### Roads and Trails

<table>
<thead>
<tr>
<th>Term</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>motorway</strong></td>
<td>A restricted access major divided highway, normally with 2 or more running lanes plus emergency hard shoulder. Equivalent to the Freeway, Autobahn, etc.</td>
</tr>
<tr>
<td><strong>trunk</strong></td>
<td>The most important roads in a country's system that aren't motorways. (Need not necessarily be a divided highway.)</td>
</tr>
<tr>
<td><strong>primary</strong></td>
<td>The next most important roads in a country's system. (Often link larger towns.)</td>
</tr>
<tr>
<td><strong>secondary</strong></td>
<td>The next most important roads in a country's system. (Often link smaller towns and villages.)</td>
</tr>
<tr>
<td><strong>tertiary</strong></td>
<td>The next most important roads in a country's system.</td>
</tr>
<tr>
<td><strong>unclassified</strong></td>
<td>The least most 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. (The word 'unclassified' is a historical artefact of the UK road system and does not mean that the classification is unknown; you can use <code>highway=road</code> for that.)</td>
</tr>
<tr>
<td><strong>residential</strong></td>
<td>Roads which are primarily lined with and serve as an access to housing.</td>
</tr>
<tr>
<td><strong>service</strong></td>
<td>For access roads to, or within an industrial estate, camp site, business park, car park etc. Can be used in conjunction with <code>service=*</code> to indicate the type of usage and with <code>access=*</code> to indicate who can use it and in what circumstances.</td>
</tr>
<tr>
<td><strong>motorway_link</strong></td>
<td>The link roads (sliproads/ramps) leading to/from a motorway from/to a motorway or lower class highway. Normally with the same motorway restrictions.</td>
</tr>
<tr>
<td><strong>trunk_link</strong></td>
<td>The link roads (sliproads/ramps) leading to/from a trunk road from/to a trunk road or lower class highway.</td>
</tr>
<tr>
<td><strong>primary_link</strong></td>
<td>The link roads (sliproads/ramps) leading to/from a primary road from/to a primary road or lower class highway.</td>
</tr>
<tr>
<td><strong>living_street</strong></td>
<td>For <em>living streets</em>, which are residential streets where pedestrians have legal priority over cars, speeds are kept very low and where children are allowed to play on the street. For roads used mainly/exclusively for pedestrians in</td>
</tr>
</tbody>
</table>
**pedestrian**

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 area=yes.

**track**

Roads for mostly *agricultural or forestry uses*. To describe the quality of a track, see `tracktype=*`. 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 *general highway values* instead of track.

**bus_guideway**

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 access=no, psv=yes instead!

**raceway**

A course or track for (motor) racing

**road**

A road where the mapper is unable to ascertain the classification from the information available. This is intended as a temporary tag to mark a road until it has been properly surveyed. Once it has been surveyed, the classification should be updated to the appropriate value.

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 `bicycle=yes` tag. Should not be used for paths where the primary or intended usage is unknown. Use `highway=pedestrian` for pedestrianised roads in shopping or residential areas and `highway=track` if it is usable by agricultural or similar vehicles.

**footway**

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 `bicycle=yes` tag. Should not be used for paths where the primary or intended usage is unknown. Use `highway=pedestrian` for pedestrianised roads in shopping or residential areas and `highway=track` if it is usable by agricultural or similar vehicles.

**cycleway**

See below.

**bridleway**

For horses. Equivalent to `highway=path+ horse=designated`.

**steps**

For flights of steps (stairs) on footways. Use with `step_count=*` to indicate the number of steps.

**path**

A non-specific path. Use `highway=footway` for paths mainly for walkers, `highway=cycleway` for one also usable by cyclists, `highway=bridleway` for ones available to horses as well as walkers and `highway=track` for ones which is passable by agriculture or similar vehicles.

**cycleway**

For designated cycleways. Add foot=*only if default-access-restrictions do not apply.

**proposed**

For planned roads, use with `proposed=*` and also `proposed=*` with a value of the proposed highway value.
construction

For roads under construction. Use `construction=*` to hold the value for the completed road.

roundabout

This automatically implies `oneway=yes`, the oneway direction is defined by the sequential ordering of nodes within the Way. This applies on a way, tagged with `highway=*` already.

A small bus stop. Can be mapped more rigorously using `public_transport=stop_position` for the position where the vehicle stops and `public_transport=platform` for the place where passengers wait. See `public_transport=*` for more details.

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, `junction=roundabout` should be used.

bus_stop

Rendered as anti-clockwise by default `direction=anticlockwise`. To render clockwise add the tag `direction=clockwise`.

motorway_junction

Indicates a junction (UK) or exit (US). `ref=*` 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)

rest_area

Place where drivers can leave the road to rest, but not refuel.

services

A service station to get food and eat something, often found at motorways

traffic_signals

Lights that control the traffic

turning_circle

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 *cul de sac*.

Services

**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.

**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`.

**biergarten**
Cafe is generally an informal place that offers casual meals and beverages, typically, the focus is on coffee or tea. Also known as cafe
a coffeehouse/shop, bistro or sidewalk cafe. The kind of food served may be mapped with the tags cuisine=* and diet=*.

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.

Fast food restaurant (see also amenity=restaurant).
The kind of food served can be tagged with cuisine=* and diet=*.

An area with several different restaurant food counters and a shared eating area. Commonly found in malls, airports, etc.

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

Restaurant (not fast food, see amenity=fast_food). The kind of food served can be tagged with cuisine=* and diet=*.

A public library (municipal, university, …) to borrow books from.

Parking for bicycles
Rent a bicycle
Has been replaced by public_transport=station.
Rent a car
Share a car
Petrol station; gas station; marine fuel; … Streets to petrol stations are often tagged highway=service.
Car park. Nodes and areas (without access tag) will get a parking symbol. Areas will be coloured. Streets on car parking are often tagged highway=service and service=parking_aisle.
an ATM or cash point
a bank (for a bank that also has an ATM, it is preferred that a separate node for each ATM is added)
A dentist practice / surgery.
A doctors' practice / surgery.
Often used in conjunction with emergency=* to note whether or not the hospital has emergency facilities (A&E (brit.) or ER (am.))
Pharmacy
A place where films are shown (US: movie theater)
A place to drink and dance (nightclub). The German word is "Disco" or "Discothek". Please don't confuse this with the German "Nachtklub" which is most likely amenity=stripclub.
A theatre or opera house
A bench to sit down and relax a bit
A place where justice is dispensed
An embassy
A fire station
grave_yard A (smaller) place of burial, often you'll find a church nearby. Large places should be [landuse=cemetery] instead.

hunting_stand A hunting stand
A church, mosque, or temple, etc. Note that you also need [religion=*, usually [denomination=*] and preferably [name=as well as [amenity=place_of_worship]. See the article for details.

place_of_worship

police A police station

post_box
A box for the reception of mail. Alternative mail-carriers can be tagged via [operator=*

post_office
Post office building with postal services

recycling
Recycling facilities (bottle banks, etc.). Combine with [recycling_type=container for containers or [recycling_type=centre] for recycling centres.

shelter
A small shelter against bad weather conditions. To additionally describe the kind of shelter use [shelter_type=*.

telephone
Public telephone

toilets
Public toilets (might require a fee)

townhall
Building where the administration of a village, town or city may be located, or just a community meeting place

waste_basket
A single small container for depositing garbage that is easily accessible for pedestrians.

Shops

alcohol Government owned or licensed shop selling alcohol. See also [shop=beverages.
bakery Shop focused on selling bread
butcher Shop focused on selling meat
convenience A small local shop carrying a small subset of the items you would find in a supermarket
department_store A single large store – often multiple storeys high – selling a large variety of goods (see also [shop=mall)
supermarket Supermarket
clothes Shop focused on selling clothes (other related value in use is [fashion)
fashion Shop focused on selling fashion.
jewelry Jewellers shops.
shoes Shop focused on selling shoes.
hairdresser Here you can get your hair cut, coloured, ... See also [shop=beauty
optician Shop focused on selling eyeglasses, contact lenses (may also check your eyes).
doityourself Shop focused on selling tools and supplies to do-it-yourself householders, gardening, ...
florist Shop focused on selling bouquets of flowers (see [shop=garden_centre] for potted flowers).
hardware Shop focused on selling building supplies including screws, bolts & paints, ... See also [shop=doityourself
furniture Shop focused on selling furniture, might range from small decorative items to a whole flat interior
electronics Shop focused on selling consumer electronics (TV, radio, ...).
mobile_phone Shop focused on selling mobile phones and accessories
### Bicycle
Shop focused on selling bicycles, bicycle equipment and may rent or repair them.

### Car
Car store – a place to buy cars or to get your car repaired.

### Car repair
Shop focused on car repair (usually independent of a specific car brand).

### Books
Shop focused on selling books (for a library that lends books, see amenity=library)

### Gift
Shop focused on selling gifts, greeting cards, or tourist gifts (souvenirs)

### Pet
A shop for pets, animals and toys or food for them.

### Historic

- **archaeological site** A place in which evidence of past activity is preserved.
- **memorial** Much like a monument, but smaller. Might range from a WWII memorial to a simple plate on a wall.
- **monument** An object, especially large and made of stone, built to remember and show respect to a person or group of people. [Other languages](#)

### Tourism

- **Alpine hut** or a **mountain hut** is a remote building positioned in the mountains designed to provided lodging accommodation for mountaineers, climbers and hikers. The access is usually restricted to foot, mountain bike or ski. Typically, these are operated by an [Alpine Club](#) or a similar organisation.
- **Attraction** or **tourist attraction** is a general place of interest for visitors. Typically used for its natural or historical significance. This tag is often used in combination with other tags such as historic=*, building=*, amenity=*.
- **Campsite**, **camp ground** or **camping pitch** is an area where people can temporarily use a shelter, such as a tent, camper van or sometimes a caravan. Typically, the area is split into "pitches" or "sites".
- **Caravan site**, **caravan park** or **RV park** is an area where people with caravans, motorhomes, recreational vehicles can stay overnight, or longer, in allotted spaces known as "pitches" or "sites". They usually provide facilities including toilets, waste disposal, water supply, power supply etc.
- **Chalet** is a type of accommodation used in the hospitality industry to describe one or more detached cottages with self-contained cooking facilities and/or bathroom and toilet facilities. This is not to be confused with the Swiss term for a type of wood house, use the tags building=cabin or building=yes instead. Similar to tourism=apartment, the tag **apartment** is often found in villages, and in buildings with several flats, while the tag **chalet** is found more as single houses in mountain regions.
- **Guest houses**, similar to a Hostel, provides lodging accommodation without a hotel license that is typically owner-operated. They usually offer a private room served with breakfast, but the staff is not convenient around-the-clock. These range from custom-built guest houses to family-based homes, frequently refer to as a **bed and breakfast**.
- **Hostels** provide inexpensive accommodation, typically with them having shared bedrooms, bathrooms, kitchens, and lounges.
- **Hotels** provide accommodation for guests with usually numbered rooms. Some facilities provided may include a basic bed, storage for clothing and additional guest facilities may include swimming pool, childcare, and conference facilities.
- **Information**, visitor center or centre, visitor information center is an information source for tourists, travellers and visitors. To additionally describe the kind of information use the tag **information=***.
**Motel** is an abbreviation which is shortened by the term "motor hotel". It's an establishment that provides accommodation designed for motorists usually on a short-term basis, with convenient parking for motor cars at or close to the room.

**Museum** is an institution which has exhibitions on scientific, historical, artistic, or cultural artifacts. Typically these are open to the public as a tourist attraction.

**Picnic site** is an area that is suitable for eating outdoors and may have a number of facilities within it. For example they might include: toilets, water taps for drinking or cleaning, BBQ grills, benches, table with benches (picnic tables) and covered structures for bad weather. They also may be used on a grassy area that is popular for picnics.

**Viewpoint**, also known as a **overlook**, **observation point**, **lookout**, **viewing point**, **scenic area** or **vista point** is a place for visitors, often high, with good a scenery view of the surrounding countryside or notable buildings.

**Zoo** is an abbreviation for a **zoological garden** or **park** that has confined animals on display for viewing by the public.

### Waterway

**River**

For narrow rivers which will be rendered as a line. For larger rivers (defined as more than 12 m across) see **waterway=riverbank** (Other languages).

**Riverbank**

Used for larger rivers, to define an area between the opposite riverbanks. See **water=river** for alternative tagging.

**Stream**

A naturally-formed waterway that is too thin to be classed as a river. An active, able-bodied person should be able to jump over it if trees along it aren't too thick.

**Wadi**

A natural, dry (ephemeral) riverbed that contains water only during times of heavy rain or simply an intermittent stream, in semi-arid areas. Also known as a "Wash" in the deserts of America. It has been recommended to stop using this tag. Use a combination of **waterway=river and intermittent=yes** instead.

### Land Use

**Allotments**

A piece of land given over to local residents for growing vegetables and flowers.

**Basin**

An area of water that drains into a river. Together with **basin=* for stormwater/rainwater infiltration/detention/retention basins. Other languages.**
<table>
<thead>
<tr>
<th>Tag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>brownfield</td>
<td>Describes land scheduled for new development where old buildings have been demolished and cleared</td>
</tr>
<tr>
<td>cemetery</td>
<td>Place for burials. You can add <code>religion=*</code> (values listed in the place of worship page). Smaller places (e.g. with a church nearby) may use <code>amenity=grave_yard</code> instead.</td>
</tr>
<tr>
<td>commercial</td>
<td>Predominantly offices, business parks, etc.</td>
</tr>
<tr>
<td>conservation</td>
<td>Protected areas (Not approved) Alternate tagging of same thing: <code>boundary=protected_area,protected_area=*</code></td>
</tr>
<tr>
<td>construction</td>
<td>&quot;Under construction&quot; site, should become something different once the construction is finished</td>
</tr>
<tr>
<td>farmland</td>
<td>An area of farmland used for tillage and pasture (animals, crops, vegetables, flowers, fruit growing).</td>
</tr>
<tr>
<td>farmyard</td>
<td>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.</td>
</tr>
<tr>
<td>forest</td>
<td>Managed forest or woodland plantation (Other languages).</td>
</tr>
<tr>
<td>garages</td>
<td>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.</td>
</tr>
<tr>
<td>grass</td>
<td>For areas covered with grass. Consider <code>landuse=meadow</code> for meadow, and <code>landuse=pasture</code> for pasture. Note that this is actually a Landcover tag, not a landuse tag and there is a proposal to deprecate it.</td>
</tr>
<tr>
<td>greenfield</td>
<td>Describes land scheduled for new development where there have been no buildings before. A greenfield is scheduled to turn into a construction site</td>
</tr>
<tr>
<td><strong>greenhouse_horticulture</strong></td>
<td>Area used for growing plants in greenhouses</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>-------------------------------------------</td>
</tr>
<tr>
<td><strong>industrial</strong></td>
<td>Predominantly workshops, factories or warehouses</td>
</tr>
<tr>
<td><strong>landfill</strong></td>
<td>Place where waste is dumped. Other languages</td>
</tr>
<tr>
<td><strong>meadow</strong></td>
<td>An area of land primarily vegetated by grass and other non-woody plants, usually mowed for making hay (Other Languages).</td>
</tr>
<tr>
<td><strong>military</strong></td>
<td>For land areas owned/used by the military for whatever purpose</td>
</tr>
<tr>
<td><strong>orchard</strong></td>
<td>intentional planting of trees or shrubs maintained for food production</td>
</tr>
<tr>
<td><strong>plant_nursery</strong></td>
<td>intentional planting of plants maintaining for the production of new plants</td>
</tr>
<tr>
<td><strong>quarry</strong></td>
<td>Surface mineral extraction (Other languages)</td>
</tr>
<tr>
<td><strong>railway</strong></td>
<td>Area for railway use, generally off-limits to the general public</td>
</tr>
<tr>
<td><strong>recreation_ground</strong></td>
<td>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</td>
</tr>
<tr>
<td><strong>reservoir</strong></td>
<td>Stores water, may be covered or uncovered; for a covered reservoir see alsoman_made=reservoir_covered (Other languages). See water=reservoir for alternative tagging.</td>
</tr>
<tr>
<td><strong>residential</strong></td>
<td>Predominantly houses or apartment buildings</td>
</tr>
</tbody>
</table>
Predominantly shops

An area of common land, usually grass, in the centre of a village (quintessentially English – defined separately from 'common land' under the Commons Registration Act 1965 and the Commons Act 2006).

A piece of land where grapes are grown.

Leisure

Place where flowers and other plants are grown in a decorative and structured manner or for scientific purposes.

The outline of a golf course. The node form may be used to place an icon within the course. This tag implies sport=golf.

A place or area that you can play miniature golf.

Protected area of importance for wildlife, flora, fauna or features of geological or other special interest.

Open, green area for recreation, usually municipal.

e.g. a field for playing football/soccer, cricket, baseball sports, and skate parks. To describe what kind of sport(s) usesport=*.
playground  Playground for little children.

slipway   Boats can be launched here

sports_centre  A distinct facility where a range of sports take place within an enclosed area. To describe what kind of sport(s) use sport=*.

stadium  A major sports arena with substantial tiered seating. To describe what kind of sport(s) use sport=*.

track  e.g. running, cycle-racing, greyhound, horses. To describe what kind of sport(s) use sport=*.

water_park  Amusement area with water slides, recreational swimming pools and dressing rooms.

Man Made

cutline   Used to mark cut lines in forests.

embankment  A raised bank to carry a road, railway, or canal across a low-lying or wet area.

lighthouse  Sends out a light beam to guide ships.

mast  Mast is a vertical structure built to hold for example antennas.

pier  A "bridge into the ocean", usually for recreation.

water_tower  A tower to store water in, usually found on hills beside or in a town.

windmill  Windmill, mostly ancient and out of order, see power=generator in combination with generator:source=wind for modern wind turbines.

building  General tag for buildings – see building=*for more information.

Natural

wood  Woodland where timber production does not dominate use. Be aware of landuse=forest. For more detail, one can use leaf_type=*.

tree_row  Line of trees.
tree  Lone or significant trees.

scrub  Uncultivated land covered with bushes or stunted trees.

heath  Bare lower lying uncultivated land with bushes but little or no tree cover.  
*Note. This is not for parks whose name contains the word "heath".*

grassland  Where vegetation is dominated by grasses (Poaceae) and other herbaceous (non-woody) plants, except for ornamental grass (see landuse=grass), mowing for hay, etc. (see landuse=meadow) and grazing (see landuse=pasture).

fell  Bare upper lying uncultivated land principally covered with grass and often grazed.

bare_rock  An area with sparse or no vegetation, so that the bedrock becomes visible.

scree  Unconsolidated angular rocks formed by rockfall and weathering from adjacent rockfaces.

shingle  An accumulation of water-eroded rocks, usually pebbles and gravel, but sometimes larger.

sand  Ground coverage of mostly silica particles, with no or very sparse vegetation. See natural=beach as well.

mud  *(Other languages)* Undocumented tag. Have a look at natural=wetland + subtag=wetland=*.

water  Lakes, etc.

wetland  Waterlogged area *(on Wikipedia).*
glacier  Areas (or peaks) covered with ice throughout the year.

beach  A beach, a flat area of sand, gravel or pebble next to water (Other languages).

coastline  The mean high water spring line between the sea and land (with the water on the right side of the way.)

spring  A place where ground water flows naturally from the ground (Other languages).

peak  Top of a hill or mountain (summit).

volcano  A volcano, either dormant, extinct or active.

cliff  A cliff, a significant vertical, or near vertical, rock exposure (leave the lower face to the right of the way.)

saddle  The lowest point along a ridge or between two mountain tops.

cave_entrance  The entrance to a cave.

Barriers

A fortification used to defend a city or settlement from potential aggressors. From ancient to modern times, they are used to enclose settlements.

city_wall  • right side is bottom, left side is top. if both sides are same height then add "two_sided=yes".

See also historic=city_gate.

fence  A structure supported by posts driven into the ground and designed to prevent movement across a boundary. It is distinguished from a wall by the lightness of its construction. Use fence_type=* to add details.

A (for example footway) kerb is a barrier for vehicles and wheelchair drivers. The height of the kerb is important and with this information, the usage by different groups can be determined. The height of the kerb is tagged additionally as height=*, if available. Right side is bottom, left side is top.

retaining_wall  Retaining walls serve to retain the lateral pressure of soil. Right side is bottom, left side is top.

wall  A freestanding solid structure designed to restrict or prevent movement across a boundary. Usually made from solid brick, concrete or stone and almost always built so that it is opaque to vision.

A large, solid, immobile block that can be moved only with heavy machinery or great effort.

Typically big solid things made of concrete for stopping larger vehicles. Sometimes natural boulders are used for the same purpose.
**bollard**
Solid (usually concrete or metal) pillar or pillars in the middle of the road to prevent passage by some traffic. An entrance that can be opened or closed to get through the barrier. Combine with access=* where appropriate.

**gate**
A lift gate (boom barrier) is a bar, or pole pivoted in such a way as to allow the boom to block vehicular access through a controlled point. Combine with access=* where appropriate.

**Boundaries**
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 'admin_level' combination tag.

**national_park**
Area of outstanding natural beauty, set aside for conservation and for recreation (Other languages)

**Airport**
**agrodrome** in the United Kingdom or **Airport** in North America is used to map the main area details.

**apron**
**Airport apron** is an area where planes are parked, unloaded or loaded, refueled, or boarded.

**gate**
**Airport gate** is used to mark the gate numbers at the airports where passengers wait before boarding their flight.

**helipad**
**Helipad** is used to mark the landing area or platform for Helicopters

**runway**
**Runway** is a rectangular area in which aerodrome are prepared for the landing and takeoff of aircraft.

**taxiway**
**Taxiway** is a path on an airport connecting runways with ramps, hangars, terminals and other facilities.

**terminal**
**Airport terminal** is a building at an airport where passengers transfer between ground transportation and the facilities that allow them to board and disembark from aircraft.

**Public Transport**
**platform** The place where passengers are waiting for the transportation vehicle.
Railway

**disused**
A section of railway which is no longer used but where the track and infrastructure remains in place. See the disused:* namespace for alternative tagging.

**funicular**
Cable driven inclined railways. In many cases they serve touristic interest, giving easy access to spectacular mountain views.

**miniature**
Miniature railways are narrower than narrow gauge and carry passengers. They can be found in parks.

**narrow_gauge**
Narrow-gauge passenger or freight trains. Narrow gauge railways can have mainline railway service like the Rhaetian Railway in Switzerland or can be a small light industrial railway. Use gauge=* to specify the actual width of rails.

**preserved**
A railway running historic trains, usually a tourist attraction (changed to preserved from preserved_rail as "rail" is redundant).

**rail**
Full sized passenger or freight trains in the standard gauge for the country or state.

**tram**
One or two carriage rail vehicles, usually sharing motor road (Other languages).

**yes**
If the railway goes over a street, waterway or other railway.

**halt**
A small station, may not have a platform, trains may only stop on request.

**station**
Railway station.

**subway_entrance**
The entrance to a subway station, usually going from surface to underground.

**tram_stop**
A tram stop is a place where a passenger can embark / disembark a tram.

**crossing**
A point where pedestrians may cross.

**level_crossing**
A point where rails and roads cross.

Route

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.

**ferry**

Power
generator A device used to convert power from one form to another. Use in combination with generator:source=*, generator:method=*, and generator:output=*

line A way following the path of (overground) power cables. For minor power lines with poles and not towers, you may want to use power=minor_line.

minor_line A way following the path of (overground) minor power cables, supported by poles and not towers/pylons. (This isn't quite so simple, as sometimes larger towers are replaced by smaller poles made with a stronger material; a better distinction might be based on voltage).

pole For single (often wooden or concrete) poles carrying medium/low voltage electricity cables.

substation A tag for electricity substations. These provide voltage step-up/step-down, switching, conditioning, etc. Substations may be large facilities (up to several acres) for very high voltage transmission lines or just small buildings or kiosks near the street for low voltage distribution lines. Useful combinations: voltage=*, substation=*, and location=*, see the feature page for details.

For towers or pylons carrying high voltage electricity cables. Normally constructed from steel latticework but tubular or solid pylons are also commonly used. Should not be used for medium or low voltage electricity conductors carried on single wooden poles which might be tagged power=pole. See power=tower for detailed tagging of tower types.

tower

Aerialway

cable_car [W] Cablecar or Tramway. Just one or two large cars. The cable forms a loop, but the cars do not loop around, they just move up and down on their own side.

cable_car

chair_lift [W] Chairlift. Looped cable with a series of single chairs (typically seating two or four people, but can be more). Exposed to the open air (can have a bubble). This implies oneway=yes. Any two-way chairlifts should be tagged oneway=no.

Chairlift

drag_lift Drag lift or Surface lift is an overhead tow-line for skiers and riders. A T-bar lift, button lift, or more simple looped rope drag lifts, or loops of wire with handles to grab. See also aerialway=t-bar, aerialway=platter and aerialway=rope_tow.

drag_lift


gondola

goods controversial - consider other aerialway=* values in combination with foot=no and/or a usage=*

goods

mixed_lift [W] Mixed lift Also known as a hybrid lift is a new type of ski lift that combines the elements of a chairlift and a gondola lift.

mixed_lift