

Map Standards

A collection of guidelines established to create consistency across Ohio State Parks maps



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NOTE: This is a working document and is subject to change. These standards may vary slightly from park to park based on Park user needs.

Revised January 2025

Why map standards

The intent of the Ohio Department of Natural Resources (ODNR) Map Standards is to establish a common, cohesive look that is easy to read and understand for users. Establishing clear map standards will streamline the map creation process and eliminate back and forth changes between parties.

Planning a map

Purpose When planning a map it is critical to establish clear intent and use of the map for the intended audience. For example, will the map be displayed on a Park Kiosk Panel, Brochure, DNR Website Map, etc.

Size and Scale The size and scale of the map is based on its purpose, the amount of space available, and the geographic area and content of the map. Adding to the map area, or changing the scale can double the time needed to create a map.

Content Determine what geographical information, point of interests (POI) and labels to include on the map.

WELCOME KIOSK STANDARDS

Welcome Kiosks are designed to help visitors understand more about the **park as a whole** and may be the only “official” contact visitors have with ODNR during their visit. Welcome Kiosks address requirements, rules, and specific behaviors for visitors and communicate important information needed for a safe and enjoyable experience. Welcome Kiosks also provide helpful information specific to the park and the activities visitors are most likely to participate in. The information on these kiosks may include information on the important geology, flora, and fauna and information that visitors need for a safe and enjoyable experience.

The Welcome Kiosk should only have **one to two map products**. The map product can be a Regional Map, Full Park Map or Trailhead Map that shows all the ODNR lands and facilities that are part of the park experience. Use the map product that **shows the most detail while still showing all ODNR lands**. Smaller or less complex parks may opt to use a Trailhead Map in their Welcome Kiosk (i.e., Nelson-Kennedy Ledges).

Generally, we recommend maps be oriented in the **direction the user is facing**. When installing the kiosk, orient the kiosk so the visitor will be facing **north** when they are looking at the kiosk. That way, a “**North Up**” printed map will be positioned in the best direction for the visitor to orient themselves in the park.

Sometimes a “North Up” kiosk placement is not possible due to constraints of the kiosk location. Under special circumstances, the maps can be printed “**Heads Up**” to match the direction the user is facing. “**Heads Up**” map orientation shows what you are seeing directly in front of you and makes it quick and easy to understand where you are and what is to the left, right, and behind you. These maps are predominantly meant for first-time and occasional visitors, who won’t care much which way is north, but can use the compass rose in the instance they need it (i.e., **north may not be facing up**).

[Submit a Map Product Request](#)

Kiosk Building Instructions links:

[3 Panel Kiosk](#)

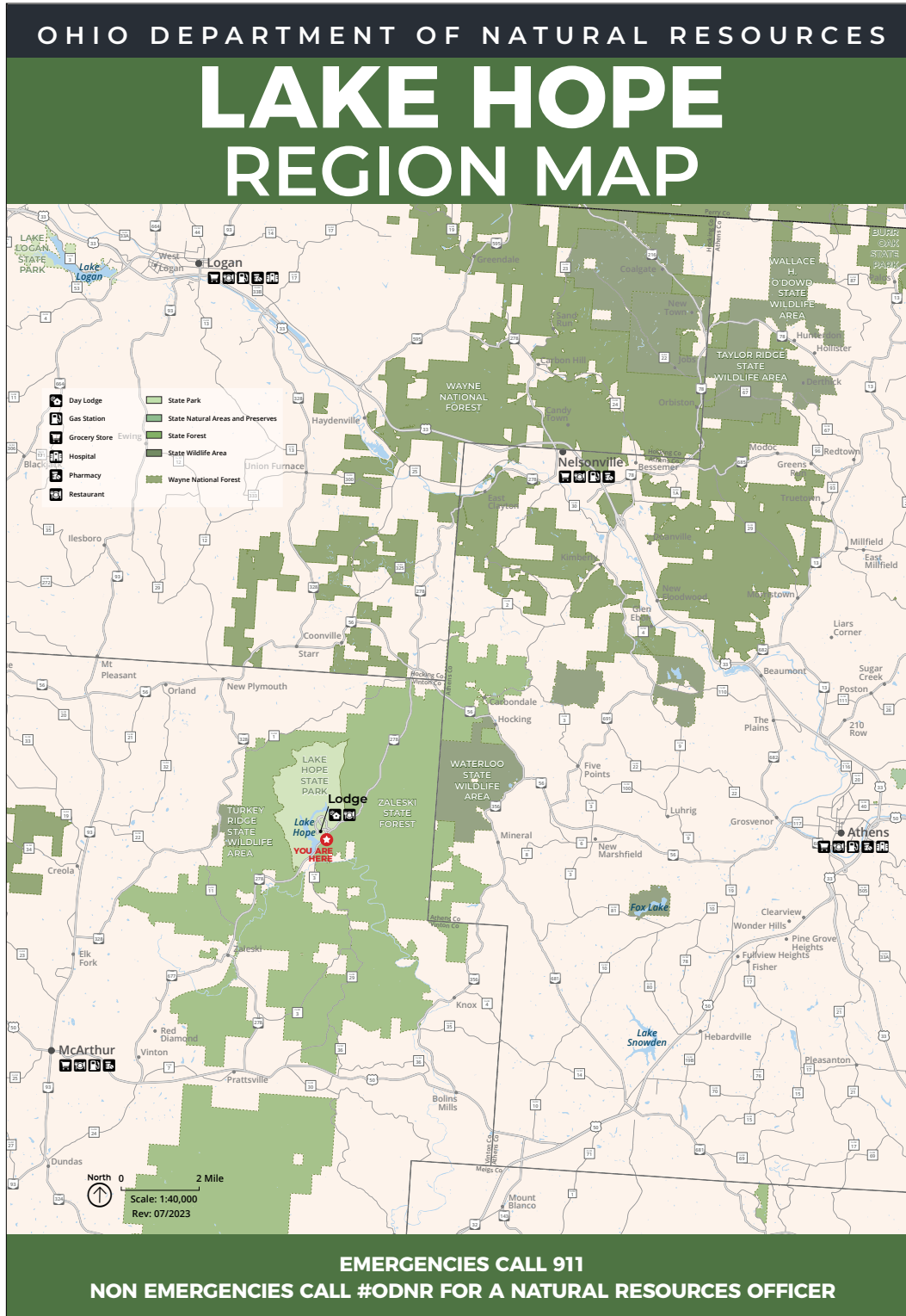
[Single Panel Kiosk](#)

REGIONAL MAP STANDARDS FOR WELCOME KIOSK

If the scale is above 1:24,000, use the Regional Map Standards for your Welcome Kiosk Map

Panel Size: 36"x52"

Example of Region Map: Lake Hope



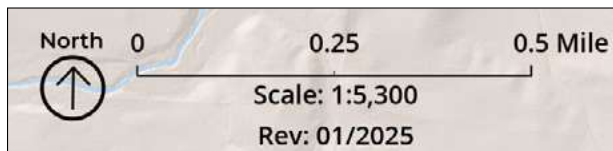
STANDARD MAP ELEMENTS

Map Orientation: Maps should be oriented so that north is located at the top of the map.

- ◇ "You Are Here" Symbol
- ◇ North Arrow
- ◇ Scale Bar in miles
- ◇ ODNR Lands and Facilities
- ◇ Hillshade - optional depending on map purpose (map maker's discretion)
- ◇ Major roads
 - ◇ Interstates
 - ◇ US Routes
 - ◇ State Routes
 - ◇ ODNR Roads - optional depending on map purpose (map maker's discretion)
- ◇ Non ODNR Lands
- ◇ Cities
- ◇ Towns
- ◇ Wayne National Forest
- ◇ Rivers & Streams
- ◇ Regional Trails - optional depending on map purpose (map maker's discretion)
- ◇ Use callouts to show amenities to de-clutter POIs



Placed by
Creative Services



The north arrow, scale bar in miles, ratio scale text and revision date will be displayed in the lower left corner of the map. Location may be adjusted to accommodate map content.

North Arrow: Constructed using ODNR_Master_Font_XXXXXX.ttf (Unicode 00FD) with a size of 131 points. Center anchor point, position: 3.5171 in, 1.3424 in

Scale Bar: Map Units: Miles, Label Text: Mile, Label Position: After Labels, Label Offset: 7.24 points, 10 point Division marks, Above the bar at Ends and zero. Center anchor point, position: 7.2956 in, 3.4213 in

Ratio Scale Text: Open Sans, 28 point SemiBold Hex# 000000, Center anchor point, position: 6.7424 in, 2.7028 in

Revision Date: Open Sans, 28 point SemiBold Hex# 000000, Center anchor point, position: 6.7435 in, 2.0853 in

In addition to the Standard Map Elements listed above, the following will be included in the **Full Park Map**:

- ◇ Hillshade is required to show topography.
- ◇ Non ODNR Public Lands that are part of the Park experience (i.e., have trails or POI that are part of the Park Experience).
 - ◇ U.S. Army Corps of Engineers (USACE).
 - ◇ Muskingum Watershed Conservancy District (MWCD).
 - ◇ Symbolized using the Park lands color with a stipple.
- ◇ Horsepower restrictions must be labeled on all lakes. Unlimited Horsepower must be spelled out.



Each user group trail is a **different line type** and **consistent color** of kiosk brown with a white line underneath (**Visit page 6 for visuals**)

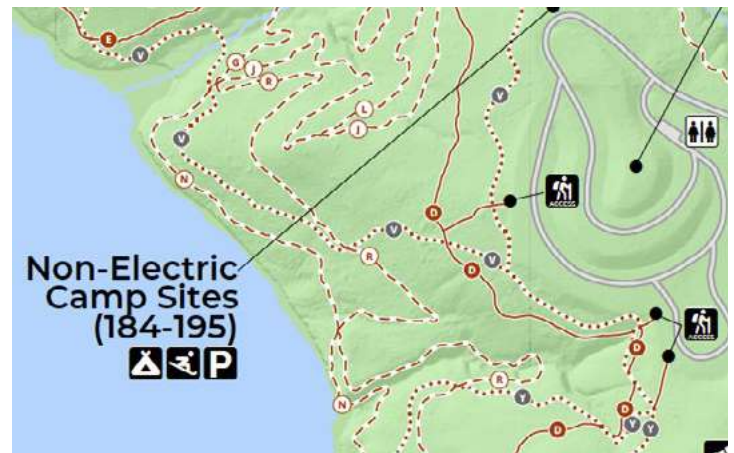
- ◇ Hiking trails: solid line
- ◇ Mountain biking trails: dashed
- ◇ Equestrian trails: dotted
- ◇ Multi-Use: dashed, dotted

Regional route trail (i.e., Buckeye Trail) is its own color and uses the **same line symbol as its user type** (i.e., hiking trail)

- ◇ Lower line weight than park trails

All trails

- ◇ Names not labeled
- ◇ Segment lengths not labeled
- ◇ One-way arrows should be used where applicable
- ◇ Label trails using a unique letter for each trail, symbolized by trail type
 - ◇ Connector trails should not be uniquely identified (i.e., do not need their own letters; leave Connector trails unlabeled)



All Points of Interest (POI)

- ◇ POI located within the same area will be grouped together in a callout, labeled with the area's name, if applicable. When there are two or more POIs, they will be displayed collectively.
- ◇ POI should be placed with the POI related to the callout name first, then amenities, then recreation, then parking. For example, Campground POI should have campsites/ cabins first, then campground amenities, then recreation, then parking

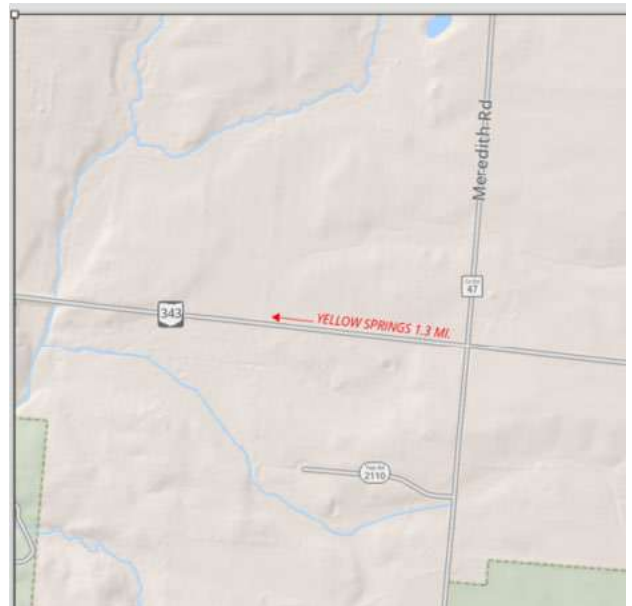


Supplemental Locality Notes & Distance Guidelines

Full Park-style maps may include supplemental locality notes to provide users with the direction and distance to the nearest incorporated area. Distance measurements should reference a logical starting point such as the park boundary or a road intersection near the margin through to the city center along the road network. Distance measurements should be reported in miles rounded to tenths. These notes should be minimal include the city name and distance with abbreviated units in "All Caps", Open Sans font, Italic face, 16-pt, Red #FF0000. Direction arrows should use a 1-point wide line with a 12-pt triangle symbol arrowhead, Red #FF0000. See John Bryan Full Park Example below.













This information should only be added when the following conditions are met:

1. The incorporated area is not shown on the map but is relatively close to the park (within 15 miles).
2. The incorporated area has services or amenities that could be useful to the visiting public such as interstate access, medical services, fuel or restaurants.
3. Do not provide supplemental locality information for unincorporated areas.



LINEWORK

Line specifications are based on a reference scale of 1:8,500. Colors are defined using hexadecimal color codes. Dash point templates values define the point values between the dashed element and the gap between those elements. Cap and join types define the end style for line strokes. Linework may vary with the focus, size, and scale of map. Relationships between line specifications should remain similar. The background color in the graphic below is only intended to present linework that utilizes a white color (Hex #FFFFFF).

Division Trails		
<p>Hiking/Walking Trail - 2 point solid stroke Hex#A83800 over a 4 point solid stroke Hex#FFFFFF; both with round cap and join types</p> 	<p>Multi-use - 4 point circle Hex#A83800, placement template of 16 with 5 point offset, 2 point dashed line Hex#A83800, 6 10 dash with no end constraint with square cap and round join over a 4 point solid stroke Hex#FFFFFF with round cap and join types</p> 	<p>Active Raillines - 0.8 point solid stroke Hex#9C9C9C with butt cap and round join; 4 point line marker with 0.4 point wide Hex#9C9C9C</p> 
<p>Mountain Biking Trail - 2 point dashed line Hex#A83800, 8 8 full pattern dash with square cap and round join over a 4 point solid stroke Hex#FFFFFF with round cap and join types</p> 	<p>Buckeye Trail - 1.5 point solid stroke Hex#00C5FF over 3 point solid stroke Hex#FFFFFF; both with round cap and join types Icon placed on trail by Creative Services</p> 	<p>LBRS Roads - 3.5 point solid stroke Hex#E1E1E1 over 7 point solid stroke Hex#9C9C9C; both with round cap and join types</p> 
<p>Equestrian Trail - 4 point circle Hex#A83800, placement template of 8 over 4 point solid stroke Hex#FFFFFF; both with round cap and join types</p> 	<p>Wildlife Trail - 1.5 point solid stroke Hex#686868 over 3 point solid stroke Hex#FFFFFF; both with round cap and join types</p> 	<p>ODNR Roads - 3 point solid stroke Hex#E1E1E1 over 7 point solid stroke Hex#9C9C9C; both with round cap and join types</p> 
	<p>Interstate - 5 point solid stroke Hex#FCE6A1 over 10 point solid stroke Hex#F9CF73; both with round cap and join types</p> 	<p>Stream/River - 3 point solid stroke Hex#ADD5FC with round cap and join types</p> 
		<p>Lands - Outline linework for all DNR Lands. 2 point dashed outline. Hex# 728944, 5 5 dash with butt cap, miter joint (10 miter limit)</p> 

TYPOGRAPHY

General Open Sans and Montserrat fonts are used. Point sizes listed here are not fixed but should be used as a guide for establishing a visual hierarchy of labels. Label point sizes below are based on a reference scale of 1:8,500. Label placement should not obstruct features in the map. Wildlife trails will not be labeled on the full park map. Division Trails will be labeled with call out markers (See Shields & Markers).

Park Sites

City/Town

Open Sans, 28 point SemiBold, Hex #00000, Default placement at best position

WILDLIFE, FOREST, NATURE PRESERVE

Montserrat, 26 point SemiBold, Upper Case, Hex #FFFFFF, Halo Outline 1 point Hex# 4C6B37, Center alignment

PARK LANDS

Montserrat, 26 point SemiBold, Upper Case, Hex #728B64, Halo Outline 1 point Hex# FFFFFFF, Center alignment

NON-ODNR LANDS

Montserrat, 20 point SemiBold, Upper Case, Hex #728B64, Halo Outline 1 point Hex# FFFFFFF, Center alignment

Point of Interest Callouts

Montserrat, 32 point SemiBold, Hex# 000000, Formatting: Additional Line Spacing = -10

Non-Park Sites

County

Open Sans, 18 point SemiBold, Upper Case, Hex #686868
Boundary placement with 4 point offset

ODNR Road Name, LBRS Road Name

Open Sans, 22 point SemiBold, Hex #828282, Halo Outline 1 point Hex #F0F0F0
Street Placement, Centered Curved along the line

Buckeye Trail/Regional Trail Name

Open Sans, 28 point SemiBold, Hex #000000
River Placement, Offset curved with 3 point offset

Natural Features

Lake Name (32pt)










Horsepower/Lake Restrictions (18pt)

Open Sans, 32 point SemiBold Italic, Hex #094868
Open Sans, 18 point SemiBold Italic, Hex #094868

Stream/River, Stream/River-2D, Lakes/Wetlands NHD Area

Open Sans, 22 point SemiBold Italic, Hex# 094868
Linework labels using river placement, Centered curved

SHIELDS AND MARKERS

<p>Trail Type</p> <ul style="list-style-type: none">  Hiking/Walking Trail  Mountain Biking Trail  Equestrian Trail  Multiuse Trail 	<p>Markers Symbolized as point features with:</p> <p>Hiking/Walking = 17 point circle, Hex #A83800 with 0.6-point outline, Hex #FFFFFF</p> <p>Mountain Biking = 17 point circle, Hex #FFFFFF with 0.6-point outline, Hex #A83800</p> <p>Equestrian = 17 point circle, Hex #686868 with 0.6-point outline, Hex #FFFFFF</p> <p>Multiuse Trail = 17 point circle, Hex #FFFFFF with 0.6 point outline, Hex #686868</p>	<p>Labels 111 = Open Sans, 10 point Bold, Hex #FFFFFF</p> <p>Mountain Biking = Open Sans, 10 point Bold, Hex #A83800</p> <p>Equestrian = Open Sans, 10 point Bold, Hex #FFFFFF</p> <p>Multiuse = Open Sans, 10 point Bold, Hex #686868</p>
<p>ODNR Road Shield</p> 	<p>Shield 20 point oval symbol marker, Hex #F0F0F0 with 0.5 point outline, Hex #686868 Marker rotation = 90 degrees</p>	<p>Label Open Sans, 12 point SemiBold, Hex #686868. Formatting: Line Spacing = Additional -3</p>
<p>US Shield</p> 	<p>Shield 26 point US shield symbol callout scaling for width only</p>	<p>Label Open Sans, 16 point SemiBold, Hex #686868</p>
<p>State Shield</p>  <p><i>Priority is given to retaining only the state route shield, US route shield, and ODNR shield over spelled-out names.</i></p>	<p>Shield 26 point state shield callout scaling for width and height</p>	<p>Label Open Sans, 16 point SemiBold, Hex #686868</p>
<p>County Shield</p> 	<p>Shield 26 point oval symbol callout scaling for width only</p>	<p>Label Open Sans, 12 point SemiBold, Hex #686868 Formatting: Line Spacing = Additional -3</p>
<p>Township Shield</p>  <p><i>When a township road name is spelled out alongside a shield, only the shield is retained. If a township shield is present along with a "local" name, both are kept.</i></p>	<p>Shield 26 point oval symbol callout scaling for width only</p>	<p>Label Open Sans, 12 point SemiBold, Hex #686868 Formatting: Line Spacing = Additional -3</p>

Points of Interest (POI) Categories (all map types)

These levels may be subject to change based on importance of POI at some parks.

Points of Interest Points of interest are constructed using a glyph with a background square callout to provide the white interior to the glyph.
(Square label class)



Glyphs use a single character from the ODNR_MASTER_FONT, 32 point Regular, Hex #000000.

When POIs are grouped, the dot at the end of the leader line will be a 12pt black circle.

Regional Level (High)

ADA Accessible	Fire Tower	Resort Lodge
ADA Friendly Boat Ramp	Hotel	Visitor Center
Boat Ramp	Law Enforcement Office	Winery
Bridle Camp	Lighthouse	Nature Center
Cabin Area	Lock	Office
Campground/Campsite	Marina	Pioneer Village
Dam/Spillway	Monument	
Equestrian Camp	Ranger Station	

Full Park Level (Medium) In addition to the Regional Level POI, include:

3D Archery	BMX Course	Cave/Cavern
ADA Friendly Courtesy Boat Dock	Boardwalk	Cemetery
ADA Friendly Day Lodge	Boat Camp	Church
ADA Friendly Fishing Access	Boat Refueling Station	Concession Stand
ADA Friendly Fishing Pier	Boat Rental	Courtesy Boat Dock
ADA Friendly Flush Toilet	Boat Swim Area	Covered Bridge
ADA Friendly Paddle Dock	Boat/Kayak Rental	Cross Country Skiing
ADA Friendly Picnic Area	Boaters Beach	Day Lodge
ADA Friendly Port-a-John	Boathouse	Dining Lodge
ADA Friendly Restroom	Boats-Rental	Disc Golf
ADA Friendly Swingset	Bridge	Dock-Rental
ADA Friendly Vault Toilet	Bridle Trailhead	Dog Park
Airport	Cabin	Dog Swim Area
Amphitheater	Camp Store	Dog Training Area
Backpacking Trailhead	Camper Cabin	Drinking Fountain
Battlefield	Campground Check-In Station	Dump Station
Beach	Canoes-Rental	EP-APV Access
Bikes-Rental	Canopy Tours	EV Charging Station
Bird/Wildlife Watching	Carriage House	Farm

Fishing	Observation Tower	Shooting Range-Shotgun
Fishing Access	On-street	Shower house
Fishing Pier	Other Building	Small Boat Launch
Fishing Pond	Parking Garage	Snowmobiling
Flush Toilet	Parking Lot	Snowshoeing
Furnace	Paved Lot	Souvenir Shop
Gazebo	Paddling Access	Spigot
Golf	Park and Pack Campground	Standup Paddle boarding
Golf Course	Pavilion	Standup Paddleboards
Golf Pro Shop	Picnic Area	Storybook Trailhead
Group Camp	Port-a-John	Swimming
Group Lodge	Post Office	Telescope
Historic Cabin	Primitive Camping	Trail Access
Historic Site	Rappelling Area	Trailhead
Historical Farm	Rent-A-Camp	Tunnel
Historical Marker	Restaurant	Unique Geology
Innertube Launch	RV Campground	USACE Dam Tower
Innertube Pullout	Sawmill	Vault Toilet
Latrine	Scenic Overlook	Waste and Water Disposal
Log House	School House	Waste Disposal
Maintenance Building	Shelter house	Waterfall
Mill	Shooting Range	Well
Mountain Bike Trailhead	Shooting Range-Archery	Youth Fishing Pond
Native American Mound	Shooting Range-Pistol	Yurt
Observation Deck/Area	Shooting Range-Rifle	

Trailhead Level (Low) In addition to Regional Level and Full Park Level POI, include:
May include all other POI. Use callouts in areas where POI overlap.

Baseball	Fossil Collecting Area	Outdoor Pool
Basketball	Full-hookup Campsite	Pheasant Release
Beach House	Gaga Ball	Pickleball
Boat Pumpout	Geocaching	Playground
Champion Tree	Horse Tie Line	Recycling
Classroom Space	Horseshoe Pit	Shuffleboard
Cornhole	Hunting Blind	Sledding
Dove Field	Indoor Pool	Soccer
Electric Campsite	Lake Overlook	Splash Pad
Exercise station	Laundry	Tennis
Fall Color Viewing	Miniature Golf	Trout Stocking
Farm Market	Model Plane Area	Volleyball
Field Trial Area	Mushroom Hunting	Wetland
Fire Pit	Nature Play Area	
Fish Cleaning Station	Non-Electric Campsite	

If space allows on the map product, use any remaining POI that were collected for that park.

AREA COLORS

Area colors define standard color fills used on ODNR map products. Colors are defined using hexadecimal color codes. When applicable, outline and pictorial definitions are also included. Outline specifications are based on a reference scale of 1:8,500.

DNR Lands by Division Code


 State Park 730/750
Solid Fill Hex #BDF2AF

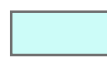
 State Natural Areas
and Preserves 741
Solid Fill Hex #8EBC8E


 State Forest 727
Solid Fill Hex #83B267

 Wildlife Area 740
Solid Fill Hex #728B63

Non ODNR Lands


 Non-ODNR Public Land
Hex #DFE8D4 with a
2 point dashed outline
Hex #728944, 5 5 dash with half gap


 Incorporated Area (City)
Solid Fill Hex #CCFCF8 with
.07 point solid stroke outline
Hex #6E6E6E

 County
Solid Fill Hex #FCF2EB with
2 solid stroke outlines;
3 point solid stroke outline
Hex #828282 with 0.4 point


Lakes with Restrictions/Lakes & Ponds


 Lake Horsepower Restriction
"Unlimited Horsepower"
Solid Fill Hex #ADD5FC


 No Wake
Solid Fill Hex #ADD5FC with
2 point circle shape marker Hex #73B2FF
with 10 point X/Y spacing stiple

 No Boat
Solid Fill Hex #ADD5FC with two hatch fills
Hex #FF7F7F on $\pm 45^\circ$ angles with a 6-point
separation to form an "X" pattern

Lake/Wetlands NHD Area

 Lake/Pond
Solid Fill Hex #ADDF5C

 Swamp/Marsh
Picture fill based on ArcGIS 2D Swamp style,
size 47.25 points with color substitution
Hex #ADD5FC
(Background and outline are removed)

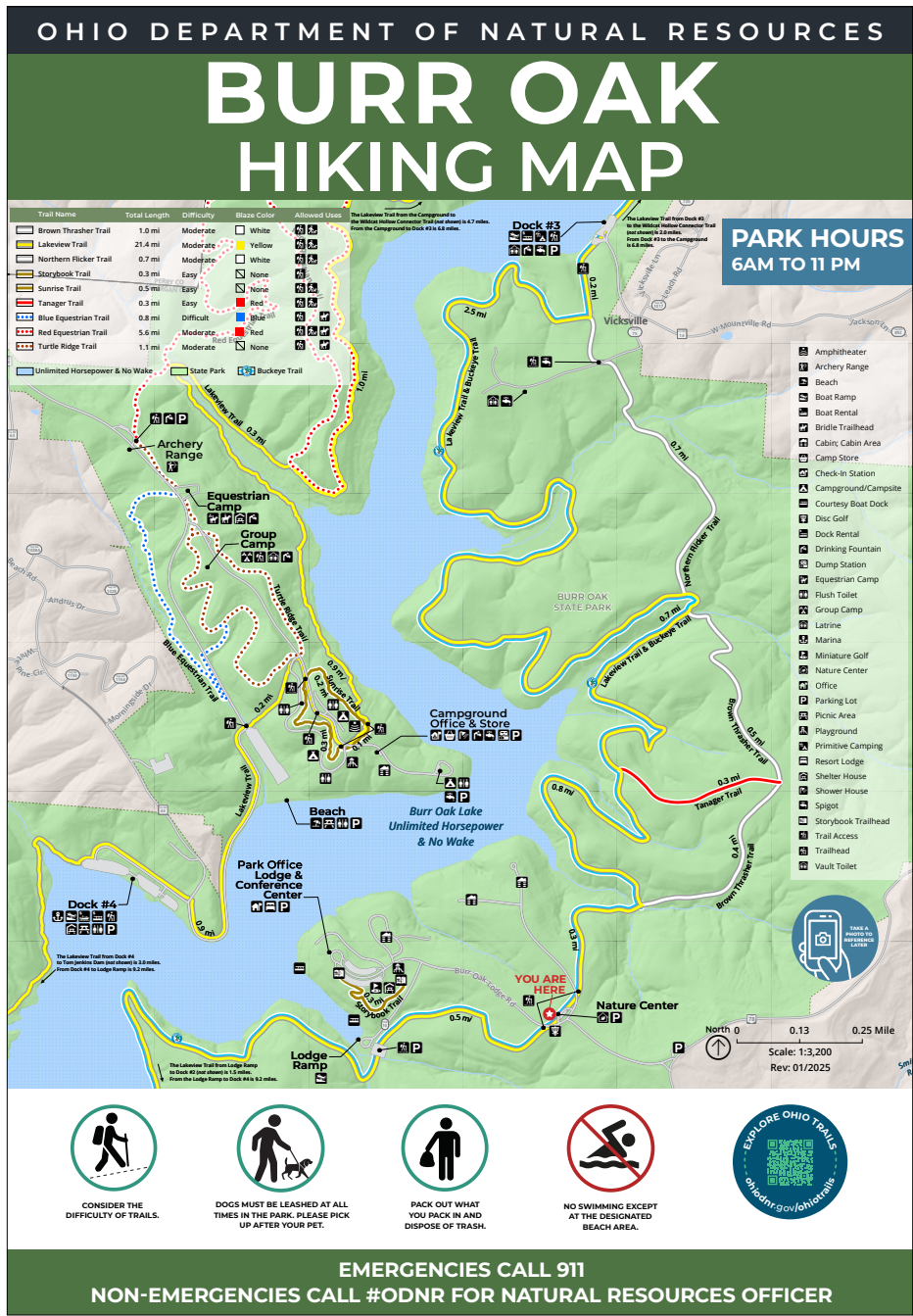
 ODNR Parking Areas
Solid Fill Color Hex #E1E1E1 with
2 point solid stroke Hex #9C9C9C with
round cap and join types

TRAILHEAD KIOSK STANDARDS

Trailhead Kiosks are designed to help visitors understand more detail of park's trails they can access from their **current location**. The Trailhead Kiosk is an important communication tool especially in the absence of official personal contact. Trailhead Kiosks provide essential information about recreational opportunities, trail etiquette, trail safety, and Leave-No-Trace principles in a concise and easily understood manner.

Trail information should include trail names, distance, difficulty levels, blaze color, and allowed uses. Sometimes Trailhead Kiosks will be at a user group trailhead such as a mountain biking trailhead or an equestrian trailhead. In these cases, the user group's trails will be highlighted more prominently in the map provided at the kiosk. Trailhead Kiosks may include more than one map product including a Regional Map or Full Park Map along with a more detailed Trailhead Map.

Consider "Heads Up" map orientation when placing the Trailhead Kiosk



Map Size: 36"x35.5" plus a 0.5" bleed on all sides for printing. No data should be listed within 0.5-1"

Panel Size: 36"x52"

Example of Trailhead Map: Burr Oak

In addition to the General Map Items and the Full Park Map Items listed above, these items will be included in the **Trailhead Map**:

- ◇ All trails – names and segment lengths labeled.
 - ◇ Place trail names on one side of line and Segment lengths on the opposite side when possible.
 - ◇ Use leader lines when necessary to avoid clutter along trails.
 - ◇ Labels for non-focus (e.g., hiking trails on a mountain biking trailhead map) should be in a smaller font size than labels for focus trails (e.g., mountain biking trails on a mountain biking trailhead map).
- ◇ All POI with callouts for amenities.
- ◇ Junction Points – round point black 16 pt with white circle in middle 6 pt.



Equestrian style map with junction points

TYPOGRAPHY

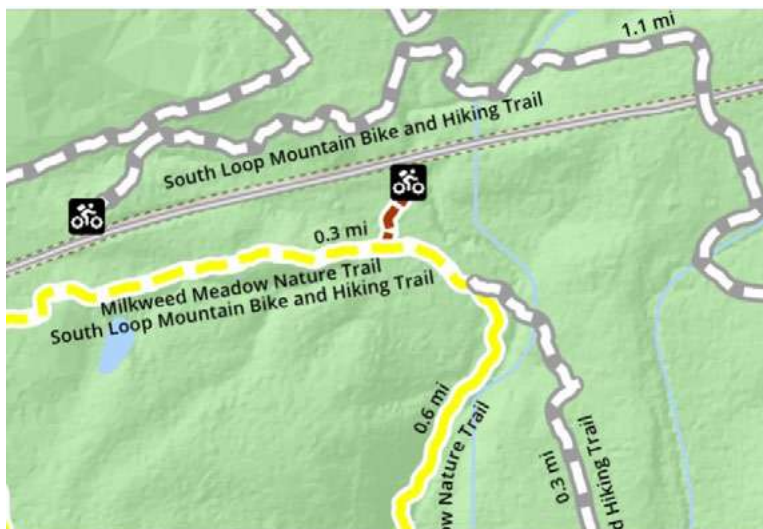
General Notes Division and Wildlife trails will be labeled with their trail name and alternate trail name (if applicable) and segment length in miles to the nearest tenth. Duplicate trail name labels are acceptable and should be shown near trailheads/trail access points, intersections with other trails and at regular intervals based on spatial extent. Place the trail name label beneath or to the right of the trail linework. Segment mileage should be placed above or to the left of the trail linework. Segment mileages should indicate the distance to the next intersection or terminus. Combine the distances to a single mileage label when linear trails have multiple segments. Do not include labels for connector trails less than 0.1 miles in length.

Trail Name **Trail Name and Mileage**

Open Sans, 22 point SemiBold, Hex #000000.

River Placement, Offset curved with 3 point offset.

Trail name below the line and trail mileage above the line.



Typography and linework example

Supplemental trail notes

Trailhead-style maps may include supplemental trail notes along the map's margins. This information is to provide users with the direction and distance to the next developed recreation site or trail intersection. It may also include distances to other locations shown on the map when the trail re-enters from another portion of the extent and map distances may not be clearly labeled. These supplemental notes are intended to aid users in making navigational choices regarding information not shown on the map. Notes should use Open Sans font with a Semibold face, 14-pt, #000000. Direction arrows should use a 1-point wide line with a 12-pt triangle symbol arrowhead (#000000).

See Burr Oak Nature Center Trailhead Example below.



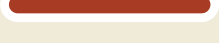




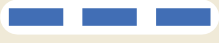
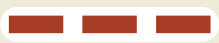







LINEWORK

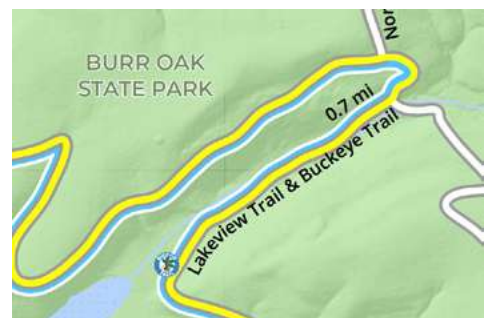
Line specifications are based on a reference scale of 1:8,500. Colors are defined using hexadecimal color codes. Dash point templates values define the point values between the dashed element and the gap between those elements. Cap and join types define the end style for line strokes. Linework may vary with the focus, size, and scale of map. Relationships between line specifications should remain similar.

Replace the Division Trail linework with the trail map kiosk specification. All other linework utilizes the Full Park Map Standards. One-way arrow and step adornments are created with duplicated trail line segments and displaying them as individual line types. When offsetting coincident trails, arrows and step symbols should also be offset to display them as being centered on the trails. The width of steps linework should be increased to extend just beyond the width of the trail linework (for example, 22-point step width over an 18-point trail linework)

Trail Map Kiosk - Division Trails Linework


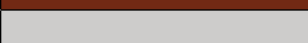
<p>Hiking Trail</p>  <p>White Blaze Hiking Trail - 8 point solid stroke Hex#FFFFFF over a 16 point solid stroke Hex#9C9C9C, both with round cap and join types</p>  <p>Any Other Blaze Hiking Trail - 8 point solid stroke Hex# (Blaze Standards) over a 16 point solid stroke Hex#FFFFFF, both with round cap and join types</p>  <p>Unblazed Hiking Trail - 8 point solid stroke Hex#A83800 over a 16 point solid stroke Hex#FFFFFF, both with round cap and join types</p>	<p>Multi-Use Trails</p>  <p>White Blaze Multi-Use Trail - 8 point circle Hex#FFFFFF with placement template of 56 and a 72 point offset, 8 point dashed Hex#FFFFFF, 24 32 full pattern dash with no constraint over a 16 point solid stroke Hex#9C9C9C with round cap and join types</p>  <p>Any Other Blaze Multi-Use Trail - 8 point circle Hex# (Blaze Standards) with placement template of 56 and a 72 point offset, 8 point dashed Hex# (Blaze Standards), 24 32 full pattern dash with no constraint over a 16 point solid stroke Hex#FFFFFF with round cap and join types</p>  <p>Unblazed Multi-use Trail - 8 point circle Hex#A83800 with placement template of 56 and a 72 point offset, 8 point dashed Hex#A83800, 24 32 full pattern dash with no constraint over a 16 point solid stroke Hex#FFFFFF with round cap and join types</p>
<p>Mountain Bike Trail</p>  <p>White Blaze Mountain Bike Trail - 8 point dashed line Hex#FFFFFF, 20 20 full pattern dash with a square cap and round join type over a 16 point solid stroke Hex#9C9C9C with round cap and join types</p>  <p>Any Other Blaze Mountain Bike Trail - 8 point dashed line Hex# (Blaze Standards), 20 20 full pattern dash with a square cap and round join type over a 16 point solid stroke Hex#FFFFFF with round cap and join types</p>  <p>Unblazed Mountain Bike Trail - 8 point dashed Hex#A83800 with a square cap and round join type over a 16 point solid stroke Hex#9C9C9C with round cap and join types</p>	<p>One-Way Arrow Adornments</p>  <p>One-Way Arrow: 20-point Shape Marker using ESRI Arrowhead, Unicode 37, Hex#000000, Placement template of 75 with half gap endings (full gap ending may be need if using an offset trail). Directional Arrows should be the topmost component of the linework.</p>
<p>Equestrian Trail</p>  <p>White Blaze Equestrian Trail - 8 point circle Hex#FFFFFF with placement template of 16 over a 16 point solid stroke Hex#9C9C9C with round cap and join types</p>  <p>Any Other Blaze Equestrian Trail - 8 point circle Hex# (Blaze Standards) with placement template of 16 over a 16 point solid stroke Hex#FFFFFF with round cap and join types</p>  <p>Unblazed Equestrian Trail - 8 point circle Hex#A83800 with placement template of 16 over a 16 point solid stroke Hex#FFFFFF with round cap and join types</p>	<p>Step Adornments</p>  <p>Steps: 22-point shape marker line symbol, 0.75 point width, Hex#686868, Placement template of 8 with no constraint on endings and 4.5 point offset</p>

Connector trails may display both blaze colors with an additional layer. For blazed trails that share the same corridor and have multiple blaze colors, segments should be offset for all line types to ensure clarity and distinction.



BLAZE COLOR STANDARDS

The following colors shall be used for trail linework and/or symbol markers (equestrian trails) to represent a trail's blaze color. When depicting a white blaze color, the linework should be modified. For these instances, change the color of the lower solid stroke white line to use the 40% Gray, Hex #9C9C9C.

Blaze Color	Hexadecimal Color	Example	ESRI Color Name
White	FFFFFFF		
Pink	FF73DF		Fuchsia Pink
Hot Pink	FF00C5		Ginger Pink
Red	FF0000		Mars Red
Dark Red	A80000		Tuscan Red
Coral	FF7F7F		Medium Coral Light
Orange	FFAA00		Electron Gold
Gold	FFD700		CUSTOM
Yellow	FFFF00		Solar Yellow
Lime	AAFF00		Peridot Green
Green	38A800		Leaf Green
Kelly Green	4CBB16		CUSTOM
Dark Green	4C7300		Spruce Green
Aquamarine	7FFFD4		CUSTOM
Light Blue	00EAFB		CUSTOM
Buckeye Trail Blue Blaze	00C5FF		Big Sky Blue
Blue	0070FF		Cretan Blue
Dark/Royal Blue	004DA8		Ultra Blue
Light Purple	BD86D2		Light Purple Blue
Purple	A900E6		Anemone Violet
Tan	D7C29E		Tecate Dust
Light Brown	C89D7C		CUSTOM
Dark Brown	732600		Cherrywood Brown
Silver	CCCCCC		Gray 20%
Gray	828282		Gray 50%
Black	000000		Black

FORMATTING THE KIOSK PANELS

Once the map is completed by IT (Information Technology) team, Creative Services will polish the map file by adding the following components:

- ◇ Legend (Placed at the top whenever possible, avoiding placement on ODNR property where critical data is located.)
- ◇ POI icons (Avoid placement in areas where critical data is located when possible.)
- ◇ You are here marker
- ◇ Safety icons and trails app QR code
- ◇ Emergency information bar
- ◇ Buckeye trail symbol if applicable

The map panel will usually be placed in the center of the three-panel kiosk. Safety rules, regulations and restrictions will be placed beneath the map on the panel. Park staff should select 3-5 icons. The right hand bottom corner will display the Explore Ohio Trails App QR code. Applicable icons include, but are not limited to, the following:

- ◇ Pack out what you park in and dispose of trash.
- ◇ Stay on marked trails.
- ◇ Consider the difficulty of trails.
- ◇ Leave no trace.
- ◇ Keep pets leashed.
- ◇ No swimming.
- ◇ Swimming permitted at beach area only.
- ◇ No alcohol.
- ◇ No camping.
- ◇ No jumping off dock.
- ◇ Mountain biking audible.
- ◇ Mountain biking watch out for riders.
- ◇ Equestrian caution when crossing trails,
- ◇ Equestrian passing other trails users.

ODNR lands name in map titles will reflect the physical location and type of map product (i.e., a map placed in a kiosk at a Mohican State Park full park map will receive a Title of “Mohican Park Map”; a map placed in Mohican State Forest will receive a title of “Mohican-Memorial State Forest Map”; a mountain bike style map will receive a title of “Mohican Mountain Bike Map”). The left side panel will be a “Welcome” Header style panel with the park name across the top. The right hand side panel will be a “Discover” Header style panel with the Ohio State Parks url across the top.

The content panels will share additional information about the following:

- ◇ Facilities information
- ◇ Recreational opportunities
- ◇ Points of interest
- ◇ Distances and average travel times for trails and roads
- ◇ Flora fauna
- ◇ Geology
- ◇ Wildlife in the area
- ◇ History of the location
- ◇ Try this/kid focused section (**required**)

Examples of all three panels follow below.

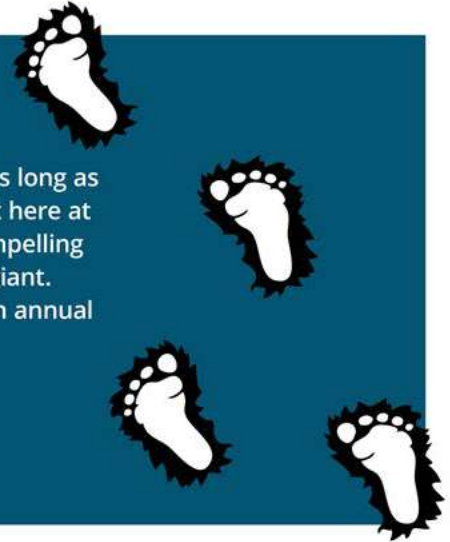
WELCOME

Bigfoot, also known as Sasquatch and Ohio Grassman, is a Salt Fork legend

Have you seen me? Standing six to eight feet tall with footprints as long as 18 inches: Many visitors say they've seen evidence of Bigfoot right here at Salt Fork State Park. The mystery of Bigfoot is an exciting and compelling reason to explore the park's many trails, in search of the elusive giant. Bigfoot-themed night hikes, camping adventure weekends, and an annual 50K Trail Run and conference all take place in the park.



Learn more about events at Salt Fork State Park.



The museum is open from Friday-Monday from May to October.

Historic Kennedy Stone House

Built in 1840 by Scottish immigrants Benjamin and Margaret Orr Kennedy, the Kennedy Stone House is made of sandstone quarried from the area. The house was home to several generations of the Kennedy family until the State of Ohio purchased it in 1966 to create Salt Fork State Park.

For 30+ years, the house was abandoned and, by the 1990s, barely resembled the house it is today. Recognizing its historic value, local resident Pauline Cornish spearheaded its restoration. The house is now a museum, operated by the Friends of Kennedy Stone House at Salt Fork State Park.

Try this!



Storybook Trail

Read the oversized pages of a children's book as you walk along the trail. With each step, you'll explore the wonders of nature through the eyes of authors who found inspiration in its beauty.

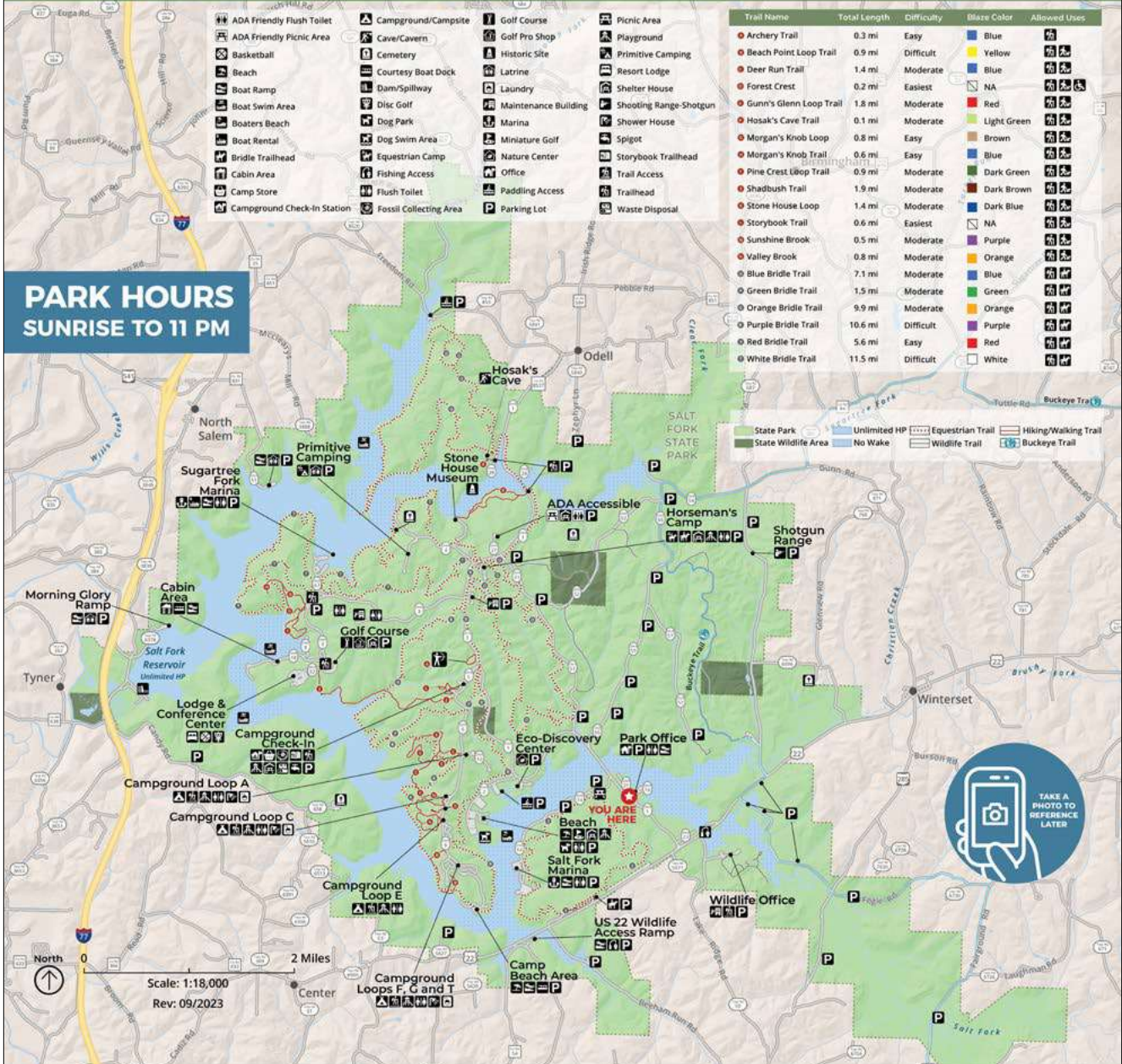
Wildflower Walk

The Stone House trail is one of the most scenic trails at Salt Fork in the Spring! Take some time on the trail to search for and identify these wildflowers growing on your adventure to the Stone House.



Large-flowered Trillium

SALT FORK PARK MAP



CONSIDER THE DIFFICULTY OF TRAILS



KEEP PETS LEASHED UNLESS SUPERVISED IN THE DOG PARK (south of the main beach), where there is direct lake access for dogs to play and swim off leash



PACK OUT WHAT YOU PACK IN AND DISPOSE OF TRASH



SWIMMING IS PERMITTED DURING DAYLIGHT HOURS ONLY



EMERGENCIES CALL 911
NON EMERGENCIES CALL #ODNR FOR A NATURAL RESOURCES OFFICER

DISCOVER

Geology of a Rare Gem

Salt Fork lies in the unglaciated portion of Ohio and is said to have gotten its name from a salt well used by Native Americans. Throughout the area, thick-bedded, erosion resistant sandstone or conglomerate lays on top of more erosive siltstone, shale, coal, and limestone layers. This results in shelter caves, such as Hosak's Cave.

Hosak's Cave, should be admired from afar. Hikers are advised to appreciate its magnificence from a designated viewing spot. A remarkable waterfall frequently descends 50 feet from the rocky "ceiling" of the cave, after substantial rain.



Stay at the Lodge or Hit the Links

The lodge offers overnight accommodations and other amenities including indoor and outdoor pools, a fitness center, and a place to grab a bite.

Book a Tee Time! With its rolling fairways and expansive greens, the 18-hole championship course will challenge even the most experienced golfer.

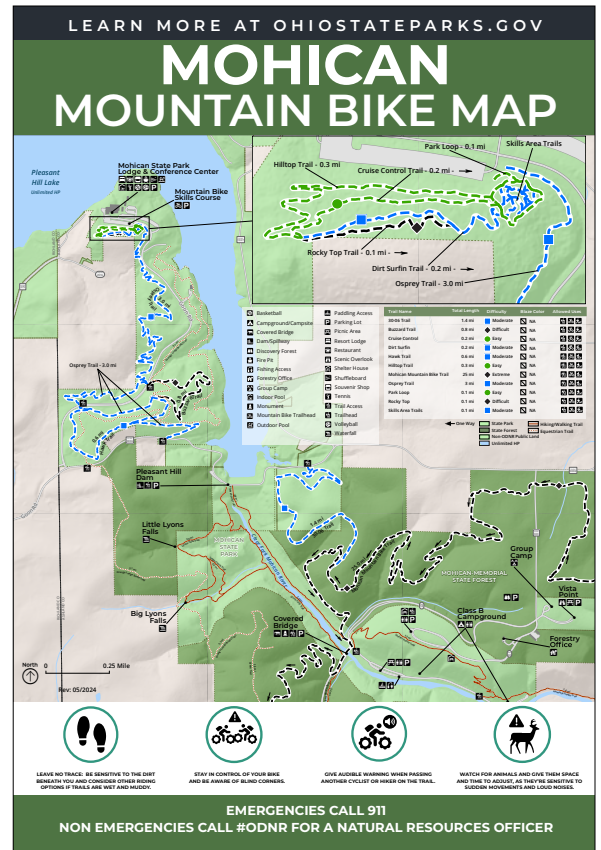
Embrace Adventure on the Trail or Water

Hikers can find something new at every turn on Salt Fork's trails. You can trek through part of the Buckeye Trail or cruise the lake to see the sights of Ohio's biggest state park. Drift past the Stone House for a unique view of this piece of history, search for the bald cypress trees, or find adventure tubing.



INSET MAP STANDARDS

Many maps of large parks with complex trail networks cannot show as much detail on their full park or trailhead maps. In these cases, inset maps are sometimes used to show a zoomed-in, more detailed view of a particularly important area of a park. In general, these maps will use trailhead map standards to show more detail.



ISLAND INSET MAP STANDARDS

Island inset maps are used on all Lake Erie area island kiosk maps. The purpose of this specific inset map is to show the island park's location in reference to the surrounding islands. Ferry routes are not shown because the routes change frequently. This inset map is intended to be used as a basic frame of reference, not detailed navigation.



LEGEND STANDARDS

Avoid covering important roads. If unavoidable, ensure the entire road name is covered rather than partially obscured.

Legend must include the following items:




























1. Areas of interest
2. All POI shown in map



In addition to the legend items listed above, the following items will be included in the Full Park Map and Trailhead Map legends:

3. Trail Name
4. Total Length (mileage rounded to the nearest tenth)
5. Difficulty
 - ◇ Easiest
 - ◇ Easy
 - ◇ Moderate
 - ◇ Difficult
 - ◇ Extreme
6. Blaze color (colored block + word) If there is no blaze color, it should be listed as "None".
7. Allowed use (hiker, biker, equine, pets, snowmobile, etc. symbols indicated if applicable)
 - ◇ ADA Accessible symbol if applicable
 - ◇ Designed (primary) use indicated in trail line symbology
8. Property areas including lakes, regional trails such as the buckeye trail and sidewalks if applicable

Regional trails must always be on the bottom of the legend items list.

Example Trailhead Map Legend

Trail Name	Total Length	Difficulty	Blaze Color	Allowed Uses
 Brown Thrasher Trail	1.0 mi	Moderate	 White	
 Lakeview Trail	21.4 mi	Moderate	 Yellow	
 Northern Flicker Trail	0.7 mi	Moderate	 White	
 Storybook Trail	0.3 mi	Easy	 None	
 Sunrise Trail	0.5 mi	Easy	 None	
 Tanager Trail	0.3 mi	Easy	 Red	
 Blue Equestrian Trail	0.8 mi	Difficult	 Blue	
 Red Equestrian Trail	5.6 mi	Moderate	 Red	
 Turtle Ridge Trail	1.1 mi	Moderate	 None	

 State Park
  Buckeye Trail

The standard opacity for the legend box is white at 50%, but Creative Services can adjust it as needed for better visibility based on the underlying map details.

WEB STANDARDS FOR MAP

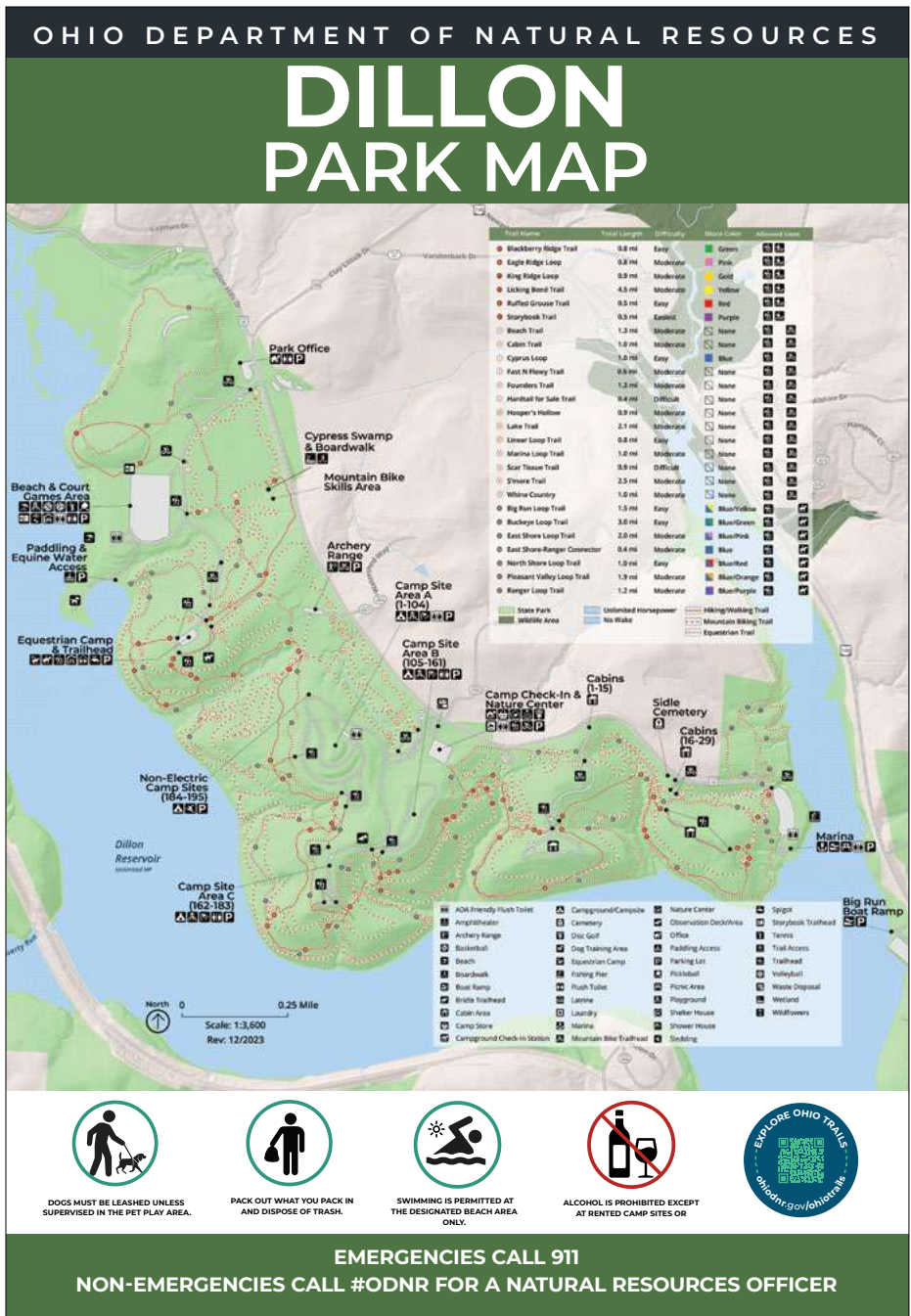
Once a kiosk map is completed, the map will be prepared and sized down appropriately for the web.

Items removed from the map for the web version:

- ◇ You are here location maker
- ◇ Icon stating to take a photo for reference
- ◇ Park Hours in the Blue Bar

The map is scaled down to an 11x16 size to better view on web.

View Example of Web Version Online - [Dillon Park Map](#)



DOCK MAP STANDARDS

Dock Maps can be found on the ODNR website as a downloadable/printable PDF. Dock maps are typically printed on an 8.5x11 paper. Dock maps are available at the park office and on the ODNR Parks & Watercraft website. Dock Maps are not based in GIS; Park Managers must inform the Parks & Watercraft Information & Education team of any changes needed to Dock Maps. *Park Staff should not make manual changes to Dock Maps.*

Included on the maps should be:

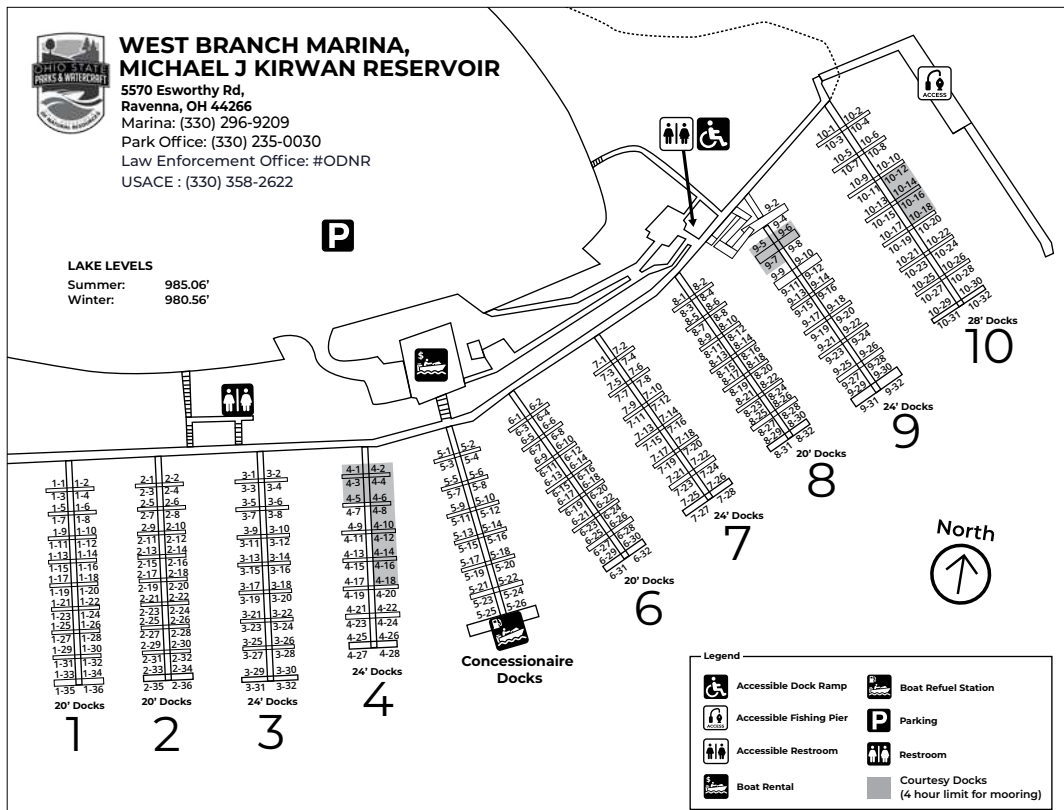
- ◊ Individual docks (labeled by dock number corresponding to Dock Lottery – reach out to Jayne Maxwell for accurate number format)
- ◊ Dock size
- ◊ Electricity/water availability, and any important points of interest (i.e., parking, fuel stations, etc.).

Dock Maps should follow ODNR branding guidelines (i.e., basemap, colors, fonts, etc.).

Each map should contain the following:

1. Title/Marina Name
2. Marina Address
3. Marina Phone Number
4. Park Office Phone Number
5. Law Enforcement Office Phone Number (#ODNR)
6. USACE Phone Number (if applicable)
7. Lake Levels (if applicable)
8. Relevant POI (i.e., boat refuel station, ADA amenities, restrooms, boat rentals, etc.)
9. Legend
10. North Arrow

Example: West Branch State Park Marina



CREATIVE SERVICES TECHNICAL ASPECTS

Creating Web Version of Map

Create alternate layout in Indesign file of map panel.
Change Page Size to 11x16.
Select page number for map only.
Change Liquid Page Rules to Scale.

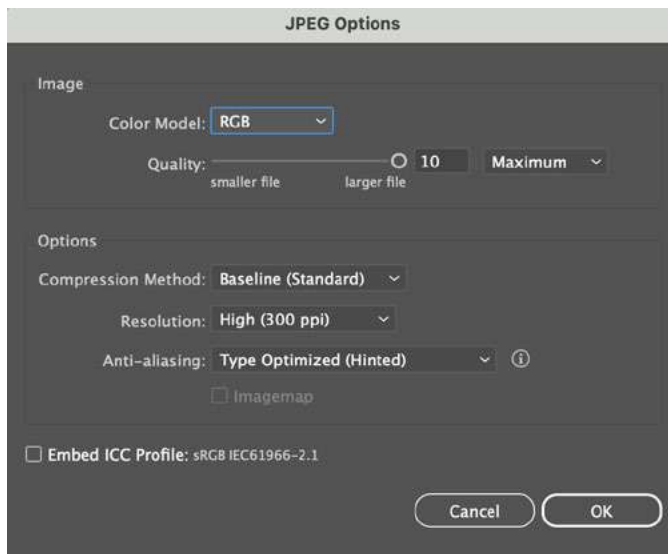
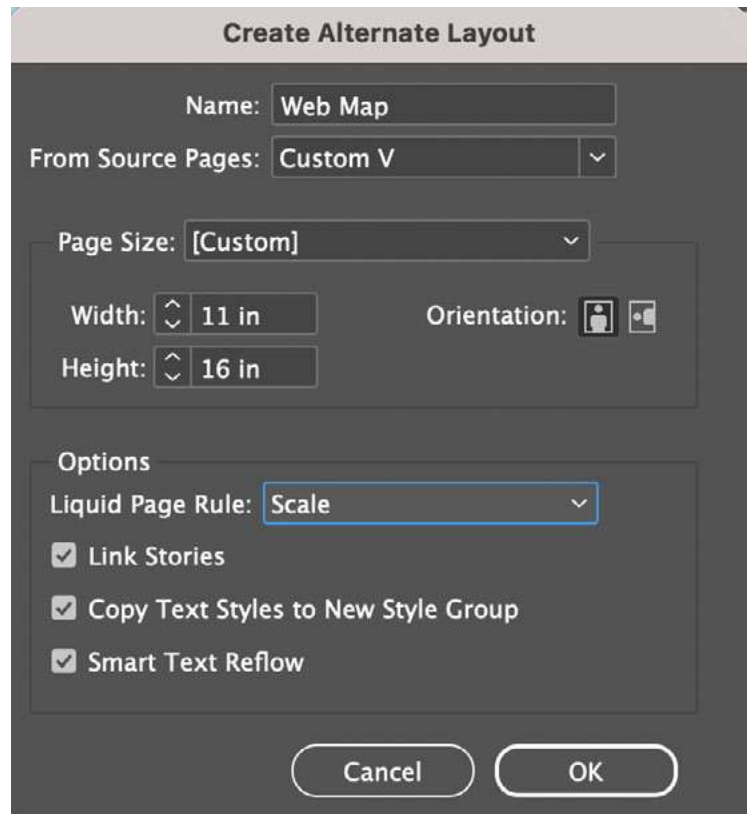
Remove these elements in indesign

- ◇ You are here location marker
- ◇ Icon stating to take a photo for reference
- ◇ Park Hours in the Blue Bar

Export as smallest file size. Save and rename accordingly - park name followed by parkmap as one word Ex: mohicanparkmap

Replace the file on Cloudinary - which will update on any instance of DNR website.

For parks with large map files you may need to export the map file in Illustrator as a jpg at 300 ppi and replace it in the Indesign file.



ARCGIS TECHNICAL ASPECTS

Additional Notes

Python expression for ODNR Shield labels:

```
def FindLabel ( [LABEL] ):
String = [LABEL]
s = "<ALIGN horizontal = 'center'>" + "<FNT size = '7'>" + "DNR" + "</FNT>" + '\n'+ String+ "</ALIGN>"
return s
```

Python expression for County Shield labels:

```
def FindLabel ( [ROADNUMBER] ):
return "<ALIGN horizontal = 'center'>" + "<FNT size = '7'>" + "Co Rd" + "</FNT>" + '\n'+ [ROADNUMBER] + "</ALIGN>"
```

Python expression for Township Shield labels:

```
def FindLabel ( [ROADNUMBER] ):
return "<ALIGN horizontal = 'center'>" + "<FNT size = '7'>" + "Twp Rd" + "</FNT>" + '\n'+ [ROADNUMBER] + "</ALIGN>"
```

Python expression for Point-of-Interest Circles and Square label classes:

```
chr(int([POI_LABEL].zfill(8),16))
```

Vector PDF Export Settings

Image Compression: Adaptive
Quality: Max
Compress vector graphics: Checked
Vector resolution: 300 DPI
Raster Resample: Best
Embed Font: Checked
Export georeferenced information: yes (PDF Layer Only)

Post-Export Operations:

Using Adobe Acrobat Pro, Save the file (overwrite) with the "Reduce File Size PDF"

Adding Kiosk POI

- ◇ Once Kiosk location information is received from the Park Manager
- ◇ Add as a POI
 - ◇ TYPE_NO = Special Use – Other
 - ◇ Subtype = Miscellaneous
 - ◇ POI_LABEL = 0031
 - ◇ POI_NAME = Kiosk
 - ◇ CATEGORY = Special Use
 - ◇ INTERPRETIVE_SHOW = NO
 - ◇ TRAILMOBILE_SHOW = NO
 - ◇ TRAILMAP_SHOW = NO
 - ◇ DT_SHOW = NO
 - ◇ COMMENTS = if multiple kiosk locations exist for a single park, add location information here