permanently placed tent. Do not map tents placed temporarily.	
building	<u>tower</u>	A tower-building. Best combined with <u>tower:type=*</u> . See also <u>man_made=tower</u> for a tag with a similar definition.	

building	<u>triumphal_arch</u>	A free-standing monumental structure in the shape of an archway with one or more arched passageways.	
building	<u>[[Too many Data Items entities accessed. windmill]]</u>	A building constructed as a traditional windmill, historically used to mill grain with wind power.	
building	<u>yes</u>	Use this value where it is not possible to determine a more specific value.	
building	<u>user defined</u>	<u>All commonly used values</u> (https://taginfo.openstreetmap.org/keys/building#values) according to <u>Taginfo</u> , generally building types	

Additional attributes

Key	Value	Element	Comment	Photo
<u>building:architecture</u>	<u><architectural style></u>		Architectural style of a building	
<u>building:colour</u>	<u><RGB hex triplet> <W3C colour name></u>		Indicates colour of the building	
<u>building:fireproof</u>	<u>yes no</u>		Fire-resistance information.	
<u>building:flats</u>	<u><number></u>		The number of residential units (flats, apartments) in an apartment building (building=apartments), residential building (building=residential), house (building=house), detached house (building=detached) or similar building.	
<u>building:levels</u>	<u><number></u>		The number of visible levels (floors) in the building as used in the <u>Simple 3D buildings</u> scheme	
<u>building:material</u>	<u><material type></u>		Outer material for the building façade	

<u>building:min_level</u>	<number>		For describing number of values, "filling" space between ground level and bottom level of building or part of building	
<u>building:part</u>	As <i>building</i>		To mark a part of a building, which has attributes, different from such ones at other parts	
<u>building:soft_storey</u>	yes no reinforced		A building where any one level is significantly more flexible (less stiff) than those above and below it	
<u>construction_date</u>	<date>		The (approximated) date when the building was finished.	
<u>entrance</u>	yes main exit service emergency		An entrance in a building. Replaces the deprecated tag <u>building=entrance</u> .	
<u>height</u>	<number>		The height of the building in meters.	
<u>max_level</u>	<number>		Maximum indoor level (floor) in the building as used in the <u>Simple Indoor Tagging</u> scheme	
<u>min_level</u>	<number>		Minimum indoor level (floor) in the building as used in the <u>Simple Indoor Tagging</u> scheme	
<u>non_existent_levels</u>	<number>		List of indoor levels (floors) that do not exists in the building as used in the <u>Simple Indoor Tagging</u> scheme	

<u>start_date</u>	<date>	<input type="radio"/> <input checked="" type="radio"/>	The (approximated) date when the building was finished.	
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This table is a wiki template with a default description in English. [Editable here](#).

Craft

This is used as a place that produces or processes customised goods. See the page [Crafts](#) for more information on the usage of these tags.

Key	Value	Element	Description	Image
craft	<u>agricultural_engines</u>		A workplace or office of a person who plans and constructs engines and tools for agricultural use.	
craft	<u>atelier</u>		A place where visual artists work	
craft	<u>bag_repair</u>		A place where bags/luggage are repaired.	
craft	<u>bakery</u>		A workplace for fresh bakery goods. May have no shop or be combined with a shop.	
craft	<u>basket_maker</u>		A person weaving baskets.	
craft	<u>beekeeper</u>		The workplace of a beekeeper (apistarist).	
craft	<u>blacksmith</u>		A place where a blacksmith forges tools, horseshoes, etc. from iron.	
craft	<u>boatbuilder</u>		A workplace where boats are planned and constructed	

Key	Value	Element	Description	Image
craft	<u>bookbinder</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A workplace for physically assembling a book from a number of sheets of paper.	
craft	<u>brewery</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A dedicated building for the making of beer.	
craft	<u>builder</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A workplace or office of a tradesman who performs structural alterations and additions to buildings.	
craft	<u>cabinet_maker</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A person who makes fine wooden furniture	
craft	<u>candlemaker</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A person who makes candles or a manufactory where candles were made.	
craft	<u>car.painter</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A place specializing in painting cars.	
craft	<u>carpenter</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A workplace or office of carpenters that work with timber to construct, install and maintain buildings, furniture, and other objects.	

Key	Value	Element	Description	Image
craft	<u>carpet_cleaner</u>		A carpet cleaner is a tradesman who specializes in cleaning carpets	
craft	<u>carpet_layer</u>		A carpet layer is a tradesmen who specializes in laying carpets	
craft	<u>caterer</u>		A workplace or office of one who prepares customized meals for takeout, or provides prepared meals or supplies to a group at social gatherings	
craft	<u>chimney_sweeper</u>		A workplace or office of a person who cleans chimneys for a living.	
craft	<u>cleaning</u>		Workplace or office of a person who cleans buildings, industrial facilities or windows.	
craft	<u>clockmaker</u>		A workplace or office of a clockmaker that is building, repairing or engraving clocks of all sorts.	
craft	<u>clothes_mending</u>		A place where clothing is mended (repaired) or altered professionally.	

Key	Value	Element	Description	Image
craft	<u>confectionery</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A place where the set of food items that are rich in sugar, any one or type of which is called a confection is produced.	
craft	<u>cooper</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A person or company that manufacture of containers and vessels mainly made of wood.	
craft	<u>dental_technician</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A workplace for a dental technician who constructs custom-made restorative and dental appliances.	
craft	<u>distillery</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	An establishment for distilling, especially for distilling alcoholic liquors.	
craft	<u>door_construction</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A workplace of someone constructing doors	
craft	<u>dressmaker</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	Dressmaker is a person who makes custom clothing for women, such as dresses, blouses, and evening gowns.	
craft	<u>electrician</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A person or company that works with electricity or electrical systems.	

Key	Value	Element	Description	Image
craft	<u>electronics_repair</u>		Repair shops and service centres which provides repair of computers, phones, appliance etc.	
craft	<u>elevator</u>		Company specialized in installing elevators.	
craft	<u>embroiderer</u>		Needlework or textile artist	
craft	<u>engraver</u>		A workplace or office of an engraver.	
craft	<u>fence_maker</u>		A workplace or office of a person or company specialized in manufacturing and installing fences.	
craft	<u>floorer</u>		A workplace or office of a floorer.	
craft	<u>gardener</u>		A workplace or office of a garden designer or a landscape gardener.	
craft	<u>glassblower</u>		A person or company that blows bottles or other objects from molten glass.	

Key	Value	Element	Description	Image
craft	glazier		A place where residential, commercial, and artistic glass is selected, cut, installed, replaced, and removed.	
craft	goldsmith		The workplace of a person who forges things out of gold, especially jewelry.	
craft	grinding_mill		A device that breaks solid materials into smaller pieces by grinding, crushing, or cutting. The aftermath is powdered product, not liquid extract like oil mill.	
craft	gunsmith		A workplace of someone who repairs or modifies firearms.	
craft	handicraft		A place where useful and decorative devices are made completely by hand or using only simple tools	
craft	hvac		A workplace or office of a person or company that install and maintain HVAC systems (Heating, Ventilating, and Air Conditioning).	
craft	insulation		A workplace or office of a person who does thermal insulation in buildings.	
craft	interior_decorator		Workplace or office of a person who does interior decorating.	
craft	interior_work		Workplace of a person who builds/installations non-load-bearing interior walls, especially drywall.	

Key	Value	Element	Description	Image
craft	jeweller		A place where necklaces, rings, brooches, earrings and bracelets and other personal adornments are created or repaired.	
craft	joiner		An artisan who builds things by joining pieces of wood, particularly furniture or ornamental work.	
craft	key_cutter		A place where keys can be duplicated from originals.	
craft	laboratory		A laboratory.	
craft	lapidary		lapidary: a gemcutter	
craft	leather		A leatherworker; a person who makes things from leather.	
craft	locksmith		The workshop of a craftsman who installs or repairs locks and opens locked doors.	
craft	luthier		Workshop of a luthier, who makes or repairs stringed wooden musical instruments, such as lutes, violins, and guitars.	
craft	metal_construction		Workplace or office of a person who work with metal. This applies to: planning, construction, trade, repair.	

Key	Value	Element	Description	Image
craft	mint		A place where coins and medals are hand crafted.	
craft	musical_instrument		A craftsman creating musical instruments	
craft	oil_mill		A mill designed to crush or bruise oil-bearing seeds, such as linseed or peanuts, or other oil-rich vegetable material.	
craft	optician		A place where lenses for the correction of a person's vision are designed, fitted and dispensed.	
craft	organ_builder		Organ building is the profession of designing, building, restoring and maintaining pipe organs.	
craft	painter		A workplace or office of a house painter, which is a tradesman responsible for the painting and decorating of buildings.	
craft	paperhanger		The office of a paperhanger.	
craft	parquet_layer		A workplace or office of a parquet layer.	

Key	Value	Element	Description	Image
craft	paver		The workshop or office of a paver.	
craft	pest_control		A business that offers pest control services	
craft	photographer		A workplace or office of a person who takes photographs using a camera.	
craft	photographic_laboratory		A place where photos taken on a film or digital images are transformed into a more permanent form, often on paper or plastic foil.	
craft	photovoltaic		A workplace or office who installed or planned photovoltaic systems.	
craft	piano_tuner		A piano tuner or technician. A professional that tunes, regulates and makes the maintenance of pianos. Most of them repair simple problems and some restore a whole piano.	
craft	plasterer		A workplace or office of a tradesman who works with plaster, such as forming a layer of plaster on an interior wall or plaster decorative moldings on ceilings or walls.	
craft	plumber		A workplace or office of a skilled tradesperson who specializes in (drinking) water supply, sewage and drainage systems.	

Key	Value	Element	Description	Image
craft	<u>pottery</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A place where earthenware, stoneware and porcelain and other ceramic ware is made by potters.	
craft	<u>printer</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A small printing business which produces published works such as newspapers, books, magazines, etc.	
craft	<u>printmaker</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A producer of fine art prints.	
craft	<u>restoration</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	Restorer.	
craft	<u>rigger</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	The workplace of a person who sets up the rigging for sailboats and sailing ships (or possibly a person who works on ropes, booms, lifts, hoists and the like for a stage production).	
craft	<u>roofer</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A workplace or office of a tradesman who is specialized in roof covering and sealing.	
craft	<u>saddler</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A place where saddles or accessories for cars and boats are produced or repaired.	

Key	Value	Element	Description	Image	
craft	sailmaker	 	A workshop of a sailmaker who cleans, repairs and makes sails.		
craft	sawmill	 	A sawmill is a facility where logs are cut into timber		
craft	scaffolder	 	A workplace or office of a tradesman who builds temporary structure used to support people and material in the construction or repair of buildings and other large structures.		
craft	sculptor	 	The workplace of a sculptor.		
craft	shoemaker	 	A place where shoes, boots, sandals, clogs and moccasins are created, repaired or altered to fit personal needs.		
craft	signmaker	 	A maker of signs, mainly for shops and other businesses.		
craft	stand_builder	 	A workplace of a company that builds stands/booths for fairs.		

Key	Value	Element	Description	Image
craft	<u>stonemason</u>		A place where rough pieces of rock are shaped into accurate geometrical shapes.	
craft	<u>stove_fitter</u>		A workplace/office of a person / company who designs and builds stoves / tiled stoves.	
craft	<u>sun_protection</u>		A place where sun protection is made, repaired, or delivered for assembly, especially awnings and shutters.	
craft	<u>tailor</u>		A place where clothing is made, repaired, or altered professionally, especially suits and men's clothing.	
craft	<u>tatami</u>		A workplace or office of an artisan for tatami mat.	
craft	<u>tiler</u>		A workplace or office of a person who lays tiles on floors, swimming pools and such.	
craft	<u>tinsmith</u>		A person who makes and repairs things made of light-coloured metal, particularly tinware.	
craft	<u>toolmaker</u>		A workplace of a company that builds complex tools, machine tools, moulds, gauges,... .	
craft	<u>turner</u>		A workplace or office of a turner.	

Key	Value	Element	Description	Image
craft	<u>upholsterer</u>	<input type="radio"/> <input checked="" type="radio"/>	A place where furniture, especially seats are provided with padding, springs, webbing, and fabric or leather covers.	
craft	<u>watchmaker</u>	<input type="radio"/> <input checked="" type="radio"/>	A watchmaker is an artisan who makes and repairs watches. Today due to industrial production they mostly repair watches.	
craft	<u>water_well_drilling</u>	<input type="radio"/> <input checked="" type="radio"/>	A craftsman or company who drill water wells.	
craft	<u>weaver</u>	<input type="radio"/> <input checked="" type="radio"/>	Workshop of a person producing something by weaving, may offer products for sale	
craft	<u>welder</u>	<input type="radio"/> <input checked="" type="radio"/>	One who unites pieces of metal with high temperature.	
craft	<u>window_construction</u>	<input type="radio"/> <input checked="" type="radio"/>	A workplace of someone constructing windows.	
craft	<u>winery</u>	<input type="radio"/> <input checked="" type="radio"/>	A place where wine is produced	

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Emergency

This is used to describe the location of emergency facilities and equipment. See the page [Emergency](#) for an introduction on its usage.

Medical rescue

Key	Value	Element	Description	Image
<code>emergency</code>	<code>ambulance_station</code>	<input type="checkbox"/> <input checked="" type="checkbox"/>	An ambulance station is a structure or other area set aside for storage of ambulance vehicles, medical equipment, personal protective equipment, and other medical supplies.	
<code>emergency</code>	<code>defibrillator</code>	<input type="checkbox"/>	Defibrillator (AED), an external and portable electronic device that diagnoses and can correct arrhythmia of the heart automatically.	
<code>emergency</code>	<code>landing_site</code>	<input type="checkbox"/> <input checked="" type="checkbox"/>	Preselected flat area for a helicopter to land in an emergency situation	
<code>emergency</code>	<code>emergency_ward_entrance</code>	<input type="checkbox"/>	The entrance to an emergency ward.	

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Firefighters

See also [amenity=fire_station](#).

Key	Value	Element	Description	Image
emergency	<u>fire_service_inlet</u>	<input type="radio"/>	An inlet that allows the fire brigade to pump water into a building.	
emergency	<u>fire_alarm_box</u>	<input type="radio"/>	A device used for notifying a fire department of a fire.	
emergency	<u>fire_extinguisher</u>	<input type="radio"/>	An active fire protection device used to extinguish or control small fires, often in emergency situations.	
emergency	<u>fire_hose</u>	<input type="radio"/>	A high-pressure hose used to carry water or other fire retardant (such as foam) to a fire to extinguish it.	

Key	Value	Element	Description	Image
emergency	fire_hydrant	○	An active fire protection measure, and a source of water provided in most urban, suburban, and rural areas with municipal water service to enable fire fighters to tap into the municipal water supply to assist in extinguishing a fire.	
emergency	water_tank	○ ●	A large water basin or tank for a fire department to take water.	
emergency	suction_point	○	A preferred point to pump water off a river or other waters for a fire department.	

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Lifeguards

Key	Value	Element	Description	Image
emergency	lifeguard	○ ●	A place where a lifeguard is on duty	
emergency	life_ring	○	A floating ring to throw out to someone who is struggling in water.	

Key	Value	Element	Description	Image
lifeguard	tower		A tower used by lifeguard to watch and supervise swimmers in order to prevent drownings and other dangers.	

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Assembly point

Key	Value	Element	Description	Image
emergency	assembly_point		A designated (safe) place where people can gather or must report to during an emergency or a fire drill.	

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Other structure

Key	Value	Element	Description	Map rendering	Image
<u>emergency</u>	<u>phone</u>	<input type="checkbox"/>	Emergency telephone		
<u>emergency</u>	<u>siren</u>	<input type="checkbox"/>	A loud noise maker, such as an air raid siren or a tornado siren.		
<u>emergency</u>	<u>drinking_water</u>	<input type="checkbox"/>	A facility that provides drinking water in emergency situations		

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Geological

This is used to describe the geological makeup of an area. See the page [**Geological**](#) for an introduction on its usage.

Key	Value	Element	Description	Image
geological	moraine		Any accumulation of unconsolidated rock debris previously carried by a glacier.	
geological	outcrop		A place where the bedrock or superficial deposits previously covered under the soil have become locally exposed	
geological	volcanic_caldera_rim		The crater (caldera) of a volcano.	
geological	fault		A geological fault is a planar fracture or discontinuity in a volume of rock.	
geological	fold		Planar surfaces, such as sedimentary strata, that are bent or curved ("folded")	
geological	palaeontological_site		A place with fossils.	
geological	volcanic_lava_field		An area with volcanic lava on the ground.	
geological	volcanic_vent		A hole through which the lava erupts.	

Key	Value	Element	Description	Image
geological	glacial_erratic		A boulder deposited by a glacier.	
geological	rock_glacier		Rock glaciers are mixtures of rock and ice that move slowly downhill when active	
geological	giants_kettle		A regular hole in a rock created by the rotation of stones in the bed of a stream.	
geological	meteor_crater		A crater formed by the impact of a meteor.	
geological	hoodoo		A column of rock with a hat	
geological	columnar_jointing		Several hexagonal columns of rock	
geological	dyke		a sheet of rock that fills a fracture of a pre-existing rock body or when standing alone looking like a man made wall	
geological	monocline		Step-like fold in rock strata consisting of a zone of a dip comprised between ~65° and 90°	

Key	Value	Element	Description	Image
geological	tor		A large, free-standing rock outcrop that rises abruptly	
geological	unconformity		A buried erosional surface separating two rock masses or strata of different ages	
geological	cone		A landform with a distinctly conical shape	
geological	sinkhole		A depression or hole in the ground caused by some form of collapse of the surface	
geological	pingo		Pingos are intrapermafrost ice-cored hills	
geological	inselberg		Inselberg are isolated rock hill, knob, ridge, or small mountain	
geological	limestone_pavement		A natural karst landform consisting of a flat surface of limestone	

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Healthcare

Healthcare features

Also see [Map features#Healthcare](#) which includes healthcare features under `amenity=*`. There is a full list of healthcare features at [Healthcare](#).

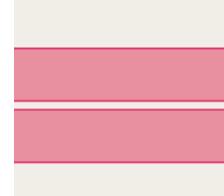
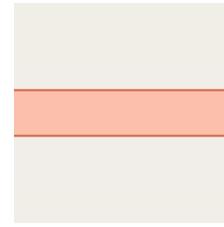
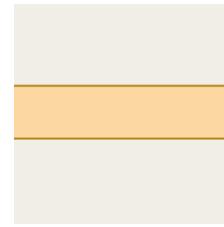
See additional details at [Key:healthcare](#) such as [healthcare:speciality=*](#) and [healthcare:counselling=*](#).

Key	Value	Description
healthcare [en]	alternative [en]	Someone practising W alternative or complementary medicine (https://en.wikipedia.org/wiki/en:Alternative_medicine) but is not a W medical practitioner (https://en.wikipedia.org/wiki/en:Physician) or a place where alternative or complementary medicine is practices that does not fit into the other categories (except healthcare=yes)
healthcare	audiologist [en]	W Audiologist (https://en.wikipedia.org/wiki/en:Audиologist); if linked with a shop please use shop=hearing_aids instead
healthcare	birthing_centre [en]	A non-clinical W birthing centre (https://en.wikipedia.org/wiki/en:birthing_center) operated by midwives.
healthcare	blood_bank [en]	W Blood bank (https://en.wikipedia.org/wiki/en:Blood_bank)
healthcare	blood_donation [en]	A facility where you can donate blood, plasma and/or platelets, and possibly have stem cell samples taken.
healthcare	counselling [en]	Healthcare counselling, e.g. an addiction centre, a nutritionist, or a sex therapist. Also see healthcare=nutrition_counselling
healthcare	dialysis [en]	A clinic for day patients to get a haemodialysis W Dialysis (https://en.wikipedia.org/wiki/en:Dialysis)
healthcare	hospice [en]	A Hospice which provides palliative care to terminal ill people and support to their relatives.
healthcare	laboratory [en]	Medical laboratory (https://en.wikipedia.org/wiki/en:Medical_laboratory) also called (analytical, diagnostic) is a place that analyses body fluids such as blood, urine, faeces etc .
healthcare	midwife [en]	A W Midwife (https://en.wikipedia.org/wiki/en:Midwife), a health professional who cares for mothers and newborns around childbirth.
healthcare	nurse [en]	W Nursing (https://en.wikipedia.org/wiki/en:Nursing). A facility where some nurses may receive their patients.
healthcare	occupational_therapist [en]	Someone who practices W occupational therapy (https://en.wikipedia.org/wiki/en:Occupational_therapy) but is not a W medical practitioner (https://en.wikipedia.org/wiki/en:Physician).
healthcare	optometrist [en]	W Optometrist (https://en.wikipedia.org/wiki/en:Optometry); If linked with a shop please use shop=optician instead.
healthcare	physiotherapist [en]	Someone who practices W physical therapy (https://en.wikipedia.org/wiki/en:Physical_therapy) (or W kinesiotherapy (https://en.wikipedia.org/wiki/en:Kinesiotherapy) in French-speaking countries) but is not a W medical practitioner (https://en.wikipedia.org/wiki/en:Physician).
healthcare	podiatrist [en]	Someone who practices W podiatry (https://en.wikipedia.org/wiki/en:Podiatry) but is not a Physician (https://en.wikipedia.org/wiki/en:Physician) on Wikipedia.
healthcare	psychotherapist [en]	Someone who practices W psychotherapy (https://en.wikipedia.org/wiki/en:Psychotherapy) but is not a Physician (https://en.wikipedia.org/wiki/en:Physician) on Wikipedia.
healthcare	rehabilitation [en]	W Medical rehabilitation facility (https://en.wikipedia.org/wiki/en:Rehabilitation#Health); should not be used for a wellness clinic or hotel.
healthcare	sample_collection [en]	Site or dedicated healthcare facility where samples of blood/urine/etc are obtained or collected for purpose of analysing them for healthcare diagnostics.
healthcare	speech_therapist [en]	Someone who practices W speech and language therapy (https://en.wikipedia.org/wiki/en:Speech_and_language_pathology).
healthcare	vaccination_centre [en]	a healthcare facility specifically dedicated to administering vaccinations to individuals, to provide immunisation against infectious diseases.

This table is a wiki template with a default description in English. [Editable here](#).

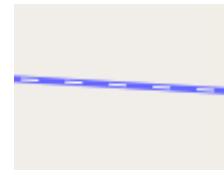
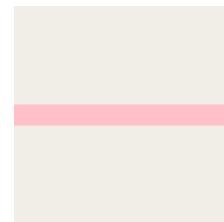
Highway

This is used to describe roads and footpaths. For an introduction on its usage see the page titled [**Highways**](#). See the page titled [**Restrictions**](#) for an introduction on access limitations by vehicles type, time, day, load and purpose, etc.

Key	Value	Element	Comment	Rendering carto	Examples
Roads					
This group lists the 7 main tags for the road network, from most to least functionally important for motor vehicle traffic.					
highway	<u>motorway</u>		A restricted access major divided highway, normally with 2 or more running lanes plus emergency hard shoulder. Equivalent to the Freeway, Autobahn, etc..		
highway	<u>trunk</u>		The most important roads in a country's system that aren't motorways. (Need not necessarily be a divided highway.)		 
highway	<u>primary</u>		The next most important roads in a country's system. (Often link larger towns.)		 
highway	<u>secondary</u>		The next most important roads in a country's system. (Often link towns.)		 

highway	<u>tertiary</u>		The next most important roads in a country's system. (Often link smaller towns and villages)		
highway	<u>unclassified</u>		<p>The least important through roads in a country's system – i.e. minor roads of a lower classification than tertiary, but which serve a purpose other than access to properties. (Often link villages and hamlets.)</p> <p>The word 'unclassified' is a historical artefact of the UK road system and does not mean that the classification is unknown; you can use <u>highway=road</u> for that.</p>	 	
highway	<u>residential</u>		Roads which serve as an access to housing, without function of connecting settlements. Often lined with housing.	 	
Link roads					
highway	<u>motorway_link</u>		The link roads (sliproads/ramps) leading to/from a motorway from/to a motorway or lower class highway. Normally with the same motorway restrictions.	 	

highway	<u>trunk_link</u>		The link roads (sliproads/ramps) leading to/from a trunk road from/to a trunk road or lower class highway.		
highway	<u>primary_link</u>		The link roads (sliproads/ramps) leading to/from a primary road from/to a primary road or lower class highway.		
highway	<u>secondary_link</u>		The link roads (sliproads/ramps) leading to/from a secondary road from/to a secondary road or lower class highway.		
highway	<u>tertiary_link</u>		The link roads (sliproads/ramps) leading to/from a tertiary road from/to a tertiary road or lower class highway.		
Special road types					
highway	<u>living_street</u>		For <u>living streets</u> , which are residential streets where pedestrians have legal priority over cars, speeds are kept very low.		

highway	<u>service</u>		For access roads to, or within an industrial estate, camp site, business park, car park, alleys, etc. Can be used in conjunction with <u>service</u> =* to indicate the type of usage and with <u>access</u> =* to indicate who can use it and in what circumstances.		
highway	<u>pedestrian</u>		For roads used mainly/exclusively for pedestrians in shopping and some residential areas which may allow access by motorised vehicles only for very limited periods of the day. To create a 'square' or 'plaza' create a closed way and tag as pedestrian and also with <u>area=yes</u> .		
highway	<u>track</u>		Roads for mostly <i>agricultural or forestry uses</i> . To describe the quality of a track, see <u>tracktype</u> =*. Note: Although tracks are often rough with unpaved surfaces, this tag is not describing the quality of a road but its use. Consequently, if you want to tag a general use road, use one of the <u>general highway values</u> instead of <u>track</u> .		
highway	<u>bus_guideway</u>		A busway where the vehicle guided by the way (though not a railway) and is not suitable for other traffic. Please note: this is not a normal bus lane, use <u>access=no</u> , <u>psv=yes</u> instead! If the buses are not guided, consider <u>highway=busway</u> .		
highway	<u>escape</u>		For runaway truck ramps, runaway truck lanes, emergency escape ramps, or truck arrester beds. It enables vehicles with braking failure to safely stop.		
highway	<u>raceway</u>		A course or track for (motor) racing		

highway	<u>road</u>		A road/way/street/motorway/etc. of unknown type. It can stand for anything ranging from a footpath to a motorway. This tag should only be used temporarily until the road/way/etc. has been properly surveyed. If you <i>do</i> know the road type, do not use this value, instead use one of the more specific <code>highway=*</code> values.		
highway	<u>busway</u>		A dedicated roadway for bus rapid transit systems		
Paths					
<u>highway</u>	<u>footway</u>		For designated footpaths; i.e., mainly/exclusively for pedestrians. This includes walking tracks and gravel paths. If bicycles are allowed as well, you can indicate this by adding a <code>bicycle=yes</code> tag. Should not be used for paths where the primary or intended usage is unknown. Use <code>highway=pedestrian</code> for pedestrianised roads in shopping or residential areas and <code>highway=track</code> if it is usable by agricultural or similar vehicles. For ramps (sloped paths without steps), combine this tag with <code>incline=*</code> .		
highway	<u>bridleway</u>		For horse riders. Pedestrians are usually also permitted, cyclists may be permitted depending on local rules/laws. Motor vehicles are forbidden.		
highway	<u>steps</u>		For flights of steps (stairs) on footways. Use with <code>step_count=*</code> to indicate the number of steps		
highway	<u>corridor</u>		For a hallway inside of a building.		

highway	<u>path</u>		A non-specific path. Use <u>highway=footway</u> for paths mainly for walkers, <u>highway=cycleway</u> for one also usable by cyclists, <u>highway=bridleway</u> for ones available to horse riders as well as walkers and <u>highway=track</u> for ones which is passable by agriculture or similar vehicles.		
highway	<u>via_ferrata</u>		A via ferrata is a route equipped with fixed cables, stemples, ladders, and bridges in order to increase ease and security for climbers. These via ferrata require equipment : climbing harness, shock absorber and two short lengths of rope, but do not require a long rope as for climbing.		

When sidewalk/crosswalk is tagged as a separate way

<u>footway</u>	<u>sidewalk</u>		Sidewalk that runs typically along residential road. Use in combination with <u>highway=footway</u> or <u>highway=path</u>		
<u>footway</u>	<u>crossing</u>		Crosswalk that connects two sidewalks on the opposite side of the road. Often recognized by painted markings on the road, road sign or traffic lights. Use in combination with <u>highway=footway</u> or <u>highway=path</u> . Useful information is presence of <u>tactile_paving=*</u> , <u>wheelchair=*</u> suitability and <u>kerb=*</u> represented as a node on the crosswalk way.		

footway	<u>traffic_island</u>		The way between two crossings, safespot for pedestrians, has micromapping characteristics as a detailed alternative to =*. Use in combination with <u>highway=footway</u> or <u>highway=path</u> .		
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When sidewalk (or pavement) is tagged on the main roadway (see [Sidewalks](#))

sidewalk	both left right no		Specifies that the highway has sidewalks on both sides, on one side or no sidewalk at all		
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When cycleway is drawn as its own way (see [Bicycle](#))

highway	<u>cycleway</u>		For designated cycleways. Add <u>foot=*</u> , though it may be avoided if <u>default-access-restrictions</u> do apply.		
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Cycleway tagged on the main roadway or lane (see [Bicycle](#))

<u>cycleway</u>	<u>lane</u>		A lane is a route that lies within the roadway		
<u>cycleway</u>	<u>opposite</u>		Deprecated variant for ways with <u>oneway=yes</u> where it is legally permitted to cycle in both directions. Replaced by <u>oneway:bicycle=no</u> .		
<u>cycleway</u>	<u>opposite_lane</u>		Deprecated variant for ways with <u>oneway=yes</u> that have a cycling lane going the opposite direction of normal traffic flow (a "contraflow" lane). Replaced by <u>oneway:bicycle=no + cycleway:left=lane/cycleway:right=lane + cycleway:left:oneway=-1/cycleway:right:oneway=-1</u> .		

cycleway	<u>track</u>		A track provides a route that is separated from traffic. In the United States, this term is often used to refer to bike lanes that are separated from lanes for cars by pavement buffers, bollards, parking lanes, and curbs. Note that a cycle track may alternatively be drawn as a separate way next to the road which is tagged as <code>highway=cycleway</code> .		
cycleway	<u>opposite_track</u>		Deprecated variant for ways with <code>oneway=yes</code> that have a cycling track going the opposite direction of normal traffic flow. Replaced by <code>oneway:bicycle=no + cycleway:left=track/cycleway:right=track + cycleway:left:oneway=-1/cycleway:right:oneway=-1</code> .		
cycleway	<u>share_busway</u>		There is a bus lane that cyclists are permitted to use.		
cycleway	<u>opposite_share_busway</u>		Deprecated variant for ways with <code>oneway=yes</code> that have a bus lane that cyclists are also permitted to use, and which go in the opposite direction to normal traffic flow (a "contraflow" bus lane). Replaced by <code>oneway:bicycle=no + cycleway:left=share_busway/cycleway:right=share_busway + cycleway:left:oneway=-1/cycleway:right:oneway=-1</code> .		
cycleway	<u>shared_lane</u>		Cyclists share a lane with motor vehicles, there are markings reminding about this. In some places these markings are known as "sharrows" ('sharing arrows') and this is the tag to use for those.		

Busways tagged on the main roadway or lane (see [Bus lanes](#))

<u>busway</u>	<u>lane</u>		Deprecated variant to tag bus lanes. Replaced by <code>bus/psv lane</code> tagging <code>lanes:bus=*</code> / <code>lanes:psv=*</code> / <code>bus:lanes=*</code> / <code>psv:lanes=*</code>		
<u>busway</u>	<u>opposite</u>		Deprecated variant for ways with <code>oneway=yes</code> where buses are legally permitted to travel in both directions. Replaced by <code>oneway:bus=no</code>		

<u>busway</u>	<u>opposite_lane</u>		Deprecated variant for ways with <code>oneway=yes</code> that have a bus lane which go in the opposite direction to normal traffic flow (a "contraflow" bus lane). Replaced by <code>oneway:bus=no</code> and <code>lanes:bus=*</code> / <code>lanes:psv=*</code> / <code>bus:lanes=*</code> / <code>psv:lanes=*</code>		
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Street parking tagged on the main roadway (see [Street parking](#))

<code>parking:left / :right / :both</code> (hereafter: <code>parking:<u>side</u></code>)	<code>lane</code> <code>street_side</code> <code>on_kerb</code> <code>half_on_kerb</code> <code>shoulder</code> <code>no</code> <code>separate</code> <code>yes</code>		Primary key to record parking along the street. Describes the parking position of parked vehicles in the street.		
<code>parking:<u>side</u><code>_orientation=*</code></code>	<code>parallel</code> <code>diagonal</code> <code>perpendicular</code>		To specify the orientation of parked vehicles if there is street parking.		

Lifecycle (see also [lifecycle prefixes](#))

highway	<u>proposed</u>		For planned roads, use with <code>proposed=*</code> and a value of the proposed highway value.		
highway	<u>construction</u>		For roads under construction. Use <code>construction=*</code> to hold the value for the completed road.		different colours

Attributes

<u>abutters</u>	<code>commercial</code> <code>industrial</code> <code>mixed</code> <code>residential</code> <code>retail</code> etc.		See Key:abutters for more details.		
<u>bicycle_road</u>	<code>yes</code>		A bicycle road is a road designated for bicycles. If residential streets get the status of bicycle roads, normally, by special signs, motor traffic is admitted with limited speed, often only for residents.		

<u>bus_bay</u>	both left right		A bus bay outside the main carriageway for boarding/alighting	
<u>change</u>	yes no not_right not_left only_right only_left		Specify the allowed/forbidden lane changes	
<u>destination</u>	<place name of destination>		Destination when following a linear feature	
<u>embankment</u>	yes dyke		A dyke or a raised bank to carry a road, railway, or canal across a low-lying or wet area.	
<u>embedded_rails</u>	yes <type of railway>		A highway on which non-railway traffic is also allowed has railway tracks embedded in it but the rails are mapped as separate ways.	
<u>ford</u>	yes		The road crosses through stream or river, vehicles must enter any water.	
<u>frontage_road</u>	yes		A frontage road.	
<u>ice_road</u>	yes		A highway is laid upon frozen water basin, definitely doesn't exist in summer.	
<u>incline</u>	Number % ° up down		Incline steepness as percents ("5%") or degrees ("20°"). Positive/negative values indicate movement upward/downwards in the direction of the way.	

<u>junction</u>	<u>roundabout</u>		This automatically implies <code>oneway=yes</code> , the <code>oneway</code> direction is defined by the sequential ordering of nodes within the Way. This applies on a way, tagged with <code>highway=*</code> already.	 
<u>lanes</u>	<u><number></u>		The number of traffic lanes for general purpose traffic, also for buses and other specific classes of vehicle.	
<u>lane_markings</u>	<u>yes no</u>		Specifies if a highway has painted markings to indicate the position of the lanes.	
<u>lit</u>	<u>yes no</u>		Street lighting	
<u>maxspeed</u>	<u><number></u>		Specifies the maximum legal speed limit on a road, railway or waterway.	
<u>motorroad</u>	<u>yes no</u>	 	The motorroad tag is used to describe highways that have motorway-like access restrictions but that are not a motorway.	
<u>mountain_pass</u>	<u>yes</u>		The highest point of a mountain pass.	 
<u>mtb:scale</u>	<u>0-6</u>		Applies to <code>highway=path</code> and <code>highway=track</code> . A classification scheme for mtb trails (few inclination and downhill).	

<u>mtb:scale:uphill</u>	0-5		A classification scheme for mtb trails for going uphill if there is significant inclination.	
<u>mtb:scale:imba</u>	0-4		The IMBA Trail Difficulty Rating System shall be used for bikeparks. It is adapted to mtb trails with artificial obstacles.	
<u>mtb:description</u>	Text		Applies to <u>highway=path</u> and <u>highway=track</u> . A key to input variable infos related to mtbiking on a way with human words	
<u>oneway</u>	yes no reversible		Oneway streets are streets where you are only allowed to drive in one direction.	
<u>oneway:bicycle</u>	yes no		Used on ways with <u>oneway=yes</u> where it is legally permitted to cycle in both directions.	
<u>overtaking</u>	yes no caution both forward backward		Specifying sections of roads where overtaking is legally forbidden. Use <u>overtaking:forward=yes/no/caution</u> and <u>overtaking:backward=yes/no/caution</u> when it depends on driving direction.	
<u>parking:lane</u>	parallel diagonal perpendicular marked no_parking no_stopping fire_lane.		Deprecated variant to map parking along streets. See section on street parking above or the <u>street parking</u> page for more details.	
<u>parking:condition</u>	free ticket disc residents customers private		Deprecated variant to map parking conditions along streets. See section on street parking above or the <u>street parking</u> page for more details.	

<u>passing_places</u>	yes		A way which has frequent passing places (See also: highway=passing_place)	
<u>priority</u>	forward backward		Traffic priority for narrow parts of roads, e.g. narrow bridges.	
<u>priority_road</u>	designated yes_unposted end		Specifying roads signposted as priority roads.	
<u>sac_scale</u>	strolling hiking mountain_hiking demanding_mountain_hiking alpine_hiking demanding_alpine_hiking difficult_alpine_hiking		Applies to highway=path and highway=footway . A classification scheme for hiking trails.	
<u>service</u>	<u>alley</u> <u>driveway</u> <u>parking_aisle</u> etc.		See Key:service for more details.	
<u>shoulder</u>	no yes right both left		Presence of shoulder in highway	
<u>side_road</u>	yes		A side road.	
<u>smoothness</u>	excellent good intermediate bad very_bad horrible very_horrible impassable		Specifies the physical usability of a way for wheeled vehicles due to surface regularity/flatness. See Key:smoothness for more details.	
<u>surface</u>	paved unpaved asphalt concrete paving_stones sett cobblestone metal wood compacted fine_gravel gravel		See Key:surface for more details.	

	pebblestone plastic grass_paver grass dirt earth mud sand ground			
<u>tactile_paving</u>	yes no		A paving in the ground to be followed with a blindman's stick.	
<u>tracktype</u>	grade1 grade2 grade3 grade4 grade5		To describe the quality of the surface. See Key:tracktype for more information.	
<u>traffic_calming</u>	bump hump table island cushion yes etc.		Features used to slow down traffic. See Key:traffic_calming for more details.	
<u>trail_visibility</u>	excellent good intermediate bad horrible no		Applies to highway=path , highway=footway , highway=cycleway and highway=bridleway . A classification for hiking trails visibility	
<u>trailblazed</u>	yes no poles cairns symbols		Applies to highway=* . Describing trail blazing and marking. See Key:trailblazed for more information.	
<u>trailblazed:visibility</u>	excellent good intermediate bad horrible no		Applies to trailblazed=* . A classification for visibility of trailblazing. See Key:trailblazed:visibility for more information.	
<u>turn</u>	left slight_left through right slight_right merge_to_left merge_to_right reverse		The key turn can be used to specify the direction in which a way or a lane will lead.	

<u>width</u>	<number>		The width of a feature.	
winter_road	yes		A highway functions during winter, probably can't be driven in summer.	

Other highway features

<u>highway</u>	<u>bus_stop</u>		A small bus stop. Optionally one may also use <u>public_transport=stop_position</u> for the position where the vehicle stops and <u>public_transport=platform</u> for the place where passengers wait.		
highway	<u>crossing</u>		A.k.a. crosswalk. Pedestrians can cross a street here; e.g., zebra crossing		
highway	<u>cyclist_waiting_aid</u>		Street furniture for cyclists that are intended to make waiting at esp. traffic lights more comfortable.		
highway	<u>elevator</u>		An elevator or lift, used to travel vertically, providing passenger and freight access between pathways at different floor levels.		
highway	<u>emergency_bay</u>		An area beside a highway where you can safely stop your car in case of breakdown or emergency.		

highway	<u>emergency_access_point</u>		Sign number which can be used to define your current position in case of an emergency. Use with <code>ref=NUMBER_ON_THE_SIGN</code> . See also <u>emergency=access_point</u>	
highway	<u>give_way</u>		A "give way," or "Yield" sign	
emergency	<u>phone</u>		A calling device can be used to tell on your current position in case of an emergency. Use with <code>ref=NUMBER_ON_THE_SIGN</code>	
highway	<u>hitchhiking</u>		Like a bus_stop but for free, uncertain, spontaneous rides with strangers.	
highway	<u>ladder</u>		A vertical or inclined set of steps or rungs intended for climbing or descending of a person with the help of hands.	

highway	<u>milestone</u>		Highway location marker	
highway	<u>mini_roundabout</u>		<p>Similar to roundabouts, but at the center there is either a painted circle or a fully traversable island. In case of an untraversable center island, <u>junction=roundabout</u> should be used.</p> <p>Rendered as anti-clockwise by default <u>direction=anticlockwise</u>. To render clockwise add the tag <u>direction=clockwise</u>.</p>	
highway	<u>motorway_junction</u>		Indicates a junction (UK) or exit (US). <u>ref=*</u> should be set to the exit number or junction identifier. (Some roads – e.g., the A14 – also carry junction numbers, so the tag may be encountered elsewhere despite its name)	
highway	<u>passing_place</u>		The location of a passing space	
highway	<u>platform</u>		A platform at a bus stop or station.	
highway	<u>rest_area</u>		Place where drivers can leave the road to rest, but not refuel.	

highway	<u>services</u>		A service station to get food and eat something, often found at motorways		
highway	<u>speed_camera</u>		A fixed road-side or overhead speed camera.		
highway	<u>speed_display</u>		A dynamic electronic sign that displays the speed of the passer-by motorist.		
highway	<u>stop</u>		A stop sign		
highway	<u>street_lamp</u>		A street light, lamppost, street lamp, light standard, or lamp standard is a raised source of light on the edge of a road, which is turned on or lit at a certain time every night		
highway	<u>toll_gantry</u>		A toll gantry is a gantry suspended over a way, usually a motorway, as part of a system of electronic toll collection. For a toll booth with any kind of barrier or booth see: <u>barrier=toll_booth</u>		
highway	<u>traffic_mirror</u>		Mirror that reflects the traffic on one road when direct view is blocked.		

highway	<u>traffic_signals</u>		Lights that control the traffic		
highway	<u>trailhead</u>		Designated place to start on a trail or route		
highway	<u>turning_circle</u>		A turning circle is a rounded, widened area usually, but not necessarily, at the end of a road to facilitate easier turning of a vehicle. Also known as a <i>cul de sac</i> .		
highway	<u>turning_loop</u>		A widened area of a highway with a non-traversable island for turning around, often circular and at the end of a road.		
highway	User Defined		<i>All commonly used values (https://taginfo.openstreetmap.org/keys/highway#values) according to Taginfo</i>		

Historic

This is used to describe various historic places. For example: archaeological sites, wrecks, ruins, castles and ancient buildings. See the page titled **Historic** for an introduction on its usage.

Key	Value	Element	Description	Map rendering	Image
historic	aircraft		A decommissioned aircraft which generally remains in one place.		
historic	anchor		A historic/retired anchor. Usually found in historic maritime areas.		
historic	aqueduct		A historic structure to convey water		
historic	archaeological_site		A place in which evidence of past activity is preserved.		
historic	battlefield		The site of a battle or military skirmish in the past.		
historic	bomb_crater		A bomb crater		
historic	boundary_stone		A historic physical marker that identifies a boundary		

Key	Value	Element	Description	Map rendering	Image
historic	building	 	Unspecified historic building.		
historic	bullaun_stone	 	A stone with one or more depressions		
historic	cannon		A historic/retired cannon. Usually found on forts or battlefields.		
historic	caravanserai	 	Inn that provided lodging for caravans		
historic	castle	 	Used for various kinds of castles, palaces, fortresses, manors, stately homes, kremlins, shiros and other.		
historic	castle_wall	 	A fortification surrounding the bailey of a castle.		
historic	cattle_crush	 	A cattle crush is a strongly built stall for holding cattle.		
historic	charcoal_pile	 	Historic site of a charcoal pile. Often still in good condition in hilly forest areas.		

Key	Value	Element	Description	Map rendering	Image
historic	church	<input type="radio"/> <input checked="" type="checkbox"/>	A church with a historical value.		
historic	city_gate	<input type="radio"/> <input checked="" type="checkbox"/>	A city gate within a city wall.	<input type="checkbox"/>	
historic	citywalls	<input checked="" type="checkbox"/> <input type="checkbox"/>	A citywall is a fortification used to defend a city.		
historic	creamery	<input type="radio"/> <input checked="" type="checkbox"/>	A creamery is an industrial building where butter and sometimes cheese or ice-cream were made from milk. For rural communities, it also served as a social gathering point.		
historic	district	<input type="radio"/> <input checked="" type="checkbox"/>	A designated historic district.		
historic	epigraph	<input type="radio"/> <input checked="" type="checkbox"/>	A historic inscription on an object		
historic	farm	<input type="radio"/> <input checked="" type="checkbox"/>	A historical farm, kept in its original state.		

Key	Value	Element	Description	Map rendering	Image
historic	fort	<input type="radio"/> <input checked="" type="radio"/>	A military fort, a stand-alone defensive structure which differs from a castle in that there is no permanent residence.		
historic	gallows	<input type="radio"/> <input checked="" type="radio"/>	Remains of a gallows.		
historic	house	<input type="radio"/> <input checked="" type="radio"/>	A historic house.		
historic	high_cross	<input type="radio"/>	An early medieval standing cross, richly decorated, often with a ring surrounding the crossing point.		
historic	highwater_mark	<input type="radio"/>	A marker indicating a past flood or high water.		
historic	lavoir	<input type="radio"/> <input checked="" type="radio"/>	A disused lavoir mapped for its historical value.		
historic	lime_kiln	<input type="radio"/> <input checked="" type="radio"/>	Built structure which was used in the past to produce quicklime from limestone.		
historic	locomotive	<input type="radio"/> <input checked="" type="radio"/>	A decommissioned locomotive which generally remains in one place		

Key	Value	Element	Description	Map rendering	Image
historic	<u>machine</u>	<input type="radio"/> <input checked="" type="checkbox"/>	A historic machine.		
historic	<u>manor</u>	<input type="radio"/> <input checked="" type="checkbox"/>	Historic manors/mansions having different use today		
historic	<u>memorial</u>	<input type="radio"/> <input checked="" type="checkbox"/>	Small memorials, usually remembering special persons, people who lost their lives in the wars, past events or missing places.		
historic	<u>milestone</u>	<input type="radio"/>	A historic marker that shows the distance to important destinations.		
historic	<u>millstone</u>	<input type="radio"/>	A large round stone used for grinding grain or other materials.		
historic	<u>mine</u>	<input type="radio"/> <input checked="" type="checkbox"/>	Location of historic underground mine workings for minerals such as coal or lead.		
historic	<u>minecart</u>	<input type="radio"/> <input checked="" type="checkbox"/>	A cart used to transport coal or ore from a mine.		

Key	Value	Element	Description	Map rendering	Image
historic	monastery	<input type="radio"/> <input checked="" type="radio"/>	Building/place that is a historically significant monastery.		
historic	monument	<input type="radio"/> <input checked="" type="radio"/>	A memorial object, which is especially large, built to remember, show respect to a person or group of people or to commemorate an event.		
historic	mosque	<input type="radio"/> <input checked="" type="radio"/>	A mosque with a historical and archaeological value.		
historic	ogham_stone	<input type="radio"/>	A stone with an Ogham script on it. They are most commonly found in Ireland as free standing stones, lying on the ground, recycled in buildings such as churches or as artefacts in museums.		
historic	optical_telegraph	<input type="radio"/> <input checked="" type="radio"/>	Semaphore system		

Key	Value	Element	Description	Map rendering	Image
historic	pillory	○	A pillory.		
historic	pound	○ ••	A former amenity to hold stray or seized animals, often walled.		
historic	railway_car	○ ••	A decommissioned railway car which generally remains in one place		
historic	road	••	A road or street that is of historical importance.		
historic	round_tower	○ ••	Slim, conical tower built as a bell tower and watchtower in Ireland.		
historic	ruins	○ ••	Remains of structures that were once complete, but have fallen into partial or complete disrepair.		
historic	rune_stone	○	Stones, boulders or bedrock with historical runic inscriptions.		

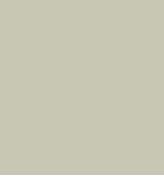
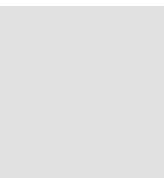
Key	Value	Element	Description	Map rendering	Image
historic	shieling	<input type="radio"/> <input checked="" type="radio"/>	An abandoned mountain pasture		
historic	ship	<input type="radio"/> <input checked="" type="radio"/>	A decommissioned ship/submarine which generally remains in one place		
historic	stećak	<input type="radio"/> <input checked="" type="radio"/>	Specifies megalithic gravestone from medieval Bosnia.		
historic	stone	<input type="radio"/>	A stone shaped or placed by man with historical value.		
historic	tank	<input type="radio"/> <input checked="" type="radio"/>	A decommissioned tank which generally remains in one place		
historic	temple	<input type="radio"/> <input checked="" type="radio"/>	An ancient pagan temple <u>in situ</u> and in various degree of preservation, such as Ziggurat, Egyptian temple, Mithraeum, Erechtheion, Buddhist, Meso-American and other ancient religious and rituals' temples, with a historical and archaeological value.		
historic	tomb	<input type="radio"/> <input checked="" type="radio"/>	A structure where somebody has been buried.		
historic	tower	<input type="radio"/> <input checked="" type="radio"/>	This property distinguishes a tower as historic		
historic	vehicle	<input type="radio"/> <input checked="" type="radio"/>	A decommissioned vehicle which generally remains in one place		

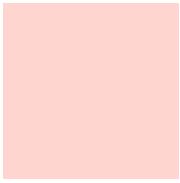
Key	Value	Element	Description	Map rendering	Image
historic	<u>wayside_cross</u>	<input type="checkbox"/>	A historical cross along a way, symbol of Christian faith.		
historic	<u>wayside_shrine</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A shrine often showing a religious depiction. Tag is used also for modern shrines.		
historic	<u>wreck</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A nautical craft that has been sunk or destroyed.		
historic	<u>warehouse</u>	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Warehouse is a building to store bulk produce or goods for commercial purposes		
historic	<u>yes</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	Used to add the historic significance of the objects described by other tags.		

This table is a wiki template with a default description in English. [Editable here](#).

Landuse

This is used to describe the purpose for which an area of land is being used. See the page [Landuse](#) for an introduction on its usage.

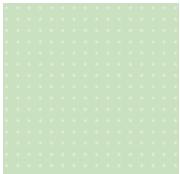
Key	Value	Element	Description	Rendering	Photo
Common landuse key values - developed land					
landuse	<u>commercial</u>		Predominantly commercial businesses and their offices. Commercial businesses which sell goods should be categorised as <u>landuse=retail</u> . Commercial businesses can sell services on site and may include private Doctor's Surgeries, and those non-government services for mental and physical health, such as a Counselor's or Physiotherapist's practice or Veterinary. Commercial businesses can also include office buildings and business parks which have limited interface with the public and sell their services either on site, or externally. Commercial businesses have low amounts of public foot traffic.		
landuse	<u>construction</u>		A site which is under active development and construction of a building or structure, including any purposeful alteration to the land or vegetation upon it. Abandoned construction projects and sites should not use this tag.		
landuse	<u>education</u>		An area predominately used for educational purposes/facilities.		
landuse	<u>fairground</u>		A site where a <u>fair</u> takes place		
landuse	<u>industrial</u>		Predominantly industrial landuses such as workshops, factories, or warehouses.		
landuse	<u>residential</u>		Land where people reside; predominantly residential detached (single houses, grouped dwellings), or attached (apartments, flats, units) dwellings. For "Mixed-Use" areas where more than half of the land is residential, tag as residential. <i>See also: Land use and areas of natural land#Open questions and Land use and areas of natural land § Open questions</i>		

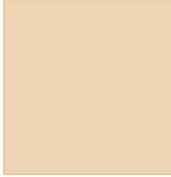
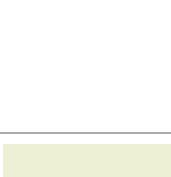
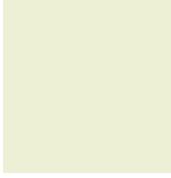
landuse	<u>retail</u>	<input type="radio"/> <input checked="" type="radio"/>	Predominantly retail businesses such as shops. Retail businesses sell physical goods such as food (prepared or grocery), clothing, medicine, stationary, appliances, tools, or other similar physical items. Retail businesses have high amounts of public foot traffic. Retail businesses do not exclusively provide or sell their services. For businesses which sell services see <u>landuse=commercial</u> . Generally a member of the public could freely walk into and access a retail business. Retail is a subset of commercial, but should be used and treated as mutually exclusive in OpenStreetMap.		
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landuse	<u>institutional</u>	<input type="radio"/> <input checked="" type="radio"/>	<p>Land used for institutional purposes, see W Institution (disambiguation) (https://en.wikipedia.org/wiki/en:Institution_(disambiguation)). Institutional land may contain one or more buildings like an <u>office=government</u>, <u>office=ngo</u>, <u>office=association</u>, <u>amenity=social_facility</u> and their associated infrastructure (car parks, service roads, yards and so-on) inside the area.</p> <div style="border: 1px solid green; padding: 5px; margin-top: 10px;"> <p>i The meaning of this tag is ambiguous and unclear by some. Consider using another tag that better describes the object. For instance <u>landuse=civic_admin</u>.</p> </div>		
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Key	Value	Element	Description	Rendering	Photo
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Common landuse key values - rural and agricultural land

landuse	<u>aquaculture</u>	<input type="radio"/> <input checked="" type="radio"/>	<p>W Aquaculture (https://en.wikipedia.org/wiki/en:Aquaculture) is the farming of freshwater and saltwater organisms such as finfish, molluscs, crustaceans and aquatic plants.</p> <p>Warning: currently, there is no convention on the exact meaning of this tag. Therefore, it makes sense to treat it like "boundary of aquaculture" (without implication of water body), which means, water body should be tagged by its own, using <u>natural=water</u> etc.</p>		
landuse	<u>allotments</u>	<input type="radio"/> <input checked="" type="radio"/>	A piece of land given over to local residents for growing vegetables and flowers.		

landuse	<u>farmland</u>		An area of farmland used for tillage (cereals, vegetables, oil plants, flowers).		
landuse	<u>farmyard</u>		An area of land with farm buildings like farmhouse, dwellings, farmsteads, sheds, stables, barns, equipment sheds, feed bunkers, etc. plus the open space in between them and the shrubbery/trees around them.		
landuse	<u>animal_keeping</u>		An area of land that is used to keep animals, particularly horses and livestock.		
landuse	<u>flowerbed</u>		An area designated for flowers		
landuse	<u>forest</u>	 	Managed forest or woodland plantation (Other languages (http://www.omegawiki.org/DefinedMeaning:forest_(1533))). Some use this to map an area of trees rather than the use of the land. See Forest .		
landuse	<u>logging</u>		An area where some or all trees have been cut down		
landuse	<u>greenhouse_horticulture</u>		Area used for growing plants in greenhouses		

Key	Value	Element	Description	Rendering	Photo
landuse	<u>meadow</u>		A meadow or pasture: land primarily vegetated by grass and non-woody plants, mainly used for hay or grazing		
landuse	<u>orchard</u>		intentional planting of trees or shrubs maintained for food production		
landuse	<u>plant_nursery</u>		intentional planting of plants maintaining for the production of new plants		
landuse	<u>vineyard</u>		A piece of land where grapes are grown.		

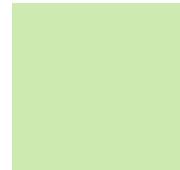
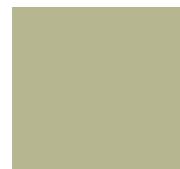
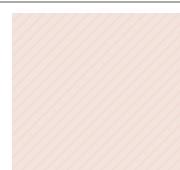
Common landuse key values - traffic and transportation

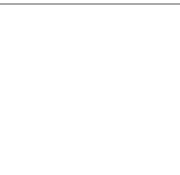
landuse	<u>depot</u>		An area used as a depot for e.g. vehicles (trams, buses or trams). Consider using rather standard landuse tags like <u>landuse=railway</u> , <u>landuse=commercial</u> , <u>landuse=industrial</u> , with subtag like <u>industrial=depot</u> .		
landuse	<u>garages</u>		One level buildings with boxes commonly for cars, usually made of brick and metal. Usually this area belong to garage cooperative with own name, chairman, budget, rules, security, etc.		
landuse	<u>highway</u>		Area of land used for a highway, including all auxiliary areas like associated footways, verges and ditches.		

Key	Value	Element	Description	Rendering	Photo
landuse	<u>port</u>		coastal industrial area where commercial traffic is handled. Consider using <u>landuse=industrial + industrial=port</u> for this type of industrial area.		
landuse	<u>railway</u>		Area for railway use		

Common landuse key values - waterbody

landuse	<u>basin</u>		An area artificially graded to hold water. Together with <u>basin=*</u> for stormwater/rainwater infiltration/detention/retention basins. <u>Other languages</u> (http://www.omegawiki.org/DefinedMeaning:basin_(389120)).		
landuse	<u>reservoir</u>		A reservoir (https://en.wikipedia.org/wiki/en:reservoir) on Wikipedia. Deprecated variant of <u>natural=water + water=reservoir</u> . See <u>Proposed features/Reservoir</u> for details.		
landuse	<u>salt_pond</u>		A place where salt (saline) water is evaporated to extract its salt.		

Key	Value	Element	Description	Rendering	Photo
Other landuse key values					
landuse	<u>brownfield</u>		Describes land scheduled for new development where old buildings have been demolished and cleared		
landuse	<u>cemetery</u>		Place for burials. You can add <u>religion=*</u> (values listed in the place of worship page). Smaller places (e.g. with a church nearby) may use <u>amenity=grave_yard</u> instead.		
landuse	<u>conservation</u>		Protected areas (deprecated) Alternate tagging of same thing: <u>boundary=protected_area</u> , <u>protected_area=*</u>		
landuse	<u>grass</u>		An area of mown and managed grass not otherwise covered by a more specific tag. Some view this as not a landuse, see the main page landuse=grass for discussion.		
landuse	<u>greenfield</u>		Describes land scheduled for new development where there have been no buildings before. A greenfield is scheduled to turn into a construction site		
landuse	<u>landfill</u>		Place where waste is dumped.		
landuse	<u>military</u>		For land areas owned/used by the military for whatever purpose		

landuse	<u>quarry</u>		Surface mineral extraction		
landuse	<u>recreation_ground</u>		An open green space for general recreation, which may include pitches, nets and so on, usually municipal but possibly also private to colleges or companies		
landuse	<u>religious</u>		An area used for religious purposes		
landuse	<u>village_green</u>		A village green is a distinctive area of grassy public land in a village centre. Not a generic tag for urban greenery. It is a typical English term – defined separately from 'common land' under the Commons Registration Act 1965 and the Commons Act 2006.		
landuse	<u>greenery</u>		Used for any area covered with landscaping or decorative greenery, regardless of it being on a roundabout, along a street or in a park/garden. This tag has been used for vegetation that is hard to classify, either because its kind or because its diversity.		
landuse	<u>winter_sports</u>		An area dedicated to winter sports (e.g. skiing)		
landuse	<u>user defined</u>		All commonly used values (https://taginfo.openstreetmap.org/keys/landuse#values) according to Taginfo		

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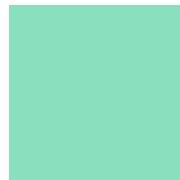
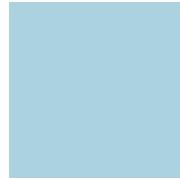
Leisure

This is used to tag leisure and sports facilities. See the page titled [Leisure](#) for an introduction on its usage.

Key	Value	Element	Comment	Rendering	Photo
leisure	<u>adult_gaming_centre</u>		A venue with gambling machines, usually with a minimum age requirement.		
leisure	<u>amusement_arcade</u>		A venue with pay-to-play games.		
leisure	<u>beach_resort</u>		A managed beach, including within the boundary any associated facilities. Entry may also require payment of a fee.		
leisure	<u>bandstand</u>		A bandstand is an open structure where musical bands can perform concerts.		
leisure	<u>bird_hide</u>		A place that is used to observe wildlife, especially birds.		
leisure	<u>common</u>		Identify land over which the public has general rights of use for certain leisure activities.		
leisure	<u>dance</u>		A dance venue or dance hall.		
leisure	<u>disc_golf_course</u>		A place to play disc golf.		

leisure	<u>dog_park</u>		A designated area, with or without a fenced boundary, where dog-owners are permitted to exercise their pets unrestrained.		
leisure	<u>escape_game</u>		A physical adventure game in which players solve a series of puzzles using clues, hints and strategy to complete the objectives at hand.		
leisure	<u>firepit</u>		A fire ring or fire pit, often at a campsite or picnic site.		
leisure	<u>fishing</u>		A public or private place for fishing.		
leisure	<u>fitness_centre</u>		Fitness centre, health club or gym with exercise machines, fitness classes or both, for exercise.		
leisure	<u>fitness_station</u>		An outdoor facility where people can practise typical fitness exercises.		
leisure	<u>garden</u>		A place where flowers and other plants are grown in a decorative and structured manner or for scientific purposes.		
leisure	<u>hackerspace</u>		A place where people with common interests (science, technology, ...) meet.		

leisure	<u>horse_riding</u>		A facility where people practise horse riding, usually in their spare time, e.g. a riding centre. For a riding arena use <u>leisure=pitch</u> + <u>sport=equestrian</u> .		
leisure	<u>ice_rink</u>		A place where you can skate and play bandy or ice hockey.		
leisure	<u>marina</u>		A facility for mooring leisure yachts and motor boats.		
leisure	<u>miniature_golf</u>		A place or area where you can play miniature golf.		
leisure	<u>nature_reserve</u>		A protected area of importance for wildlife, flora, fauna or features of geological or other special interest.		
leisure	<u>paddling_pool [en]</u>		A paddling pool is a shallow pool, typically less than 30cm (1 ft.) deep, for children to play in.		
leisure	<u>park</u>		A park, usually in an urban (municipal) setting, created for recreation and relaxation.		
leisure	<u>picnic_table</u>		A table with benches for food and rest.		

leisure	<u>pitch</u>		An area designed for practising a particular sport, normally designated with appropriate markings.		
leisure	<u>playground</u>		A playground: an area designed for children to play.		
leisure	<u>slipway</u>		A slipway: a ramp for launching a boat into water.		
leisure	<u>sports_centre</u>		A sports centre is a distinct facility where sports take place within an enclosed area.		
leisure	<u>stadium</u>		A major sports facility with substantial tiered seating.		
leisure	<u>summer_camp</u>		A place for supervised camps for children or teenagers conducted during the summer months.		
leisure	<u>swimming_area</u>		An area for swimming within a larger body of water (such as a river, lake or the sea) that is marked by a rope, buoys or similar.		
leisure	<u>swimming_pool</u>		A swimming pool (water area only).		

leisure	<u>track</u>		A track for running, cycling and other non-motorised racing such as horses, greyhounds.		
leisure	<u>water_park</u>		An amusement park with features like water slides, recreational pools (e.g. wave pools) or lazy rivers.		

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Man made

A tag for identifying man made (artificial) structures that are added to the landscape. See [man_made=*](#) for an introduction on its usage.

Key	Value	Element	Description	Map rendering	Image
<u>man_made</u>	<u>adit</u>	<input type="radio"/>	A type of entrance to an underground mine which is horizontal or nearly horizontal.		
<u>man_made</u>	<u>beacon</u>	<input type="radio"/> <input checked="" type="checkbox"/>	A structure for signalling on land and sea		
<u>man_made</u>	<u>breakwater</u>	<input checked="" type="checkbox"/> <input type="checkbox"/>	A man-made structure designed to protect a shore or harbour from the sea and waves.		
<u>man_made</u>	<u>bridge</u>	<input checked="" type="checkbox"/>	The outline of a bridge, grouping together all features for that bridge.		
<u>man_made</u>	<u>bunker_silo</u>	<input type="radio"/> <input checked="" type="checkbox"/>	An open-sided structure without a roof that can be used with vehicles to fill and empty them		
<u>man_made</u>	<u>carpet_hanger</u>	<input type="radio"/> <input checked="" type="checkbox"/>	A construction to hang carpets for cleaning with the help of carpet beaters.		

Key	Value	Element	Description	Map rendering	Image
<u>man_made</u>	<u>chimney</u>	<input type="radio"/> <input checked="" type="radio"/>	A tall distinctive vertical conduit for venting hot gases or smoke, normally found near power stations or large factories.		
<u>man_made</u>	<u>column</u>	<input type="radio"/> <input checked="" type="radio"/>	A column used to support a structure or for decoration.		
<u>man_made</u>	<u>communications_tower</u>	<input type="radio"/> <input checked="" type="radio"/>	A huge tower for transmitting radio applications		
<u>man_made</u>	<u>crane</u>	<input type="radio"/> <input checked="" type="radio"/>	A stationary, permanent crane.		
<u>man_made</u>	<u>cross</u>	<input type="radio"/>	Cross, especially one with little historical value		

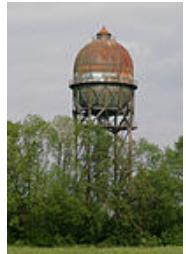
Key	Value	Element	Description	Map rendering	Image
<u>man_made</u>	<u>cutline</u>	<input type="checkbox"/>	A straight line cut in a forest.		
<u>man_made</u>	<u>clearcut</u>	<input type="checkbox"/>	A clear-cut area where most of the trees have been felled.		
<u>man_made</u>	<u>dovecote</u>	<input type="radio"/> <input checked="" type="checkbox"/>	A place where doves are farmed or stored.		
<u>man_made</u>	<u>dyke</u>	<input type="checkbox"/>	An embankment built to restrict the flow of water or other liquids		
<u>man_made</u>	<u>embankment</u>	<input type="checkbox"/>	An artificial steep slope. Lower side to right (arrows side).		
<u>man_made</u>	<u>flagpole</u>	<input type="radio"/>	A long pole built to hold a flag		
<u>man_made</u>	<u>gasometer</u>	<input type="radio"/> <input checked="" type="checkbox"/>	A large container in which natural gas or town gas is stored near atmospheric pressure at ambient temperatures		

Key	Value	Element	Description	Map rendering	Image
<u>man_made</u>	<u>goods_conveyor</u>		A conveyor system for transporting materials		
<u>man_made</u>	<u>groyne</u>	 	A rigid structure built from a shoreline or riverbank that interrupts water flow and limits the movement of sediment.		
<u>man_made</u>	<u>guard_stone</u>		A guard stone: a stone built onto or into the corner of a building or wall to prevent carriages from damaging the structure, often found on either side of an entrance to a laneway, or alongside a wall to protect it.		
<u>man_made</u>	<u>kiln</u>	 	A thermally insulated chamber used for processes such as burning, hardening, drying, or smelting.		
<u>man_made</u>	<u>lighthouse</u>	 	Tower that emits light to serve as a navigational aid at sea or on inland waterway		
<u>man_made</u>	<u>mast</u>		A mast is a vertical structure built to hold, for example, antennas.		

Key	Value	Element	Description	Map rendering	Image
<u>man_made</u>	<u>mineshift</u>	<input type="radio"/> <input checked="" type="radio"/>	A vertical tunnel into a mine where minerals are extracted.		
<u>man_made</u>	<u>monitoring_station</u>	<input type="radio"/> <input checked="" type="radio"/>	A station that monitors something.		
<u>man_made</u>	<u>obelisk</u>	<input type="radio"/> <input checked="" type="radio"/>	Tall, narrow, four-sided, tapered monument which usually ends in a pyramid-like shape at the top.		
<u>man_made</u>	<u>observatory</u>	<input type="radio"/> <input checked="" type="radio"/>	Observatory: a location used for observing terrestrial or celestial events.		
<u>man_made</u>	<u>offshore_platform</u>	<input type="radio"/> <input checked="" type="radio"/>	Offshore platform, oil platform or offshore drilling rig		
<u>man_made</u>	<u>petroleum_well</u>	<input type="radio"/>	A hole bored in the earth, designed to bring petroleum oil or gas to the surface		

Key	Value	Element	Description	Map rendering	Image
<u>man_made</u>	<u>pier</u>		Raised walkway over water supported by pillars or floating and secured.		
<u>man_made</u>	<u>pipeline</u>		A major pipeline carrying gas, water, oil, etc.		
<u>man_made</u>	<u>pump</u>		A device in charge of moving or raising the level of liquids.		
<u>man_made</u>	<u>pumping_station</u>		Pumping station: a facility including pumps and equipment for pumping fluids from one place to another		
<u>man_made</u>	<u>reservoir_covered</u>		A covered reservoir is a large man-made tank for holding fresh water		
<u>man_made</u>	<u>sewer_vent</u>		A sewer ventilation shaft		
<u>man_made</u>	<u>silo</u>		A storage container for bulk material, often grains such as corn or wheat.		

Key	Value	Element	Description	Map rendering	Image
man_made	snow_fence	<input checked="" type="checkbox"/>	A fence-like structure built to redirect drifting snow.		
man_made	snow_net	<input type="radio"/> <input checked="" type="checkbox"/>	A netting fence built across steep slopes to reduce risk and severity of (snow) avalanches		
man_made	storage_tank	<input type="radio"/> <input checked="" type="checkbox"/>	A container that holds liquids or compressed gases.		
man_made	street_cabinet	<input type="radio"/> <input checked="" type="checkbox"/>	A cabinet located in the street and hosting technical equipment to operate facilities such as electricity or street lights.		
man_made	stupa	<input type="radio"/> <input checked="" type="checkbox"/>	A Buddhist dome-shaped structure with a spire on top.		
man_made	surveillance	<input type="radio"/>	A surveillance camera or other type of surveillance equipment.		
man_made	survey_point	<input type="radio"/>	A triangulation pillar, geodetic vertex, or other piece of fixed equipment used by topographers.		

Key	Value	Element	Description	Map rendering	Image
<u>man_made</u>	<u>tailings_pond</u>	<input checked="" type="checkbox"/>	A body of liquid or slurry used to store byproducts of mining operations.		
<u>man_made</u>	<u>telescope</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	Telescope: an instrument that aids in the observation of remote objects by collecting light or radio waves		
<u>man_made</u>	<u>tower</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A tower is a free-standing structure which is higher than it is wide.		
<u>man_made</u>	<u>video_wall</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A digital screen, typically constructed out of smaller LED panels.		
<u>man_made</u>	<u>wastewater_plant</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A wastewater plant is a facility used to treat wastewater.		
<u>man_made</u>	<u>watermill</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	A mill driven by water power.		
<u>man_made</u>	<u>water_tower</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	Structure with a water tank at an altitude to increase pressure in water network		

Key	Value	Element	Description	Map rendering	Image
man_made	<u>water_well</u>	<input type="radio"/> <input checked="" type="radio"/>	A structural facility to access ground water, created by digging or drilling.		
man_made	<u>water_tap</u>	<input type="radio"/>	Publicly usable water tap		
man_made	<u>water_works</u>	<input type="radio"/> <input checked="" type="radio"/>	A facility where water is treated to make it suitable for human consumption.		
man_made	<u>wildlife_crossing</u>	<input checked="" type="radio"/> <input type="radio"/>	Structure that allow animals to cross human barriers safely.		
man_made	<u>windmill</u>	<input type="radio"/> <input checked="" type="radio"/>	A traditional windmill, historically used to mill grain with wind power.		
man_made	<u>works</u>	<input type="radio"/> <input checked="" type="radio"/>	A factory or industrial production plant.		

Key	Value	Element	Description	Map rendering	Image
man_made	yes		Use tag:anthropogenic=yes or key:man_made instead.		

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Military

This is used for facilities and on land used by the military. These may include the Navy, Army, Air Force and Marines. See the page titled [Military](#) for an introduction on its usage.

Key	Value	Element	Description	Map rendering	Image
military	academy	 	A training establishment for military service members		
military	airfield	 	A place where military planes take off and land.		
military	base	 	A facility where military personnel and equipment are based.		
military	bunker	 	A building reinforced to withstand attack		
military	barracks	 	Buildings where military personnel live and sleep.		
military	checkpoint		Place where civilian visitors and vehicles will be checked by a military authority.		
military	danger_area	 	A danger area is a restricted area posing a threat to life or property.		
military	nuclear_explosion_site	 	Nuclear weapons test site		

Key	Value	Element	Description	Map rendering	Image
military	obstacle_course		A military obstacle course: a series of challenging physical obstructions an individual or team must navigate usually while being timed.		
military	office	 	Military offices, e.g. general staff office, military recruitment office etc		
military	range	 	Where military personnel practice with their weapons (firing, bombing, artillery, ...).		
military	school	 	A school for children run as part of a country's military		
military	training_area		A military training area/proving ground		
military	trench	 	A military trench is an excavation in the ground that is generally deeper than it is wide, dug into the ground as a barrier for military purposes (e.g. trench warfare).		

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Natural

This is used to describe natural and physical land features. These also include features that have been modified by humans.

Vegetation

Key	Value	Element	Description	Map rendering	Image
natural	fell		Habitat above tree line covered with grass, dwarf shrubs and mosses.		
natural	grassland		An area where the vegetation is dominated by grasses and other herbaceous (non-woody) plants.		
natural	heath		A dwarf-shrub habitat, characterised by open, low growing woody vegetation, often dominated by plants of the Ericaceae.		
natural	moor		Don't use, see wikipage		
natural	scrub		Uncultivated land covered with shrubs, bushes or stunted trees.		
natural	shrubbery		An area of woody shrubbery that is actively maintained or pruned by humans. A slightly wilder look is also possible.		

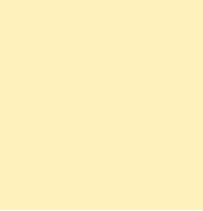
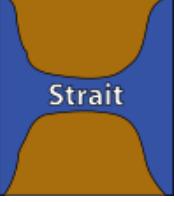
Key	Value	Element	Description	Map rendering	Image
natural	tree	○	A single tree.		
natural	tree_row	□□	A line of trees.		
natural	tundra	□□	Treeless cold climate habitat with open, low growing sedges, grasses, mosses and lichens.		
natural	wood	○ □□	Tree-covered area (a 'forest' or 'wood')		

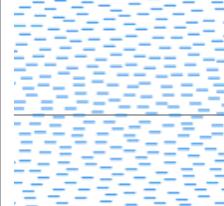
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Water related

Key	Value	Element	Description	Map rendering	Image
<code>natural</code>	<code>bay</code>		Named area of water mostly surrounded by land but with level connection to the ocean or a lake.		
<code>natural</code>	<code>beach</code>		Landform along a body of water which consists of sand, shingle or other loose material.		
<code>natural</code>	<code>blowhole</code>		An opening to a sea cave which has grown landwards resulting in blasts of water from the opening due to the wave action.		
<code>natural</code>	<code>cape</code>		A piece of elevated land sticking out into the sea or large lake.		
<code>natural</code>	<code>coastline</code>		The line between sea and land indicating mean high water (springs): the water lies on the right side of the way.		
<code>natural</code>	<code>crevasse</code>		A large crack in a glacier		

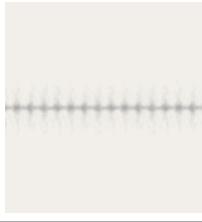
Key	Value	Element	Description	Map rendering	Image
natural	geyser	○	A spring characterized by intermittent discharge of water ejected turbulently and accompanied by steam		
natural	glacier	○ □	A permanent body of ice formed naturally from snow that is moving under its own weight.		
natural	hot_spring	○ □ ▪	A spring of geothermally heated groundwater		
natural	isthmus	○ □ ▪	A narrow strip of land, bordered by water on both sides and connecting two larger land masses		
natural	mud	▪ □	Area covered with mud: water saturated fine grained soil without significant plant growth.		
natural	peninsula	○ □ ▪	A piece of land projecting into water from a larger land mass, nearly surrounded by water		
natural	reef	○ □ ▪ ▪	A feature (rock, sandbar, coral, etc) lying permanently beneath the surface of the water.		

Key	Value	Element	Description	Map rendering	Image
natural	shingle		An accumulation of rounded rock fragments on a beach or riverbed.		
natural	shoal		An area of the water floor which nears the water surface and is exposed at low tide or when a river/lake is not full of water.		
natural	spring	 	A place where ground water flows naturally from the ground		
natural	strait	 	A narrow area of water surrounded by land on two sides and by water on two other sides.		
natural	water	 	Any inland body of water, from natural such as a lake or pond to artificial like a moat or canal.		

Key	Value	Element	Description	Map rendering	Image
natural	wetland		A natural area subject to inundation or with waterlogged ground		

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Geology related

Key	Value	Element	Description	Map rendering	Image
natural	arch		A rock arch naturally formed by erosion, with an opening underneath.		
natural	arete		A thin, almost knife-like, ridge of rock which is typically formed when two glaciers erode parallel U-shaped valleys		
natural	bare_rock		An area with sparse or no vegetation, so that the bedrock becomes visible		
natural	blockfield		An area covered by boulder- or block-sized rocks.		
natural	cave_entrance		An entrance to a cave: a natural underground space large enough for a human to enter		
natural	cliff		A vertical or almost vertical natural drop in terrain, usually with a bare rock surface. The bottom of the cliff is on the right side of the way.		

Key	Value	Element	Description	Map rendering	Image
natural	dune		A hill of sand formed by wind, covered with no or very little vegetation		
natural	earth_bank		Large erosion gully or steep earth bank.		
natural	fumarole		A fumarole is an opening in a planet's crust, which emits steam and gases		
natural	hill		A hill is a landform that is elevated above the surrounding terrain, but is smaller than a mountain.		
natural	peak		The top (summit) of a hill or mountain.		
natural	ridge		A mountain landform with a continuous elevated crest or linear hill		
natural	rock		A notable rock or group of rocks attached to the underlying bedrock		
natural	saddle		The lowest point along a ridge or between two mountain tops.		

Key	Value	Element	Description	Map rendering	Image
<u>natural</u>	<u>sand</u>		An area covered by sand with no or very little vegetation.		
<u>natural</u>	<u>scree</u>		Unconsolidated angular stones formed by rockfall and weathering from adjacent rock faces.		
<u>natural</u>	<u>sinkhole</u>		A natural depression or hole in the surface topography.		
<u>natural</u>	<u>stone</u>		A single notable freestanding rock, which may differ from the composition of the terrain it lies in.		
<u>natural</u>	<u>valley</u>		A natural depression flanked by ridges or ranges of mountains or hills		
<u>natural</u>	<u>volcano</u>		An opening exposed on the earth's surface where volcanic material is emitted.		

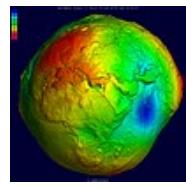
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Office

An office is a place of business where administrative or professional work is carried out.

Key	Value	Element	Description	Image
office	<u>accountant</u>	<input type="radio"/> <input checked="" type="radio"/>	An office for an accountant.	
office	<u>advertising_agency</u>	<input type="radio"/> <input checked="" type="radio"/>	A service-based business dedicated to creating, planning, and handling advertising.	
office	<u>airline</u>	<input type="radio"/> <input checked="" type="radio"/>	An office for an airline company.	
office	<u>architect</u>	<input type="radio"/> <input checked="" type="radio"/>	An office for an architect or group of architects.	
office	<u>association</u>	<input type="radio"/> <input checked="" type="radio"/>	An office of a non-profit organisation, society, e.g. student, sport, consumer, automobile, bike association, etc.	
office	<u>broadcaster</u>	<input type="radio"/> <input checked="" type="radio"/>	A radio or television broadcasting station.	
office	<u>chamber</u>	<input type="radio"/> <input checked="" type="radio"/>	Seat of a professional chamber, such as bar associations or chambers of commerce.	
office	<u>charity</u>	<input type="radio"/> <input checked="" type="radio"/>	An office of a charitable organization	
office	<u>company</u>	<input type="radio"/> <input checked="" type="radio"/>	An office of a private company.	

Key	Value	Element	Description	Image
office	<u>construction_company</u>		An office of a building construction company.	
office	<u>consulting</u>		An office for a consulting firm, providing expert professional advice to other companies or organisations.	
office	<u>courier</u>		A courier delivery service, which is neither a post office nor a national post.	
office	<u>coworking</u>		An office where people can go to work (typically requires a fee); not limited to a single employer.	
office	<u>diplomatic</u>		An embassy, diplomatic mission, consulate or liaison office of a foreign government or parastatal entity in a host country.	
office	<u>educational_institution</u>		An office for an educational institution.	
office	<u>employment_agency</u>		An office for an employment service.	
office	<u>energy_supplier</u>		An office for an energy supplier.	

Key	Value	Element	Description	Image
office	engineer		An office for an engineer or group of engineers.	
office	estate_agent		A place where you can rent or buy a house.	
office	event_management		An office offering support for event planning and management	
office	financial		An office of a company in the financial sector.	
office	financial_advisor		A professional who offers financial planning and sells financial services to clients.	
office	forestry		A forestry office	
office	foundation		An office of a foundation	
office	geodesist		An office of scientists studying Earth shape.	
office	gongo		An office of a government-organized non-governmental organization.	
office	government		An office of a (supra)national, regional or local government agency or department	

Key	Value	Element	Description	Image
office	<u>graphic_design</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	An office of a graphic designer.	
office	<u>guide</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	An office of tour guides, mountain guides, hiking guides, dive guides, etc.	
office	<u>harbour_master</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	The Harbourmaster's office.	
office	<u>insurance</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	An office at which you can take out insurance policies.	
office	<u>it</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	An office for an IT company.	
office	<u>lawyer</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	An office for a lawyer.	
office	<u>logistics</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	An office for a company offering logistics.	
office	<u>moving_company</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	An office which offers a relocation service.	

Key	Value	Element	Description	Image
office	<u>newspaper</u>	<input type="radio"/> <input checked="" type="radio"/>	An office of a newspaper	
office	<u>ngo</u>	<input type="radio"/> <input checked="" type="radio"/>	An office for a non-profit, non-governmental organisation (NGO).	
office	<u>notary</u>	<input type="radio"/> <input checked="" type="radio"/>	An office for a notary public (common law)	
office	<u>politician</u>	<input type="radio"/> <input checked="" type="radio"/>	A politician's office.	
office	<u>political_party</u>	<input type="radio"/> <input checked="" type="radio"/>	An office of a political party	
office	<u>property_management</u>	<input type="radio"/> <input checked="" type="radio"/>	Office of a property rental company for residential apartments or commercial office space or any other property.	

Key	Value	Element	Description	Image
office	<u>publisher</u>		An office of a publisher.	
office	<u>quango</u>		An office of a quasi-autonomous non-governmental organisation.	
office	<u>religion</u>		An office of a community of faith.	
office	<u>research</u>		An office for research and development	
office	<u>security</u>		An office for private security guards	
office	<u>surveyor</u>		An office of a person doing technical surveys, such as land surveys or risk and damage evaluations of properties and equipment.	

Key	Value	Element	Description	Image
office	<u>tax_advisor</u>	<input type="radio"/> <input checked="" type="checkbox"/>	An office for a financial expert specially trained in tax law	
office	<u>telecommunication</u>	<input type="radio"/> <input checked="" type="checkbox"/>	An office for a telecommunication company.	
office	<u>transport</u>	<input type="radio"/> <input checked="" type="checkbox"/>	An office of a freight forwarder or transport company.	
office	<u>travel_agent</u>	<input type="radio"/> <input checked="" type="checkbox"/>	An office of a travel agent.	
office	<u>tutoring</u>	<input type="radio"/> <input checked="" type="checkbox"/>	An office of tutor or tutoring centre.	
office	<u>union</u>	<input type="radio"/> <input checked="" type="checkbox"/>	An office of a trade union, an association of workers forming a bargaining unit.	
office	<u>university</u>	<input type="radio"/> <input checked="" type="checkbox"/>	An office providing services to university students or staff, or the office of a department / faculty in a university.	
office	<u>visa</u>	<input type="radio"/> <input checked="" type="checkbox"/>	An office of an organisation or business which offers visa assistance.	

Key	Value	Element	Description	Image
office	<code>water_utility</code>	<input type="radio"/> <input checked="" type="checkbox"/>	The office for a water utility company or water board.	
office	<code>yes</code>	<input type="radio"/> <input checked="" type="checkbox"/>	Generic tag for unspecified office type.	

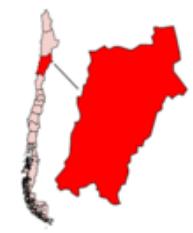
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Place

See [Generic:Map Features:place](#).

This is used mainly to give details about settlements. See the page titled [Places](#) for an introduction on its usage.

Administratively declared places

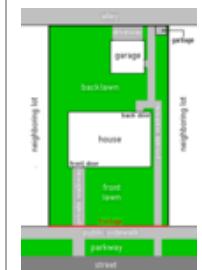
Key	Value	Element	Description	Image
place	country	○	A nation state or other high-level national political/administrative area.	
place	state	○ •	A large sub-national political/administrative area.	
place	region	○ ••	Used both as a broad tag for geographic or historical areas with no clear boundary and for distinct administration areas (with specific boundaries) in some countries.	
place	province	○	A subdivision of a country similar to a state.	
place	district	○	A district – a type of administrative division that, in some countries, is managed by local government.	
place	county	○	A county - a geographical region of a country.	
place	subdistrict	○	A subdistrict - a subdivision of a district used for administrative or other purposes.	

Key	Value	Element	Description	Image
place	municipality		A municipality - single urban administrative division having corporate status.	

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Populated settlements, urban

Key	Value	Element	Description	Map rendering	Image
place	city		The largest urban settlement or settlements within the territory.		
place	borough		A part in a larger city grouped into administrative unit.		
place	suburb		A part of a town or city with a well-known name and often a distinct identity.		
place	quarter		A quarter is a named, geographically localised place within a suburb of a larger city or within a town, which is bigger than a neighbourhood.		
place	neighbourhood		A neighbourhood is a smaller named, geographically localised place within a suburb of a larger city or within a town or village		
place	city_block		A named city block, usually surrounded by streets.		

Key	Value	Element	Description	Map rendering	Image
place	plot		A named plot is a tract or parcel of land owned or meant to be owned by some owner.		

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Populated settlements, urban and rural

Key	Value	Element	Description	Image
place	city	○ ● ●	The largest urban settlement or settlements within the territory.	
place	town	○ ● ●	An important urban centre, between a village and a city in size.	
place	village	○ ● ●	A smaller distinct settlement, smaller than a town with few facilities available with people traveling to nearby towns to access these.	
place	hamlet	○ ●	A smaller rural community, typically with fewer than 100-200 inhabitants, and little infrastructure.	
place	isolated_dwelling	○ ● ●	The smallest kind of settlement (1-2 households).	
place	farm	○ ●	An individually named farm.	
place	allotments	○ ●	A separate settlement, which is located outside an officially inhabited locality and has its own addressing	

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Other places

Key	Value	Element	Description	Image
place	<u>continent</u>		One of the seven continents: Africa, Antarctica, Asia, Europe, North America, Oceania, South America.	
place	<u>archipelago</u>		A named group or chain of closely related islands and islets.	
place	<u>island</u>		Any piece of land that is completely surrounded by water and isolated from other significant landmasses (bigger than 1 km ²).	
place	<u>islet</u>		A very small island (smaller than 1 km ²).	
place	<u>square</u>		A town or village square: a (typically) paved open space, generally of architectural significance, which is surrounded by buildings in a built-up area such as a city, town or village.	
place	<u>locality</u>		A named place that has no population.	
place	<u>polder</u>		A land area that forms an artificial hydrological entity enclosed by embankments and usually is under sea level.	
place	<u>sea</u>		A large body of salt water part of, or connected to, an ocean.	
place	<u>ocean</u>		The world's five main major oceanic divisions.	

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Additional attributes

Key	Value	Element	Description	Image
<code>population</code>		<input type="radio"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Indicates a rough number of citizens in a given place.	
<code>is_in</code>		<input type="radio"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	The <code>is_in</code> tag is used to index where a place or feature is.	

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Power

These are used to map electrical power generation and distributions systems. See [Power](#) for an introduction on its usage.

Key	Value	Element	Description	Map rendering	Image
power	cable		An insulated cable carrying electrical power, such as transmission or distribution cables located underground and undersea cables		
power	catenary_mast		A pole supporting the overhead wires used to supply electricity to vehicles equipped with a pantograph such as trams and trains.		
power	compensator		A static power device used to ensure power quality and electrical network resilience.		
power	connection		A free-standing electrical connection between two or more power lines or cables.		
power	converter		A device to convert power between alternating and direct current electrical power: often, but not only, over high voltage networks		
power	generator		A device which converts one form of energy to another, for example, an electrical generator.		

Key	Value	Element	Description	Map rendering	Image
power	<u>heliostat</u>	○	A mirror of a heliostat device		
power	<u>insulator</u>	○ □	An electrical insulator which connects a power line to a support structure and prevents grounding.		
power	<u>inverter</u>	○ □	A device to convert power from direct current to alternating current.		
power	<u>line</u>	□	High-voltage power lines used for power transmission, usually supported by towers or pylons		
line	<u>busbar</u>	□	Identifies a power line as a busbar, the central connection in a substation		
line	<u>bay</u>	□	A power line within a substation which connects a circuit to a busbar.		
power	<u>minor_line</u>	□	Minor power lines forming the distribution grid, usually carried by poles.		
power	<u>plant</u>	□ □	An industrial facility where power (electricity, useful heat, biogas) is produced by individual power generator units.		

Key	Value	Element	Description	Map rendering	Image
power	pole	○	A single pole supporting power lines, often a wood, steel, or concrete mast designed to carry minor power lines.	●	
power	portal	○ □	A supporting structure for power lines, composed of vertical legs with cables between them attached to a horizontal crossarm.	●	
power	substation	○ □	A facility which controls the flow of electricity in a power network with transformers, switchgear or compensators.	■	
power	switch	○	A device which allows electrical network operators to power up & down lines and transformers in substations or along the power grid.	●	
power	switchgear	□	A switchgear, which comprises one or more busbar assemblies and a number of bays each connecting a circuit to the busbar assembly.	●	

Key	Value	Element	Description	Map rendering	Image
power	<u>terminal</u>	<input type="checkbox"/>	A point of connection where an overhead power line ends on a building or wall; for example, when connecting it to an indoor substation.		
power	<u>tower</u>	<input type="checkbox"/>	A tower or pylon carrying high voltage electricity cables. Often constructed from steel latticework but tubular or solid pylons are also used.	<input type="checkbox"/>	
power	<u>transformer</u>	<input type="checkbox"/>	A device for stepping up or down electric voltage. Large power transformers are typically located inside substations		

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Public transport

This is used for features related to public transport. For example: railway stations, bus stops and services. See the page titled [**Public transport**](#) for an introduction on its usage.

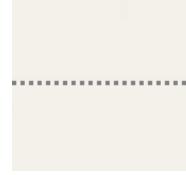
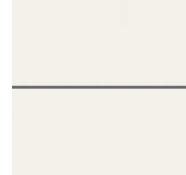
Key	Value	Element	Description	Image
public_transport	stop_position	○	The position on the street or rails where a public transport vehicle stops.	
public_transport	platform	○ ● ●	The place where passengers are waiting for the public transport vehicles.	
public_transport	station	○ ●	A station is an area designed to access public transport.	
public_transport	stop_area	○;●	A relation that contains all elements of a train, subway, monorail, tram, bus, trolleybus, aerialway, or ferry stop.	
public_transport	stop_area_group	○;●	A relation that contains stop areas that make up a public transport interchange.	

This table is a wiki template with a default description in English. [Editable here.](#)

Railway

Main article: [Railways](#)

This key includes all kinds of railways ranging from heavily used mainline railways to an abandoned rail line.

Key	Value	Element	Comment	Rendering carto	Photo
Tracks					
railway	<u>abandoned</u>		The course of a former railway which has been abandoned and the track removed . The course is still recognized through embankments, cuttings, tree rows, bridges, tunnels, remaining track ties, building shapes and rolling or straight ways. Demolished rails that are no longer identifiable are better mapped in OpenHistoricalMap (they are controversial in OSM). ^[1]		
railway	<u>construction</u>		Railway under construction.		
railway	<u>proposed</u>		Railway being proposed but haven't started construction. Please see the proposed page regarding verifiability on the ground of this value.		
railway	<u>disused</u>		A section of railway which is no longer used but where the track and infrastructure remains in place. The track is likely overgrown with endemic vegetation, but could be brought back into useful service with only minor effort.		
railway	<u>funicular</u>		Cable driven inclined railways on a steep slope, with a pair of cars connected by one cable		
railway	<u>light_rail</u>		A higher-standard tram system, normally in its own right-of-way. Often it connects towns and thus reaches a considerable length (tens of kilometres).		

railway	<u>miniature</u>		Miniature railways are narrower than narrow gauge and carry passengers, frequently at an exact scale of "standard-sized" rail (for example "1/4 scale"). They can often be found in parks.		
railway	<u>monorail</u>		A railway with only a single rail. A monorail can run above the rail like in Las Vegas and Disneyland or can suspend below the rail like the Wuppertal Schwebebahn (Germany).		
railway	<u>narrow_gauge</u>		Narrow-gauge passenger or freight train tracks. Narrow gauge railways can have mainline railway service like the Rhaetian Railway in Switzerland or can be a small light industrial railway. Use <u>gauge=*</u> to specify the actual width of rails in mm.		
railway	<u>preserved</u>		This is the old tag for historic trains. Use <u>railway:preserved=yes</u> for historical railway instead.		
railway	<u>rail</u>		Full sized passenger or freight train tracks in the standard gauge for the country or state.		
railway	<u>subway</u>		A city passenger rail service running mostly grade separated (see <u>Wikipedia:rapid transit</u>). Often a significant portion of the line or its system/network is underground.		

railway	<u>tram</u>		One or two carriage rail vehicle tracks, usually sharing motor road, sometimes called "street running" (Other languages (http://www.omegawiki.org/DefinedMeaning:tram_(661_1))).			
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Additional track features or attributes

<u>bridge</u>	yes		If the railway goes over a street, waterway or other railway on an elevated structure.		
<u>cutting</u>	yes		A section where the railway is significantly lower than ground level, but not underground.		
<u>electrified</u>	contact_line rail yes no		contact_line: a power line over the train head rail: a third rail near the track supplying the train with power yes: electrified track, but no details available no: track with no power supply.		
<u>embankment</u>	yes		A section where the railway is raised significantly higher than ground level.		
<u>embedded_rails</u>	yes / <type of railway>		Specifies that a highway on which non-railway traffic is also allowed has railway tracks embedded in it but the rails are mapped as separate ways.		
<u>frequency</u>	<number> [Hz]		The frequency with which a line is electrified. Use 0 for DC. Also see the voltage tag.		
<u>passenger_lines</u>	<number>		Used to describe number of tracks of the railway line a certain track segment belongs to.		

<u>railway:track_ref</u>	<number>		Track number	
<u>service</u>	<u>crossover</u>		Relatively short lengths of track which switch traffic from one parallel line to another	
<u>service</u>	<u>siding</u>		Relatively short lengths of track, running parallel to (and connected to) a main route	
<u>service</u>	<u>spur</u>		Relatively short lengths of track, built to give one company or entity access to a main or branch line.	
<u>service</u>	<u>yard</u>		Tracks within railway company operated marshalling or maintenance yards.	
<u>tunnel</u>	yes		If the railway goes below ground. Most subways have this tag.	
<u>tracks</u>	<number>		Number of parallel tracks in close proximity <i>when mapped as one single way representing all tracks</i> . If not given means <i>unknown</i> and defaults to 1. In many parts of the world the tracks are being drawn out separately so that there is more detail, in which case this tag isn't used.	
<u>usage</u>	main branch industrial military tourism scientific test		main line: heavy traffic branch line: connecting places with a mainline industrial: servicing large plants (iron, chemical etc.), surface mining, ... military: servicing military area tourism: most mountain rails (rack-rails, funicular) and preserved railways scientific: rail transport at spaceports, large array telescopes, etc. test: track for testing new wheels, rails, tracks and rail technologies.	

voltage	<number>		The voltage with which a line is electrified. Also see the frequency tag.		
Stations and stops					
railway	halt		A small station without switches		
public_transport	stop_position		The position on the railway track where the train (its centre) stops at a platform. This is useful for routing on long platforms where also short trains stop and on long platforms where multiple trains stop behind each other. See also public_transport=stop_area .		
public_transport	platform		This is parallel to the rail line for showing where the actual platforms are. It is also to know where you can change platform and enter the station, so use footpaths to connect them. This is really useful for routing too. Use only if the platform is served by public transport.		
railway	platform		This is parallel to the rail line for showing where the actual platforms are. It is also to know where you can change platform and enter the station, so use footpaths to connect them. This is really useful for routing too. Use in addition to public_transport=platform .		
public_transport	station		Railway passenger-only station.		
railway	station		Railway passenger and/or cargo station. Use in addition to public_transport=station .		
railway	stop		Marks the position where trains stop at a station. It should be added as a node on a railway=rail way.		
railway	subway_entrance		The entrance to a subway station, usually going from surface to underground.		

railway	<u>tram_stop</u>		A tram stop is a place where a passenger can embark / disembark a tram.		
Infrastructure					
landuse	<u>railway</u>		Ground used around railways and railwaystations.		
railway	<u>buffer_stop</u>		Stops the train at the end of a track. See <u>buffer stop</u> .		
railway	<u>crossing</u>		A point where pedestrians may cross.		
railway	<u>depot</u>		A rail yard used to store and deploy passenger rail cars. It should be added as a area on a landuse=railway.		
railway	<u>derail</u>		A device used to prevent fouling of a rail track by unauthorized movements of trains or unattended rolling stock. See <u>Derail (railroad)</u> .		
railway	<u>level_crossing</u>		A point where rails and roads cross.		
railway	<u>railway_crossing</u>		Crossing rails with no interconnection.		

railway	<u>roundhouse</u>		A semicircular building with many stalls for servicing engines.	
railway	<u>signal</u>		Any kind of railway signal.	
railway	<u>switch</u>		Full connections between railways (aka 'points').	
railway	<u>tram_level_crossing</u>		A point where trams and roads cross.	
railway	<u>traverser</u>		These are used for changing trains between railways. Also known as transfer table.	
railway	<u>turntable</u>		These are used for changing the direction that part of a train is pointing in.	
railway	<u>ventilation_shaft</u>		A structure that allows ventilation in underground tunnels	

railway	<u>wash</u>	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	A railroad carriage/car wash	
railway	<u>water_crane</u>	<input type="checkbox"/>	A structure to deliver water to steam locomotives	
railway	<u>workshop</u>	<input checked="" type="checkbox"/>	Repair shop' for (rail) rolling stock' is a place where maintenance or overhaul of these vehicles (rail vehicles, metro, tram, light rail, monorail) is carried out. It should be added as a area on a building=yes.	
railway	<u>user defined</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	<i>All commonly used values (https://taginfo.openstreetmap.org/keys/railway#values) according to Taginfo</i>	

This table is a wiki template with a default description in English. [Editable here.](#)

Route

Main article: [relation:route](#)

This is used to describe routes of all different kinds.

Key	Value	Element	Comment	Rendering	Photo
route	bicycle		Cycle routes or bicycles route are named, numbered or otherwise signed. May go along roads, trails or dedicated cycle paths		
route	bus		The route a public bus service takes. See Buses .		
route	canoe		Signed route for canoeing through a waterway.		
route	detour		Route for fixed detour routes. Examples are Bedarfsumleitung in Germany and uitwijkroute in the Netherlands		
route	ferry		The route a ferry takes from terminal to terminal Please make sure to add at least one node per tile (zoom level 12), better at least one every few km, so offline editors catch it with bbox requests.		
route	foot		Walking Route - is used for routes which are walkable without any limitations regarding fitness, equipment or weather conditions.		

route	hiking		Hiking explains how to tag hiking routes.	
route	horse		Riding routes	
route	inline_skates		Inline has more information on the subject.	
route	light_rail		Route of a light rail line.	
route	mtb		Mountain biking explains how to tag mtb routes.	
route	piste		Route of a piste (e.g., snowshoe or XC-Ski trails) in a winter sport area.	
route	railway		A sequence of railway ways, often named (e.g., <i>Channel Tunnel</i>). See Railways .	

route	<u>road</u>		Can be used to map various road routes/long roads.	
route	<u>running</u>		For running (jogging) routes.	
route	<u>ski</u>		For ski tracks (e.g., XC-Ski Trails User:Langläufer/Loipemap).	
route	<u>subway</u>		Route of a metro service	
route	<u>train</u>		Train services (e.g., <i>London-Paris Eurostar</i>) See Railways .	
route	<u>tracks</u>		Railroad track as rail infrastructure.	
route	<u>tram</u>		See Trams for more information on tagging tram services.	
route	<u>trolleybus</u>		The route of a trolleybus service.	
route	<u>User defined</u>		All commonly used values (https://taginfo.openstreetmap.org/keys/route#values) according to Taginfo .	

This table is a wiki template with a default description in English. [Editable here](#).

Shop

The shop tag is used as a place of business that has stocked goods for sale or sells services. See the page titled [**Shop**](#) for an introduction on its usage.

Key	Value	Comment	Rendering on default layer (osm-carto)	Photo
Food, beverages				
shop	<u>alcohol</u>	Shop selling alcohol to take away		
shop	<u>bakery</u>	Shop focused on selling bread		
shop	<u>beverages</u>	Shop focused on selling alcoholic and non-alcoholic beverages. See also <u>shop=alcohol</u> .		
shop	<u>brewing_supplies</u>	Shop focused on selling supplies for home brewing of beer, wine and spirits (where permitted).		
shop	<u>butcher</u>	Shop focused on selling meat		
shop	<u>cheese</u>	Shop focused on selling cheese.		
shop	<u>chocolate</u>	Shop focused on selling chocolate.		
shop	<u>coffee</u>	Shop focused on selling coffee.		

shop	<u>confectionery</u>	Shop focused on selling sweets or candy		
shop	<u>convenience</u>	A small local shop carrying a small subset of the items you would find in a supermarket		
shop	<u>dairy</u>	Shop focused on selling dairy products.		
shop	<u>deli</u>	Shop focused on selling <u>delicatessen</u> (fine foods, gourmet foods), possibly also fine wine. Not to be confused with the US delis.		
shop	<u>farm</u>	Shop or roadside stand focused on selling freshly harvested farm produce		
shop	<u>food</u>	Shop focused on selling food, more specific value should be used if possible. <u>shop=food</u> + <u>food=prepared_meals</u> was also proposed/used for type of shop selling prepared meals, not ready for eating immediately (and requiring for example heating/boiling or other simple preparation).		
shop	<u>frozen_food</u>	Shop focused on selling frozen food.		
shop	<u>greengrocer</u>	Shop focused on selling vegetables and fruits.		

shop	<u>health_food</u>	A health food shop; selling wholefoods, vitamins, nutrition supplements and meat and dairy alternatives.	●	
shop	<u>ice_cream</u>	Shop selling ice cream. See also <u>amenity=ice_cream</u> .	●	
shop	<u>nuts</u>	Shop selling dried nuts/fruits, edible seeds, etc. Not to be confused with <u>shop=spices</u> .	●	
shop	<u>pasta</u>	Shop focused on selling (fresh) pasta, ravioli, etc.	●	
shop	<u>pastry</u>	Shop focused on selling baked sweets like cakes, biscuits, strudel and pies.	●	
shop	<u>seafood</u>	Shop focused on selling fish/seafood.	●	
shop	<u>spices</u>	Shop focused on selling spices.	●	
shop	<u>tea</u>	Shop focused on selling tea.	●	
shop	<u>tortilla</u>	Shop focused on selling tortillas.	●	

shop	<u>water</u>	Shop focused on selling drinking water.	●	
shop	<u>wine</u>	Shop selling wine.	●	
General store, department store, mall				
shop	<u>department_store</u>	A single large store – often multiple storeys high – selling a large variety of goods (see also <u>shop=mall</u>)	&	
shop	<u>general</u>	A store that carries a general line of merchandise. (see also <u>shop=convenience</u> if it sells food).	●	
shop	<u>kiosk</u>	A small shop on the pavement that sells magazines, tobacco, newspapers, sweets and stamps.		
shop	<u>mall</u>	A shopping mall – multiple stores under one roof (also known as a shopping centre)	●	
shop	<u>supermarket</u>	Supermarket – a large store with groceries and other items		

shop	<u>wholesale</u>	Wholesale/warehouse club or cash and carry – a store that sells items in bulk to retailers. The branch of industry can be defined with <u>wholesale</u> =*.		
Clothing, shoes, accessories				
shop	<u>baby_goods</u>	Shop focused on selling objects for babies (clothes, prams, cots, toys).		
shop	<u>bag</u>	Shop focused on selling bags.		
shop	<u>boutique</u>	A small shopping outlet, especially one that specializes in elite and fashionable items. This is deprecated, please use <u>shop=clothes</u>		
shop	<u>clothes</u>	Shop focused on selling clothes and/or underwear		
shop	<u>fabric</u>	Shop focused on selling fabric and other materials for the purpose of making clothes and other products, eg dress making.		
shop	<u>fashion</u>	Shop focused on selling fashion. This is deprecated, please use <u>shop=clothes</u> .		
shop	<u>fashion_accessories</u>	Shop focused on selling fashion accessories.		
shop	<u>jewelry</u>	Jewellers shops.		

shop	<u>leather</u>	Shop focused on selling products made out of leather.		
shop	<u>sewing</u>	A shop that sells sewing supplies (fabric, thread, yarn, knitting needles, sewing machines, etc.)		
shop	<u>shoes</u>	Shop focused on selling shoes.		
shop	<u>shoe_repair</u>	Shop focused on repairing shoes.		
shop	<u>tailor</u>	A place where clothing is made, repaired, or altered professionally, especially suits and men's clothing		
shop	<u>watches</u>	Shop focused on selling watches.		
shop	<u>wool</u>	Shop selling wool for making of clothes or other products.		
Discount store, charity				
shop	<u>charity</u>	A charity shop is a shop operated by a charity, for the purposes of fundraising.		

shop	<u>second_hand</u>	A shop buying and selling used clothes and other things. See also <u>shop=pawnbroker</u>		
shop	<u>variety_store</u>	A variety store retailer is a retail store that sells inexpensive items, sometimes with a single price point for all items in the store.		
Health and beauty				
shop	<u>beauty</u>	A non-hairdresser beauty shop, spa, nail salon, etc.. See also <u>shop=hairdresser</u> .		
shop	<u>chemist</u>	Shop focused on selling articles of personal hygiene, cosmetics, and household cleaning products (for a shop that potentially dispenses prescription drugs, cf. pharmacy. U.S. drug store, see <u>amenity=pharmacy</u>)		
shop	<u>cosmetics</u>	Shop focused on selling cosmetics		
shop	<u>erotic</u>	Shop focused on selling erotic toys, -clothes or other erotic stuff.		
shop	<u>hairdresser</u>	Here you can get your hair cut, coloured, ... See also <u>shop=beauty</u>		
shop	<u>hairdresser_supply</u>	A shop, where you can buy hairdressing supplies.		

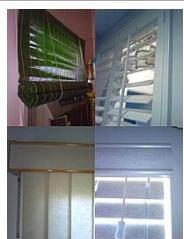
shop	<u>hearing_aids</u>	Shop focused on selling hearing aids devices		
shop	<u>herbalist</u>	Shop focused on selling herbs, often for medical purposes. (See also: <u>healthcare:speciality=herbalism</u> and <u>healthcare=alternative</u>).		
shop	<u>massage</u>	A massage shop		
shop	<u>medical_supply</u>	Shop focused on selling medical supplies.		
shop	<u>nutrition_supplements</u>	Shops that sells one or more nutritional supplements (of vitamins, minerals and/or herbs)		
shop	<u>optician</u>	Shop focused on selling eyeglasses, contact lenses (may also check your eyes).		
shop	<u>perfumery</u>	Shop focused on selling perfumery		
shop	<u>piercing</u>	A piercing studio.		

shop	<u>tattoo</u>	A tattoo parlour.		
Do-it-yourself, household, building materials, gardening				
shop	<u>agrarian</u>	Shop focused on selling agrarian products, like seeds, agricultural machinery, animal feed, etc.		
shop	<u>appliance</u>	Shop focused on selling large electrical items (aka white goods) washing machines, fridges, cookers, ovens, fans, etc.		
shop	<u>bathroom_furnishing</u>	Shop focused on selling bathroom furniture and accessories		
shop	<u>country_store</u>	Shop focused on selling rural supplies – a range of goods specifically aimed at country dwellers		
shop	<u>doityourself</u>	Shop focused on selling tools and supplies to do-it-yourself householders, gardening, ...		
shop	<u>electrical</u>	Shop focused on selling electrical supplies and devices		
shop	<u>energy</u>	Shop focused on selling energy		

shop	<u>fireplace</u>	Shop focused on selling electric fireplaces, stoves or masonry heaters and required fuels	●	
shop	<u>florist</u>	Shop focused on selling bouquets of flowers (see <u>shop=garden_centre</u> for potted flowers).	●	
shop	<u>garden_centre</u>	Shop focused on selling potted flowers, maybe even trees (see also <u>shop=florist</u> for flower bouquets).	●	
shop	<u>garden_furniture</u>	Shop focused on selling garden furniture (sheds, outdoor tables, gates, fences, ...). See <u>shop=garden_centre</u> if also plants are sold.	●	
shop	<u>gas</u>	Shop focused on selling technical gas, such as argon, oxygen, acetylene, nitrogen, carbon dioxide, etc. in pressurized containers	●	
shop	<u>glazier</u>	Shop focused on selling and installing glazing for windows and doors.	●	
shop	<u>groundskeeping</u>	Shop focused on selling outdoor groundskeeping equipment (lawnmowers, chainsaws, small tractors, ...)	●	
shop	<u>hardware</u>	Shop focused on selling building supplies including screws, bolts & paints, ... See also <u>shop=doityourself</u>	●	

shop	<u>houseware</u>	Shop focused on selling crockery, cutlery, kitchenware, small household appliances.		
shop	<u>locksmith</u>	Shop focused on selling keys, see also <u>craft=locksmith</u> and <u>craft=key_cutter</u>		
shop	<u>paint</u>	Shop focused on selling paints.		
shop	<u>pottery</u>	Shop focused on selling earthenware, stoneware and porcelain and other ceramic ware.		
shop	<u>security</u>	Shop focused on selling security items like burglar alarms, vaults, locking systems, video surveillance cameras, firefighting equipment, alarm systems, warning systems, etc.		
shop	<u>tool_hire</u>	Shop hiring out tools		
shop	<u>trade</u>	A place of business that sells to a particular trade or trades, but normally also retails to normal consumers. See also <u>shop=doityourself</u>		
Furniture and interior				
shop	<u>antiques</u>	Shop focused on selling antiques.		

shop	<u>bed</u>	Shop focused on selling beds, mattresses and other bedding products.		
shop	<u>candles</u>	Shop focused on selling candles and candle accessories (holders, etc)		
shop	<u>carpet</u>	Shop focused on selling carpets		
shop	<u>curtain</u>	Shop focused on selling curtains or drapes (see also <u>shop=fabric</u>)		
shop	<u>doors</u>	Shop focused on selling doors		
shop	<u>flooring</u>	Shop focused on selling floorings		
shop	<u>furniture</u>	Shop focused on selling furniture, might range from small decorative items to a whole flat interior		
shop	<u>household_linen</u>	Shop focused on selling household linen.		

shop	<u>interior_decoration</u>	Shop focused on selling interior decorations.		
shop	<u>kitchen</u>	A shop where you can plan and buy your kitchen. (Sometimes called "kitchen studio" and the like, but plain kitchen is the most frequently used tag so far.)		
shop	<u>lighting</u>	A shop selling lighting fixtures and lamps.		
shop	<u>tiles</u>	Shop focused on selling tiles.		
shop	<u>window_blind</u>	Shop focused on selling window blinds.		
Electronics				
shop	<u>computer</u>	Shop focused on selling computers, peripherals, software, ...		
shop	<u>electronics</u>	Shop focused on selling consumer electronics (TV, radio, ...). Larger ones may also sell computers, fridges, ...		

shop	<u>hifi</u>	Shop focused on selling High Fidelity or High End environment to listen music or watch films at home		
shop	<u>mobile_phone</u>	Shop focused on selling mobile phones and accessories		
shop	<u>printer_ink</u>	A shop that sells or refills printer ink cartridges.		
shop	<u>radiotechnics</u>	Shop focused on selling electronic components, electrical products, radio measuring devices, supplies for radio and electronics.		
shop	<u>telecommunication</u>	Shop selling internet, television or similar services, and related hardware.		
shop	<u>vacuum_cleaner</u>	Shop focused on selling vacuum cleaners and associated products.		
Outdoors and sport, vehicles				
shop	[[Too many Data Items entities accessed. I atm]]	Shop focused on selling <input type="checkbox"/> atvs (All-terrain_vehicle">https://en.wikipedia.org/wiki/enAll-terrain_vehicle) (quads), atv equipment and may rent or repair them		

shop	<u>bicycle</u>	Shop focused on selling bicycles, bicycle equipment and may rent or repair them		
shop	<u>boat</u>	Shop focused on selling boats, boat equipment and may rent or repair them		
shop	<u>car</u>	Car store – a place primarily to buy cars or to additionally get your car repaired		
shop	<u>car_parts</u>	Shop focused on selling auto parts, auto accessories, motor oil, car chemicals, etc.		
shop	<u>car_repair</u>	Shop focused on repairing cars.		
shop	<u>caravan</u>	A shop for caravans, motorhomes & similar recreational vehicles.		
shop	<u>fishing</u>	Shop focused on selling fishing equipment.		
shop	<u>fuel</u>	Shop selling fuels (motor fuel, wood, coal, gas) that can't be considered a <u>amenity=fuel</u> (fuel station). Use <u>fuel:=yes/no</u> to indicate which fuels are available.		
shop	<u>golf</u>	Shop focused on selling golf equipment.		

shop	<u>hunting</u>	Shop focused on selling gun and hunting equipment.	●	
shop	<u>military_surplus</u>	Shop selling used military equipment	●	
shop	<u>motorcycle</u>	Shop focused on selling motorcycles and/or related accessories, clothes, parts, and rental services.	🏍	
shop	<u>motorcycle_repair</u>	Shop focused on motorcycle repair.	●	
shop	<u>outdoor</u>	Shop focused on selling camping, walking, climbing, and other outdoor sports equipment (GPSes, etc.)	🥾	
shop	<u>scooter</u>	Shop focused on selling scooters (small 2 wheeled, low platformed motorcycles).	●	
shop	<u>scuba_diving</u>	Shop focused on selling scuba diving equipment.	●	
shop	<u>ski</u>	Shop focused on selling skis, ski equipment and may rent or repair them	●	
shop	<u>snowmobile</u>	Shop focused on selling snowmobiles, snowmobile equipment and may rent or repair them	●	

shop	<u>sports</u>	Shop focused on selling sporting goods.		
shop	<u>surf</u>	Shop selling surfboards, sailboards, wakeboards, and other types of surf style boards. and/or related accessories, clothes, parts, repair and rental services.		
shop	<u>swimming_pool</u>	A store that sells swimming pool equipment and supplies.		
shop	<u>trailer</u>	Shop focused on selling trailers and parts and/or repairing / renting them		
shop	<u>truck</u>	Shop focused on selling trucks and other commercial vehicles		
shop	<u>tyres</u>	Shop focused on selling tyres.		

Art, music, hobbies

shop	<u>art</u>	Shop which sells works of art. May be paintings, sculpture, or other types of art		
shop	<u>camera</u>	A shop mainly selling cameras and lenses		
shop	<u>collector</u>	A shop for different collector's items like stamps, coins, action figures, etc.		

shop	<u>craft</u>	An arts and crafts supply store. Commonly sold items are paper, canvas, paint, pencils, crafting wood, crafting tools, etc. – look at <u>craft</u> =*	●	
shop	<u>frame</u>	Shop focused on selling frames.	●	
shop	<u>games</u>	Shop focused on selling board games, card games and/or role-playing games.	●	
shop	<u>model</u>	Shop specialising in the sale of scale models.	●	
shop	<u>music</u>	Shop focused on selling recorded music (vinyl/CDs/...)	●	
shop	<u>musical_instrument</u>	Shop focused on selling musical instruments, lyrics, scores. If focused on a specific instrument, specify with <u>musical_instrument</u> =*	●	
shop	<u>photo</u>	Shop focused on selling products or services related with photography.	●	
shop	<u>trophy</u>	Store selling trophies, awards, plaques etc.	●	

shop	<u>video</u>	Shop focused on selling or renting out videos/DVDs.		
shop	<u>video_games</u>	Shop focused on selling video games.		
Stationery, gifts, books, newspapers				
shop	<u>anime</u>	Shop focused on selling anime stuff.		
shop	<u>books</u>	Shop focused on selling books (for a library that lends books, see <u>amenity=library</u>)		
shop	<u>gift</u>	Shop focused on selling gifts, greeting cards, or tourist gifts (souvenirs)		
shop	<u>lottery</u>	A shop of which the main or only purpose is the sale of lottery tickets.		
shop	<u>newsagent</u>	Shop focused on selling newspapers, cigarettes, other goods		
shop	<u>stationery</u>	Shop focused on selling office supplies		

shop	<u>ticket</u>	Shop focused on selling tickets for concerts, events, public transport, ...		
Others				
shop	<u>bookmaker</u>	A shop that takes bets on sporting and other events at agreed upon odds.		
shop	<u>cannabis</u>	a shop primarily and legally selling non-medical cannabis products		
shop	<u>copyshop</u>	Shop focused on selling photocopying and printing services.		
shop	<u>dry_cleaning</u>	Shop or kiosk offering a clothes dry cleaning service. The actual cleaning may be done elsewhere.		
shop	<u>e-cigarette</u>	Shop focused on selling electronic cigarettes.		
shop	<u>funeral_directors</u>	Providing services related to funeral arrangements, may also be known as a "funeral parlour" or "undertakers".		
shop	<u>laundry</u>	A shop to get your normal clothes washed. Might be self service coin operated, with service staff for drop off, ...		
shop	<u>money_lender</u>	A money lender offers small personal loans at high rates of interest.		

shop	<u>outpost</u>	Shop primarily used to pick-up items ordered online.	●	
shop	<u>party</u>	A shop for party and festival supplies, like costumes, etc.	●	
shop	<u>pawnbroker</u>	A pawnbroker (or pawnshop) is an individual or business that offers secured loans to people. See also <u>shop=second_hand</u>	●	
shop	<u>pest_control</u>	Shop selling pest control goods to exterminate rats, insects etc.	●	
shop	<u>pet</u>	A shop for pets, animals and toys or food for them.	🐾	
shop	<u>pet_grooming</u>	A shop offering grooming services for pets (most frequently dogs)	●	
shop	<u>pyrotechnics</u>	Store of pyrotechnics: fireworks, firecrackers, sparklers etc.	●	
shop	<u>religion</u>	Shop focused on selling religious articles, church shop. See also <u>religion=*</u>	●	
shop	<u>rental</u>	Shop that rents different kinds of vehicles or (sport) equipment	●	

shop	<u>storage_rental</u>	self storage		
shop	<u>tobacco</u>	Shop focused on selling tobacco, cigarettes and their related accessories. Often called a "smoke shop".		
shop	<u>toys</u>	Shop focused on selling toys.		
shop	<u>travel_agency</u>	Shop focused on selling tickets for travelling. Also known as a tour operator.		
shop	<u>vacant</u>	An unused vacant shop. Can be used for an empty or abandoned retail space that seems to be available for lease or purchase where a retail store (or similar businesses) may be opened. No store is being operated in a vacant shop, and neither goods nor services are being offered. This tag can be used after a store was closed or for a newly built shop before any business was operated in the shop.		
shop	<u>vending_machine</u>	Shop with multiple vending machines in a room, usually without employees		
shop	<u>weapons</u>	Shop focused on selling weapons like knives, guns etc.		
shop	<u>yes</u>	A shop of unspecified type – it is always better to use another value that gives info about shop type, if possible. Used also as indicator that feature such as fuel station has a shop.		
shop	<u>user defined</u>	Category:Tag descriptions for key "shop" listing also values not presented here, only widely used shop tags are added to this page. <u>All commonly used values</u> (https://taginfo.openstreetmap.org/keys/shop#values) according to Taginfo		

This table is a wiki template with a default description in English. [Editable here](#).

Telecom

These are used to map telecommunication systems.

Key	Value	Element	Description	Image
telecom	<u>exchange</u>	 	A place to connect landlines subscribers to telecommunication service equipments	
telecom	<u>connection_point</u>	 	Last point of telecom local loops allowing direct connections towards a few households and subscribers	
telecom	<u>distribution_point</u>		Equipment, often small boxes, allowing to directly connect up to 15 individuals or households to a single upstream local loop cable towards telecom exchanges	
telecom	<u>service_device</u>	 	Active equipment which deliver service to connected customers. It can be for instance a DSLAM, a telephone switch, or more recently an OLT for optical networks. It excludes amplifiers or repeaters installed along local loops or long distance lines.	
telecom	<u>data_center</u>	 	A building used to house computers and network equipment.	
telecom	<u>line</u>		A telecommunication line.	

This table is a wiki template with a default description in English. [Editable here](#).

Tourism

This is used to map places and things of specific interest to tourists. For example these may be places to see, places to stay and things and places providing support. See the page titled [**Tourism**](#) for an introduction on its usage.

Key	Value	Element	Description	Map rendering	Image
tourism	alpine_hut	 	A remote building located in the mountains intended to provide board and lodging.		
tourism	apartment	 	A furnished apartment or flat with cooking and bathroom facilities that can be rented for holiday vacations.		
tourism	aquarium	 	A facility with living aquatic animals for public viewing.		
tourism	artwork	  	A public piece of art.		
tourism	attraction	  	An object of interest for a tourist, or a purpose-built tourist attraction		
tourism	camp_pitch	 	A tent or caravan pitch location within a campsite or caravan site.		
tourism	camp_site	 	An area where people can camp overnight using tents, camper vans, or caravans.		
tourism	caravan_site	 	A place where you can stay in a caravan overnight or for longer periods.		

Key	Value	Element	Description	Map rendering	Image
tourism	chalet	<input type="checkbox"/> <input checked="" type="checkbox"/>	A holiday cottage with self-contained cooking and bathroom facilities.		
tourism	gallery	<input type="checkbox"/> <input checked="" type="checkbox"/>	An area or building that displays a variety of visual art exhibitions.		
tourism	guest_house	<input type="checkbox"/> <input checked="" type="checkbox"/>	Accommodation smaller than a hotel and typically owner-operated, such as bed&breakfasts etc.		
tourism	hostel	<input type="checkbox"/> <input checked="" type="checkbox"/>	Cheap accommodation with shared bedrooms.		
tourism	hotel	<input type="checkbox"/> <input checked="" type="checkbox"/>	Hotel – an establishment that provides paid lodging.		
tourism	information	<input type="checkbox"/> <input checked="" type="checkbox"/>	Information for tourists and visitors, including information offices		
tourism	motel	<input type="checkbox"/> <input checked="" type="checkbox"/>	Short term accommodation, particularly for people travelling by car.		
tourism	museum	<input type="checkbox"/> <input checked="" type="checkbox"/>	A museum: an institution with exhibitions on scientific, historical, cultural topics		

Key	Value	Element	Description	Map rendering	Image
<u>tourism</u>	<u>picnic_site</u>	<input type="radio"/> <input checked="" type="radio"/>	A locality that is suitable for outdoors eating, with facilities to aid a picnic such as tables and benches.		
<u>tourism</u>	<u>theme_park</u>	<input type="radio"/> <input checked="" type="radio"/>	An amusement park where entertainment is provided by rides, games, concessions.		
<u>tourism</u>	<u>viewpoint</u>	<input type="radio"/> <input checked="" type="radio"/>	A place worth visiting, often high, with a good view of surrounding countryside or notable buildings.		
<u>tourism</u>	<u>wilderness_hut</u>	<input type="radio"/> <input checked="" type="radio"/>	A remote building, typically unserviced, providing temporary shelter and sleeping accommodation.		
<u>tourism</u>	<u>zoo</u>	<input type="radio"/> <input checked="" type="radio"/>	A zoological garden, where animals are confined for viewing by the public.		
<u>tourism</u>	<u>yes</u>	<input type="radio"/> <input checked="" type="radio"/>	A general tourist attraction.		

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Water

This is used to describe type of water body and is only used together with natural=water.

Key	Value	Element	Description	Map rendering	Image
<u>water</u>	<u>river</u>		The water covered area of a river.		
<u>water</u>	<u>oxbow</u>		U-shaped body of water formed when a wide meander from the main stem of a river is cut off to create a lake.		
<u>water</u>	<u>canal</u>		The area covered by the water of a canal		
<u>water</u>	<u>ditch</u>		The water covered area of a waterway=ditch - a simple artificial waterway serving as a barrier or for draining surrounding land.		
<u>water</u>	<u>lock</u>		Water area of the lock chamber.		
<u>water</u>	<u>fish_pass</u>		Area of a fish pass for the fish to pass waterway dams or weirs. Should contain tag:waterway=fish_pass way inside.		
<u>water</u>	<u>lake</u>		A natural or semi-natural body of relatively still fresh or salt water which is surrounded by land.		
<u>water</u>	<u>reservoir</u>		An artificial lake which may be used to store water. Usually formed by a dam over a natural water course.		

Key	Value	Element	Description	Map rendering	Image
water	pond		A small body of standing water, man-made in most cases		
water	basin		An area of land artificially graded to hold water. Includes also structures typically without water.		
water	lagoon		A body of shallow sea water or brackish water separated from the sea by a barrier.		
water	stream_pool		A stream pool: a small but relatively deep collection of fresh water, occurring along a narrow stream.		
water	reflecting_pool		A shallow pool of water, undisturbed by fountain jets, for a calm reflective surface, often found in gardens, squares or at memorial sites		
water	moat		A deep, wide defensive ditch, normally filled with water, dug to surround a fortified habitation.		
water	wastewater		A clarifier or settling basin of a wastewater treatment plant.		

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Waterway

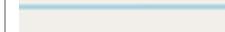
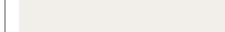
This is used to described different types of waterways. When mapping the way of a river, stream, drain, canal, etc. these need to be aligned in the direction of the water flow. See the page titled [Waterways](#) for an introduction on its usage.

Natural watercourses

Key	Value	Element	Description	Map rendering	Image
<code>waterway</code>	<code>river</code>	 	The linear flow of a river, in flow direction.		
<code>waterway</code>	<code>riverbank</code>		Using this tag is discouraged, use tag:natural=water + tag:water=river instead.		
<code>waterway</code>	<code>stream</code>	 	A naturally-forming waterway that is too narrow to be classed as a river.		
<code>waterway</code>	<code>tidal_channel</code>		A natural intertidal waterway in mangroves, salt marshes, and tidal flats with water flow in the direction of the tide.		

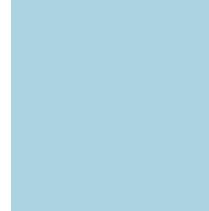
This table is a wiki template with a default description in English. [Editable here](#).

Man-made waterways

Key	Value	Element	Description	Map rendering	Image
<code>waterway</code>	<code>canal</code>	 	An artificial open flow waterway used to carry useful water for transportation, waterpower, or irrigation.		
<code>waterway</code>	<code>drain</code>	 	An artificial free flow waterway used for carrying superfluous water, usually lined with concrete.		
<code>waterway</code>	<code>ditch</code>	 	A small artificial drainage waterway, usually unlined.	 	
<code>waterway</code>	<code>pressurised</code>		An artificial waterway where water flows in a closed space without air		
<code>waterway</code>	<code>fairway</code>		A navigable route in a lake or sea, often marked by buoys or beacons.		

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Facilities

Key	Value	Element	Description	Map rendering	Image
<u>waterway</u>	<u>dock</u>		An enclosed area for ships or boats within which the height of the water can be managed, or a dry dock.		
<u>waterway</u>	<u>boatyard</u>		A place for constructing, repairing and storing vessels out of the water.		

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Barriers on waterways

Key	Value	Element	Description	Map rendering	Image
<u>waterway</u>	<u>dam</u>		A barrier built across a river or stream to block and regulate the flow of the river.		
<u>waterway</u>	<u>weir</u>		A barrier built across a river to control water speed and depth. Designed to let water flow over the top all the time or at least in specific conditions.		
<u>waterway</u>	<u>waterfall</u>		A place where water flows over a vertical drop or a series of drops in the course of a stream or river.		
<u>waterway</u>	<u>lock_gate</u>		A gate of a lock		

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Other features on waterways

Key	Value	Element	Description	Map rendering	Image
<code>waterway</code>	<code>soakhole</code>	<input type="radio"/>	The point at which a river or stream percolates into or through the soil		
<code>waterway</code>	<code>turning_point</code>	<input type="radio"/>	A place to turn the driving direction for vessels, where the boats are longer than the river/canal is wide.		
<code>waterway</code>	<code>water_point</code>	<input type="radio"/>	A place to fill fresh water holding tanks of a boat.		
<code>waterway</code>	<code>fuel</code>	<input type="radio"/> <input checked="" type="checkbox"/>	A place to get fuel for boats		

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Additional properties

Addresses

This is used to provide postal information for a building or facility. See the pages titled [Addresses](#) and [addr:*](#) for an introduction on its usage.

Key	Value	Element	Comment	Rendering	Photo
Tags for individual houses					
<u>addr:housenumber</u>	user defined	 	The house number (may contain letters, dashes or other characters). Addresses describes ways to tag a single building with multiple addresses. Please do not only tag <code>addr:housenumber=*</code> , but also add at least <code>addr:street=*</code> or <code>addr:place=*</code> for places without streets (or map the belonging to a street with a relation using associatedStreet relation or street relation .)		
<u>addr:housename</u>	user defined	 	The name of a house. This is sometimes used in some countries like England, Spain, Portugal, Latvia instead of (or in addition to) a house number.		
<u>addr:flats</u>	user defined		The unit numbers (a range or a list) of the flats or apartments located behind a single entrance door.		
<u>addr:conscriptionnumber</u>	user defined	 	This special kind of housenumber relates to a settlement instead of a street. Conscription numbers were introduced in the Austro-Hungarian Empire and are still in use in some parts of Europe, sometimes together with street-related housenumbers which are also called <i>orientation numbers</i> .		
<u>addr:street</u>	user defined	 	The name of the respective street. If the street name is very long or nonexistent, the ref of the respective street. A way with <code>highway=*</code> or a square with <code>place=square</code> and the corresponding name should be found nearby. The belonging to a street can alternatively be represented by a <code>associatedStreet relation</code> or <code>street relation</code> . The keys <code>addr:housenumber=*</code> and <code>addr:street=*</code> in principle are the only necessary ones if there are valid border polygons. If you are not sure if it is so, just add <code>addr:city=*</code> , <code>addr:postcode=*</code> and <code>addr:country=*</code> .		

<u>addr:place</u>	user defined		This is part of an address which refers to the name of some territorial zone (usually a <code>place=*</code> like island, square or very small village) instead of a street (<code>highway=*</code>). Should not be used together with <code>addr:street=*</code> .		
<u>addr:postcode</u>	user defined		The postal code of the building/area. Some mappers prefer to rely on <code>boundary=postal_code</code>		
<u>addr:city</u>	user defined		The name of the city as given in postal addresses of the building/area. (In some places the city in the address corresponds to the post office that serves the area rather than the actual city, if any, in which the building is located.) Some mappers assume it can be derived from a <code>boundary=administrative</code> relation.		
<u>addr:country</u>	user defined		The ISO 3166-1 alpha-2 (https://en.wikipedia.org/wiki/en:ISO_3166-1_alpha-2) two letter country code in <i>upper case</i> . Example: "DE" for Germany, "CH" for Switzerland, "AT" for Austria, "FR" for France, "IT" for Italy. <i>Caveat: The ISO 3166-1 code for Great Britain is "GB" and not "UK". More or less favoured in different national communities.</i>		
<u>addr:postbox</u>	user defined		Use this for addressing postal service Post Office Box (https://en.wikipedia.org/wiki/Post_office_box) (PO Box, BP - Boîte Postale, CP - Case Postale, Пощански преградак, Пощански фах, Пощански претинац) as alternative to addressing using street names. Example: "PO Box 34"		
<u>addr:full</u>	user defined		Use this for a full-text, often multi-line, address if you find the structured address fields unsuitable for denoting the address of this particular location. Examples: "Fifth house on the left after the village oak, Smalltown, Smallcountry", or addresses using special delivery names or codes (possibly via an unrelated city name and post code), or PO Boxes. <i>Beware that these strings can hardly be parsed by software: "1200 West Sunset Boulevard Suite 110A" is still better represented as <code>addr:housenumber=1200 + addr:street=West Sunset Boulevard + addr:unit=110A</code>.</i>		

For countries using hamlet, subdistrict, district, province, state, county

<u>addr:hamlet</u>	user defined		The <u>hamlet</u> of the object. In France, some addresses use hamlets instead of street names, use the generic <code>addr:place=*</code> instead.		
<u>addr:suburb</u>	user defined		If an address exists several times in a city. You have to add the name of the settlement. See Australian definition of <u>suburb</u> (https://en.wikipedia.org/wiki/en:suburb).		
<u>addr:subdistrict</u>	user defined		The <u>subdistrict</u> (https://en.wikipedia.org/wiki/en:subdistrict) of the object.		
<u>addr:district</u>	user defined		The <u>district</u> (https://en.wikipedia.org/wiki/en:district) of the object.		
<u>addr:province</u>	user defined		The <u>province</u> (https://en.wikipedia.org/wiki/en:province) of the object. For Canada, uppercase two-letter postal abbreviations (BC , AB , ON , QC , etc.) are used. In Russia a synonym {{key:addr:region}} is widely used		

addr:state	user defined		The state (https://en.wikipedia.org/wiki/en:Constituent_state) of the object. For the US, uppercase two-letter postal abbreviations (AK , CA , HI , NY , TX , WY , etc.) are used.		
addr:county	user defined		The county (https://en.wikipedia.org/wiki/en:county) of the object.		

Tags for interpolation ways

addr:interpolation	all/even/odd/ alphabetic		How to interpolate the house numbers belonging to the way along the respective street. See detailed description .		
addr:interpolation	Number <i>n</i>		Every <i>n</i> th house between the end nodes is represented by the interpolation way.		
addr:inclusion	actual/estimate/potential		Optional tag to indicate the accuracy level of survey used to create the address interpolation way. See detailed description .		

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Annotations

Providing further information about tag values for other mappers and in some cases also for users. See the page titled [Annotations](#) for an introduction on its usage.

Key	Value	Element	Description	Image	Count
comment					62 072 170 136 3 616
contact:email			An email address associated with the object.		355 185 113 061 5 030
contact:fax			A fax number associated with the object.		52 961 36 451 1 432
contact:phone			A telephone number associated with the object. Use +CC XXX XXX XXX format, where CC is a country code.		785 439 188 857 9 017
contact:sms					615 280 3
contact:website			Specifies the link to the official website for a feature.		653 478 167 307 12 712
delivery:*					0 0 0
description			To provide additional information about the related element to the end map user.		1612 193 1277 588 166 509

Key	Value	Element	Description	Image	Count
<u>drive_through:*</u>					0 0 0
<u>email</u>			An email address associated with the object		597 382 259 809 13 373
<u>fax</u>			A fax number associated with the object.		100 324 86 834 3 682
<u>fixme</u>			Description of a (possible) error in the map.		770 729 976 713 40 823
<u>image</u>			Reference to an image of the object.		228 018 164 775 7 702
<u>note</u>			A note to yourself or to other mappers.		1 603 585 2 627 197 169 782
<u>phone</u>			A telephone number associated with the object. Use +CC XXX XXX XXX format, where CC is a country code.		2 354 315 1 012 362 34 648
<u>source</u>			For indicating the source of all tags added to the OSM database.		56 691 543 245 083 037 1 587 112

Key	Value	Element	Description	Image	Count
<u>source</u>	<u>extrapolation</u>				13 627
					31 863
					226
<u>source</u>	<u>historical</u>				882
					10 302
					110
<u>source</u>	<u>image</u>				5 393
					25 160
					79
<u>source</u>	<u>knowledge</u>				24 502
					29 322
					336
<u>source</u>	<u>survey</u>		For a survey to a specific object.		1 144 325
					1531 241
					8 703
<u>source</u>	<u>voice</u>				1 555
					1 897
					3
<u>source:geometry</u>			Indicates the source of the geometry of an object.		21 035
					6 875 279
					17 713
<u>source:name</u>			For indicating the source of a name information.		340 072
					1 220 827
					18 065
<u>source:ref</u>					67 173
					292 875
					27 542
<u>source_ref</u>			Used to link external sources of information: photos, video links		438 429
					206 7812
					26 758
<u>takeaway:</u> *					0
					0
					0

Key	Value	Element	Description	Image	Count
wikipedia			Provides a link to Wikipedia's article about the feature.	 WIKIPEDIA The Free Encyclopedia	876 463 867 577 468 464

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Name

The `name=*` tag is the primary tag used for mapping the name of an element. See the page titled [Names](#) for an introduction on its usage.

Key	Value	Element	Comment
<u>name</u>	User defined		<p>The common default name. Notes:</p> <ul style="list-style-type: none"> For disputed areas, please use the name as displayed on, e.g., street signs for the name tag Put all alternatives into either localized name tags (e.g., <code>name:tr/name:el</code>) or the variants (e.g., <code>loc_name/old_name/alt_name</code>) Do not abbreviate words: abbreviations <p>For details refer to Names#Good_practice.</p>
<code>name:<xx></code>	User defined		Name in different language ; e.g., <code>name:fr=Londres</code> . Note that all key variants below can use a language suffix. See: Multilingual names .
<code>name:left[:<xx>], name:right[:<xx>]</code>	User defined		Used when a way has different names for different sides (e.g., a street that's forming the boundary between two municipalities).
<code>int_name[:<xx>]</code>	User defined		International name. Consider using language specific names instead; e.g., <code>name:en=...</code> . International does not (necessarily) mean English. It is used to give the name transliterated to Latin script in Belarus, Bulgaria, Greece, Kazakhstan and North Macedonia
<code>loc_name[:<xx>]</code>	User defined		Local name.
<code>nat_name[:<xx>]</code>	User defined		National name.
<code>official_name[:<xx>]</code>	User defined		Official name. Useful where there is some elaborate official name, while a different one is a common name typically used. Example: <code>official_name=Principat d'Andorra</code> (where "name" is <code>name=Andorra</code>).
<code>old_name[:<xx>]</code>	User defined		Historical/old name, still in some use.
<code>ref_name[:<xx>]</code>	User defined		Unique, human-readable name of this object in an external data management system.
<code>reg_name[:<xx>]</code>	User defined		Regional name.
<code>short_name[:<xx>]</code>	User defined		Should be a recognizable commonly-used short version of the name, not an altogether different name (use <code>alt_name</code> for that), useful for searching (recognized by Nominatim).
<code>full_name[:<xx>]</code>	User defined		
<code>sorting_name[:<xx>]</code>	User defined		<p>Name, used for correct sorting of names — This is only needed when sorting names cannot be based only on their orthography (using the Unicode Collation Algorithm with collation tables tailored by language and script, or when sorted lists of names are including names written in multiple languages and/or scripts) but requires ignoring some parts such as:</p> <ul style="list-style-type: none"> ignoring leading articles, or lowering the relative importance of first names cited before a last name, ignoring the generic part of a street name when it occurs before the specific name (e.g., in French with "rue", "boulevard", "place", etc.), all of them being ignored at the primary sort level and not easily inferable by a preprocessing algorithm.
<code>alt_name[:<xx>]</code>	User defined		Alternative name by which the feature is known. If there is a name that does not fit in any of the above keys, <code>alt_name</code> can be used; e.g., <code>name=Field Fare Road</code> and <code>alt_name=Fieldfare Road</code> , or <code>name=University Centre</code> and <code>alt_name=Grad Pad</code> . In rare cases, the key is used for multiple semicolon-separated names; e.g. <code>alt_name=name1;name2;name3</code> , but this usage is not preferred.
<code>nickname[:<xx>]</code>	User defined		Nickname (e.g. "Warschauer Allee" for BAB 2 in Germany 3140168 (https://osm.org/relation/3140168)).

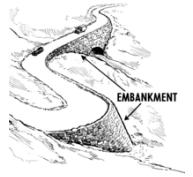
<code>proposed:name[:<xx>]</code>	User defined		Proposed / future name for an element.
<code>name_1,</code> <code>name_2, ...</code>			Do not use this tag, suffixed name tagging for multiple values is <u>deprecated</u> .
<code>bridge:name[:<xx>]</code>	User defined		Used to specify the name of a bridge where key:name is already used for the road on the bridge.
<code>tunnel:name[:<xx>]</code>	User defined		Used to specify the name of a tunnel where key:name is already used for the road through the tunnel.

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Properties

Properties are those keys and tags which, in contrast to top-level tags, are used to give additional information of a general nature about another element.

Key	Value	Element	Comment	Photo
<u>area</u>	yes		Means a feature that is normally linear is an area. You should not add this to features that are already defined as an area type.	
<u>brand</u>	user defined		Brand of the feature.	
<u>bridge</u>	yes / aqueduct / viaduct / cantilever / movable / covered / ...		A bridge, use together with the tag <u>layer=*</u> . Value yes is generic, or you can specialize.	
<u>capacity</u>	amount		Used for specifying capacity of a facility.	
<u>charge</u>	amount		Used for specifying how much is charged for use/access to a facility. See <u>toll=*</u> or <u>fee=*</u> .	
<u>clothes</u>	see key's page		Tagged on shops and other features to denote if they sell clothes or not and what type of clothes they sell.	
<u>covered</u>	yes		Used to denote that a node, way or area is covered by another entity (or in some cases the ground), when the use of layers is inappropriate, or additional clarification is needed.	
<u>crossing</u>	no / traffic_signals / uncontrolled / island / unmarked		Further refinement for nodes already tagged with <u>highway=crossing</u> or <u>railway=crossing</u>	
<u>crossing:island</u>	yes / no		Specifies whether a pedestrian crossing has a refuge island	

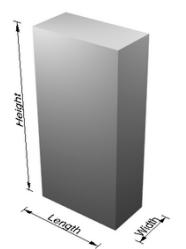
<u>cutting</u>	yes / left / right		A cut in the land to carry a road or tram. Mostly in hilly landscape. See Cutting (https://en.wikipedia.org/wiki/en:Cutting_(transportation)) on Wikipedia	
<u>disused</u>	yes		For features that are useful for navigation, yet are unused. See abandoned=* if infrastructure is removed.	
<u>drinking_water</u>	yes / no		Describes whether a drinking water is available	
<u>drive_through</u>	yes / no		Used to indicate if a pharmacy, bank, atm, or fast_food, or post_box offers drive_thru service. drive_through=* is different than drive_in=*	
<u>drive_in</u>	yes / no		Used to indicate if a cinema is a drive-in cinema or a restaurant offers drive-in service. drive_in=* is different than drive_through=*	
<u>electrified</u>	contact_line / rail		Indicates infrastructure to supply vehicles with electricity on rail tracks	
<u>ele</u>	Number		Elevation (also known as altitude or height) above mean sea level in metre, based on geoid model EGM 96 which is used by WGS 84 (GPS) . (see also Altitude)	
<u>embankment</u>	yes		A raised bank to carry a road, railway, or canal across a low-lying or wet area. See Embankment (https://en.wikipedia.org/wiki/en:Embankment_(transportation)) on Wikipedia	

<u>end_date</u>	Date		Date feature was removed	
<u>energy_class [en]</u>	<i>code</i>		An energy class of the feature	
<u>est_width</u>	Number		A rough guess of the width of way in metres	
<u>fee</u>	yes / no		Used for specifying whether fee is charged for use/access to a facility. See also <u>toll=*</u> .	
<u>fire_object:type</u>	poo / szo		Potentially dangerous and socially significant objects	
<u>fire_operator</u>	Name		Fire station, which serves the object	
<u>fire_rank</u>	1bis / 2 to 5		Rank fire, defined for a particular object	
<u>frequency</u>	Number		Frequency in Hz	

<u>gutter [en]</u>	yes/no	<input checked="" type="checkbox"/> <input type="checkbox"/>	Presence of the gutter	
<u>hazard</u>	see <u>hazard</u>	<input type="radio"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Indicates of the hazards.	
<u>hot_water</u>	yes / no	<input type="radio"/> <input checked="" type="checkbox"/>	Describes whether a hot water is available	
<u>inscription</u>	User Defined	<input type="radio"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	The full text of inscriptions, which can be found on buildings, memorials and other objects.	
<u>internet_access</u>	yes / wired / wlan / terminal / no	<input type="radio"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	This tag is for indication that a map entity such as a building, a shop, restaurant, etc. offers internet access to the public, either as a paid service or even for free.	
<u>layer</u>	-5 to 5	<input checked="" type="checkbox"/>	0: ground (default); -1..-5:under ground layer; 1..5 (not +1):above ground layer This is intended to indicate actual physical separation, shouldn't be used just to influence rendering order.	
<u>leaf_cycle</u>	evergreen / deciduous / semi-evergreen / semi_deciduous / mixed	<input type="radio"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Describes the phenology of leaves	
<u>leaf_type</u>	broadleaved / needleleaved / mixed / leafless	<input type="radio"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Describes the type of leaves	
<u>location</u>	underground / overground / underwater / roof / indoor	<input type="radio"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Location	

<u>narrow</u>	yes		Relative indication that a way (waterway, highway, cycleway) gets narrower.	
<u>nudism</u>	yes / obligatory / designated / no / customary / permissive		Indicates if the described object provides the possibility of nudism	
<u>opening_hours</u>	24/7 or mo md hh:mm-hh:mm. (read described syntax)		opening_hours describes when something is open.	
<u>opening_hours:drive_through</u>	24/7 or mo md hh:mm-hh:mm. (read described syntax)		opening_hours describes when something is open for drive-through services.	
<u>operator</u>	User Defined		The operator tag can be used to name a company or corporation who's responsible for a certain object or who operates it.	
<u>power_supply</u>	yes / no		Describes whether a power supply is available	
<u>produce</u>	User Defined		Describes a feature's agricultural output produced though a natural process of growing or breeding.	
<u>rental</u>	see key's page		Tagged on shops and other features to denote if they rent something or not and what they rent.	

<u>sauna</u>	yes / no		Describes whether a sauna is available	
<u>service_times</u>	see opening_hours		Times of service of a given feature e.g. church service	
<u>shower</u>	yes / no		Describes whether a shower is available	
<u>sport</u>	soccer / tennis / basketball / baseball / multi / ...	  	Describes which sports are placed on a facility such as a pitch or stadium.	
<u>start_date</u>	Date	  	Date feature was created	
<u>tactile_paving</u>	yes /no	  	Indicate if a specific place can be detected or followed with a blindman's stick.	
<u>tidal</u>	yes		Area is flooded by the tide	

<u>toilets</u>	yes / no	<input type="radio"/> <input checked="" type="radio"/>	Describes whether a toilets is available	
<u>topless</u>	yes / no	<input type="radio"/> <input checked="" type="radio"/>	Indicates if the described object provides the possibility of female topless practice	
<u>tunnel</u>	yes	<input checked="" type="radio"/>	A tunnel, use together with a tag <code>layer=*</code> .	
<u>toilets:wheelchair</u>	yes / no	<input type="radio"/> <input checked="" type="radio"/>	States if a location has a wheelchair accessible toilet or not.	
<u>wheelchair</u>	yes / no / limited	<input type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>	Indicates if a place is accessible using a wheelchair.	
<u>width</u>	Number	<input checked="" type="radio"/>	Width of way in metres	

<u>wood</u>	coniferous / deciduous / mixed	<input type="radio"/> <input checked="" type="radio"/>	Applies to <u>landuse=forest</u> and <u>natural=wood</u> detailing the sort of trees found within each landuse. Makes most sense when applied to areas. Be careful : this tag is now deprecated , please use instead <u>leaf_cycle=*</u>	
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References

This is used to add reference information for an element.

Key	Value	Element	Description	Image
<u>iata</u>			Indicates the IATA airport code	
<u>icao</u>			Indicates the ICAO airport code	
<u>int_ref</u>			International reference number or code on roads, highway exits, routes, etc.	
<u>lcn_ref</u>			The node number of a numbered junction in a local cycling node network	
<u>loc_ref</u>			Local reference number or code.	
<u>local_ref</u>			Letters and/or numbers identifying a public transport stop within a larger stop group	
<u>nat_ref</u>			National reference ("Nationally referenced as...").	

Key	Value	Element	Description	Image
<u>ncn_ref</u>	<input type="checkbox"/> <input checked="" type="checkbox"/>	The reference for a national cycle route.		
<u>old_ref</u>	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Historical reference.		
<u>rcn_ref</u>	<input type="checkbox"/>	The number of the regional cycle network.		
<u>ref</u>	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Used for reference numbers or codes. Common for roads, highway exits, routes, entrances to big buildings etc.		
<u>reg_ref</u>	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Regional reference		
<u>route_ref</u>	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Route reference (number/code) cognizable on public transport stop signs		
<u>source_ref</u>	<input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Used to link external sources of information: photos, video links		

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Restrictions

This is used to define restrictions that apply to the associated element. See the page titled [**Restrictions**](#) for an introduction on its usage.

Key	Value	Element	Comment	Image
Vehicle types				
<u>access</u>	<u>agricultural</u> <u>delivery</u> <u>designated</u> <u>destination</u> <u>forestry</u> <u>no</u> <u>official</u> <u>permissive</u> <u>private</u> <u>yes</u>		<p>General access permission.</p> <ul style="list-style-type: none"> <i>agricultural</i> – Only for agricultural traffic <i>delivery</i> – Only when delivering to the element. <i>designated</i> – A preferred or designated route for a specific vehicle type or types. Not compulsory but often marked by a traffic sign <i>destination</i> – Used for ways in designated local traffic areas, where traffic should only enter if its destination is within the area <i>forestry</i> – Only for forestry traffic <i>no</i> – No access for the general public. Consider using another tag indicating who can use the element <i>official</i> – The way is dedicated to a specific mode of travel by law. Usually marked by traffic signs and exclusive. In Germany use is also compulsory. clarification needed <i>permissive</i> – Open to general traffic until such time as the owner revokes the permission which they are legally allowed to do at any time in the future. <i>private</i> – Only with permission of the owner on an individual basis <i>yes</i> – The public has an official, legal right of access, i.e. it's a right of way (default value) 	
<u>agricultural</u>	yes / no		Access permission for agricultural vehicles, e.g. tractors.	
<u>atv</u>	For values see <u>access</u> above		Access restricted to wheeled vehicles 1.27m (50 inches) or less in width, for example <u>ATV</u> (https://en.wikipedia.org/wiki/en:All-terrain_vehicle)	
<u>bdouble</u>	For values see <u>access</u> above		Access permission for <u>Road Train B-double</u> (https://en.wikipedia.org/wiki/en:Road_train#B-double). A B-double (B-Train) consists of a prime mover towing a specialised trailer (known as a "lead" or "A"-trailer) that has a fifth-wheel mounted on the rear towing another semi-trailer, resulting in two articulation points.	
<u>bicycle</u>	For values see <u>access</u> above + dismount		Access permission for bicycles. Usage of <u>bicycle=dismount</u> and <u>bicycle=no</u> will vary in different countries. If according to local traffic rules a bicycle is no longer seen as a bicycle when there's no one driving it, then there's no need for using <u>bicycle=dismount</u> . If the local legislation still sees an undriven bicycle as a bicycle then you may need to use both <u>bicycle=dismount</u> and <u>bicycle=no</u> .	
<u>boat</u>	For values see <u>access</u> above		Access permission for small boats and pleasure crafts, including yachts	
<u>bus</u>	For values see <u>access</u> above		Access permission for buses acting as public transport vehicles	
<u>carriage</u>	For values see <u>access</u> above		Access permission for carriage drawn by horse(s) or other animals	
<u>cycle_rickshaw</u>	For values see <u>access</u> above		Access permission for two-tracked human powered pedal vehicles	
<u>electric_bicycle</u>	For values see <u>access</u> above		Access permission for electric bicycles (mostly defined as having a maximum speed of 25 km/h)	

<u>emergency</u>	yes		Access permission for emergency motor vehicles; e.g., ambulance, fire truck, police car	
<u>foot</u>	For values see access above		Access permission for pedestrians.	
<u>forestry</u>	yes / no		Access permission for forestry vehicles, e.g. tractors.	
<u>golf_cart</u>	For values see access above		Access permission for golf carts and similar small, low-speed electric vehicles	
<u>goods</u>	For values see access above		Access permission for W light commercial vehicles (LCV) (https://en.wikipedia.org/wiki/en:Light_commercial_vehicle) or goods vehicles of category N1 with a maximum allowed mass of up to 3.5 tonnes. In the USA, combined weight 26,000 lbs or less.	
<u>hand_cart</u>	For values see access above		Access permission for human-pulled/pushed hand carts	
<u>hazmat</u>	For values see access above		Access permission for vehicles carrying hazardous materials.	
<u>hgv</u>	For values see access above		Access permission for W Heavy Goods Vehicles (HGV) (https://en.wikipedia.org/wiki/en:Heavy_Goods_Vehicle) (UK), e.g. for goods vehicles of category N2 and N3 (trucks, lorries) with a maximum allowed mass over 3.5 tonnes. In the USA, combined weight 26,001 lbs or greater.	
<u>horse</u>	For values see access above		Access permission for horse riders.	
<u>hov</u>	For values see access above		Access permission for high-occupancy vehicles	
<u>inline_skates</u>	yes / no		Access permission for W Inline Skates (https://en.wikipedia.org/wiki/en:Inline_skates)	
<u>lhv</u>	For values see access above		Access permission for W Longer Heavier Vehicle (LHV) (https://en.wikipedia.org/wiki/en:Longer_Heavier_Vehicle), e.g. for vehicles with 6 axles and can carry up to 44 metric tons	
<u>mofa</u>	For values see access above		Access permission for W mofas (https://en.wikipedia.org/wiki/en:Moped#Mofa)	
<u>moped</u>	For values see access above		Access permission for W mopeds (https://en.wikipedia.org/wiki/en:Moped)	
<u>motorboat</u>	For values see access above		Access permission boats and yachts using motor	

<u>motorcar</u>	For values see <i>access</i> above		Access permission for (motor) cars	
<u>motorcycle</u>	For values see <i>access</i> above		Access permission for motorcycles	
<u>motor_vehicle</u>	For values see <i>access</i> above		Access permission for any motorized vehicle	
<u>psv</u>	For values see <i>access</i> above		Access permission for Public Service Vehicles (UK), e.g. buses and coaches	
<u>roadtrain</u>	For values see <i>access</i> above		Access permission for W Road train (https://en.wikipedia.org/wiki/en:Road_train), A road train consists of a relatively conventional tractor unit, but instead of pulling one trailer or semi-trailer, the road train pulls two or more of them.	
<u>ski</u>	For values see <i>access</i> above		Access permission for W skiers (https://en.wikipedia.org/wiki/en:Skiing)	
<u>speed_pedelec</u>	For values see <i>access</i> above		Access permission for electric bicycles (mostly defined as having a maximum speed of 45 km/h)	
<u>tank</u>	For values see <i>access</i> above		Access permission for (military) tanks	
<u>taxi</u>	For values see <i>access</i> above		Access permission for taxis	
<u>trailer</u>	For values see <i>access</i> above		Access permission for vehicles with trailers	
<u>tourist_bus</u>	For values see <i>access</i> above		Access permission for buses that are not acting as public transport vehicles	
<u>vehicle</u>	For values see <i>access</i> above		Access permission for all vehicles	
<u>4wd_only</u>	yes		A road signed as only suitable for 4WD (offroad) vehicles	
Other				
<u>alcohol</u>	yes / no		Whether alcohol is allowed, or what type of alcohol may be served, at a location.	
<u>dog</u>	yes / no		Describes if dogs are allowed.	

<u>drinking_water:legal</u>	yes / no		Indication whether a feature is officially considered as a drinking water.	
<u>female</u>	yes		Female-only or gender segregated (with <u>male=yes</u>) feature	
<u>gender_segregated</u>	yes/no		Used for indicating whether a feature has separated male and female facilities.	
<u>male</u>	yes		Male-only or gender segregated (with <u>female=yes</u>) feature	
<u>max_age</u>	age		The legal maximum age	
<u>maxaxleload</u>	<u>Weight</u>		The legal maximum axleload – units other than tonnes should be explicit	
<u>maxheight</u>	<u>Height</u>		Height limit – units other than metres should be explicit	
<u>maxlength</u>	<u>Length</u>		Length limit – units other than metres should be explicit	
<u>maxspeed</u>	<u>Speed</u>		Maximum speed – units other than km/h should be explicit	
<u>maxstay</u>	<u>Duration</u>		Maximum stay – units other than minutes should be explicit	
<u>maxweight</u>	<u>Weight</u>		Weight limit – units other than tonnes should be explicit	
<u>maxwidth</u>	<u>Width</u>		Width limit – units other than metres should be explicit	
<u>min_age</u>	age		The legal minimum age	
<u>minspeed</u>	<u>Speed</u>		Minimum speed – units other than km/h should be explicit	
<u>noexit</u>	yes		A dead end road/cul de sac with only one access road	
<u>oneway</u>	yes / no / -1		oneway=yes for traffic direction same as the sequence of nodes of the way. oneway=no for bidirectional traffic. oneway=-1 for traffic direction opposite to the sequence of nodes of the way (if the way cannot be reversed). Some road types are assumed to be one-way (e.g. <u>highway=motorway</u>), others are assumed to be two-way (most others).	

<u>openfire</u>	yes / no		This property specifies whether open fires are allowed at a feature.	
<u>Relation:restriction</u>			Used for a set of tags and members to represent a turn restriction.	
<u>smoking</u>	yes / no		For marking applicable smoking rules. However, if a law mandates a given smoking rule, that need not be mapped.	
<u>toll</u>	yes		Toll or fee must be paid to access way. See also <u>barrier=toll_booth</u>	
<u>traffic_sign</u>	<u>city_limit</u>		Start/end sign of city limits, in most countries implies a specific "city maxspeed".	
<u>unisex</u>	yes		Unisex feature	

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1. Some mappers add them to OpenStreetMap with railway=razed, but this is controversial.

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