

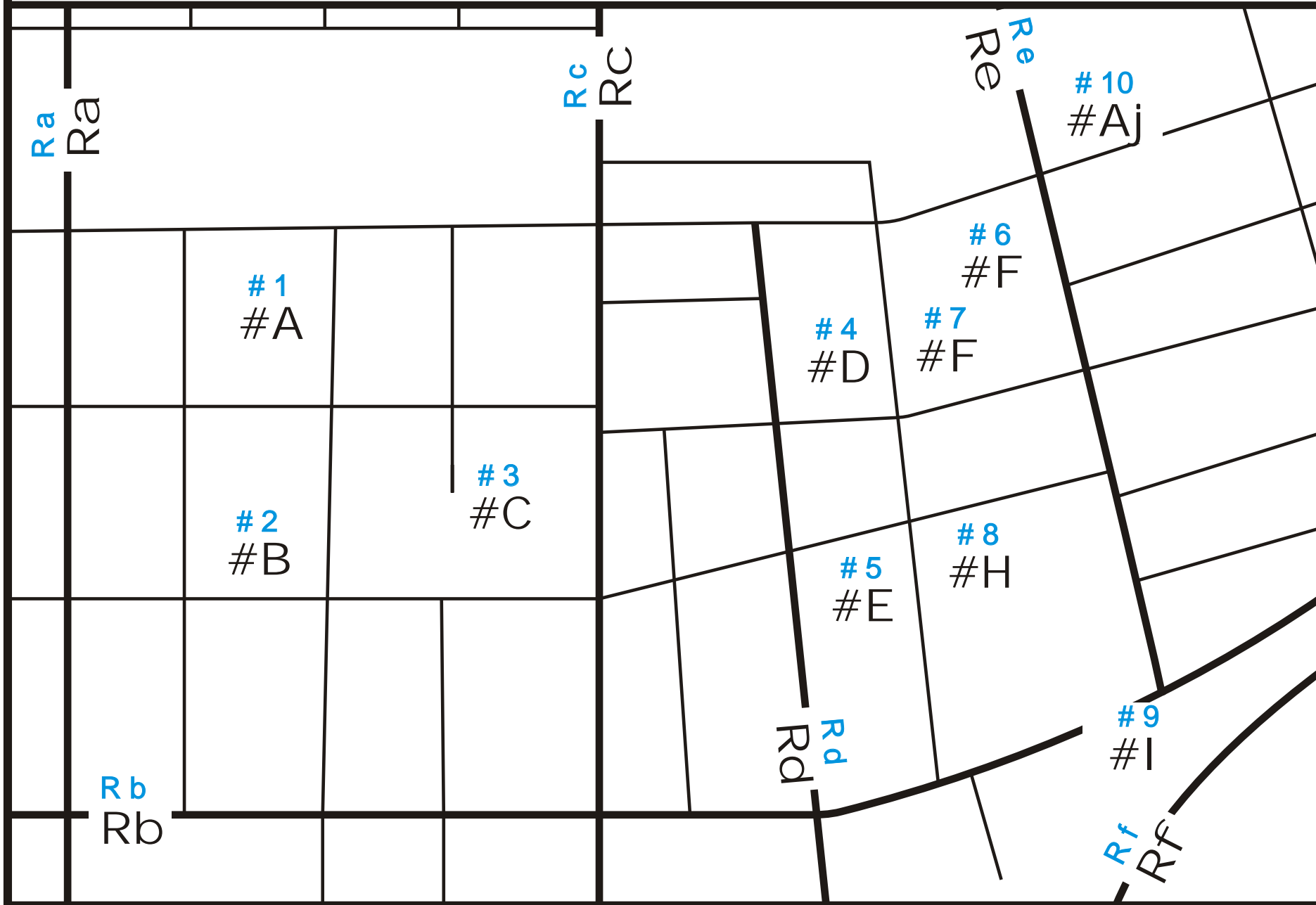
Edmonton

, Edmonton

100 m

North

#aj j m , North



Legend for Tactile Core / Tourist Maps

The following tactile map has been drawn with the aid of a legend using identifiers for all main roads, highways, and points of interest. To keep Braille and type to a minimum in size, identifiers beginning with the letter "R" are used for main roads and highways followed by sequential letters. The # sign followed by sequential numbers will identify points of interest.

, Legend for , tactile , core / , tourist
, maps

, The following tactile map has been
drawn with the aid of a legend using
identifiers for all main roads1
highways1 and points of interest4 , To
keep Braille and type to a minimum in
size1 identifiers beginning with the
letter 8R0 are used for main roads and
highways followed by sequential letters4
, The # sign followed by sequential
numbers will identify points of
interest4

Legend for Roads

, Legend for , roads

R a 105th Street

Ra #aj eth , Street

R b Jasper Avenue

Rb , Jasper , Avenue

R c 103rd Street

Rc #aj crd , Street

R d 100th Street

Rd #aj j th , Street

R e 97th Street

Re #i gth , Street

R f Grierson Hill

Rf , Grierson , Hill

Legend for Points of Interest

, Legend for , points of , interest

1 Greyhound Bus Terminal

#a , Greyhound , Bus , Terminal

2 Boardwalk Market

#b , Boardwalk , Market

3 Eaton Centre

#c , Eaton , Centre

4 City Hall

#d , City , Hall

5 Stanley A. Milner Library

#e , Stanley , A4 , Milner , Library

6 Law Courts

#f , Law , Courts

7 Edmonton Art Gallery

#g , Edmonton , Art , Gallery

8 Citadel Theatre

#h , Citadel , Theatre

Legend for Points of Interest

, Legend for , points of , interest

9 [Shaw Convention Centre](#)

#i , Shaw , Conventi on , Centre

10 [Edmonton Police Museum and Archives](#)

#aj , Edmonton , Pol i ce , Museum
and , Archi ves