#	attribute=value pair	#		#	
0	building=yes	30	barrier=fence	60	natural=coastline
1	highway=residential	31	amenity=parking	61	building=detached
2	building=house	32	landuse=grass	62	$amenity = place_of_worship$
3	highway=service	33	surface=paved	63	barrier=hedge
4	highway=track	34	bicycle=yes	64	highway=living_street
5	waterway=stream	35	highway=crossing	65	amenity=school
6	highway=unclassified	36	building=apartments	66	building=shed
7	power=tower	37	highway=primary	67	area=yes
8	oneway=yes	38	landuse=meadow	68	highway=trunk
9	natural=tree	39	highway=bus_stop	69	building=roof
10	natural=water	40	barrier=wall	70	bicycle=no
11	highway=footway	41	railway=rail	71	service=alley
12	building=residential	42	natural=scrub	72	highway=motorway
13	surface=asphalt	43	highway=turning_circle	73	highway=street_lamp
14	highway=path	44	natural=wetland	74	amenity=bench
15	highway=tertiary	45	boundary=administrative	75	highway=steps
16	access=private	46	intermittent=yes	76	religion=christian
17	natural=wood	47	place=locality	77	tunnel=yes
18	landuse=residential	48	building=hut	78	$public_transport = platform$
19	power=pole	49	waterway=ditch	79	amenity=restaurant
20	landuse=forest	50	barrier=gate	80	$leisure=swimming_pool$
21	landuse=farmland	51	surface = ground	81	foot=designated
22	surface=unpaved	52	leisure=pitch	82	leisure=park
23	highway=secondary	53	place=village	83	waterway=drain
24	bridge=yes	54	place=hamlet	84	landuse=farmyard
25	service=driveway	55	building=industrial	85	admin_level=8
26	foot=yes	56	surface = gravel	86	highway=motorway_link
27	building=garage	57	waterway=river	87	railway=level_crossing
28	service=parking_aisle	58	${\bf highway =} traffic_signals$	88	tunnel = culvert
29	oneway=no	59	highway=cycleway		