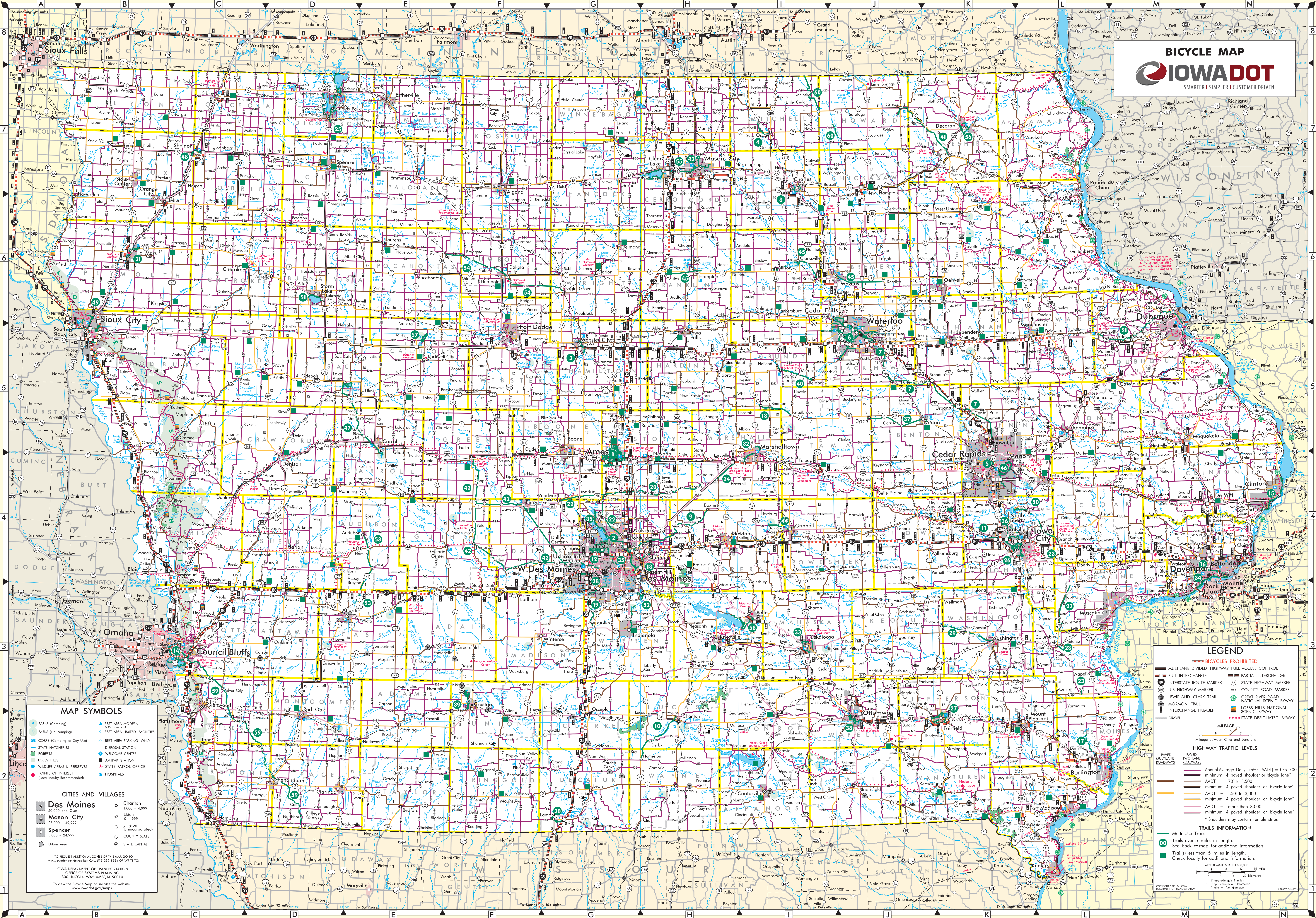




MAP SYMBOLS

- PARKS (Compulsory)
- PARKS (No Compulsory)
- CORPS (Camping or Day Use)
- STATE HATCHERIES
- FORESTS
- LOSS AREAS & PRESERVES
- POINTS OF INTEREST (Local Inquiry Recommended)
- REST AREA-MODERN
- REST AREA-LIMITED FACILITIES
- REST AREA-PARKING ONLY
- DISPOSAL STATION
- WELCOME CENTER
- AVIATION STATION
- STATE PATROL OFFICE
- HOSPITALS

CITIES AND VILLAGES

- Des Moines 50,000 +
- Mason City 25,000 - 49,999
- Spencer 5,000 - 24,999
- Urban Area
- Chariton 1,000 - 4,999
- Eldon 0 - 999
- Lifftown (Unincorporated)
- COUNTY SEATS
- STATE CAPITAL

TO REQUEST ADDITIONAL COPIES OF THIS MAP GO TO www.iowadot.gov/maps. CALL 815.225.1464 OR WRITE TO:
IOWA DEPARTMENT OF TRANSPORTATION
OFFICE OF SYSTEMS PLANNING
800 LINCOLN WAY, AMES, IA 50010
To view the Bicycle Map online visit the website: www.iowadot.gov/maps

LEGEND

BICYCLES PROHIBITED

- MULTILANE DIVIDED HIGHWAY FULL ACCESS CONTROL
- FULL INTERCHANGE
- INTERSTATE ROUTE MARKER
- U.S. HIGHWAY MARKER
- LEWIS AND CLARK TRAIL
- MORMON TRAIL
- INTERCHANGE NUMBER
- GRAVEL
- PARTIAL INTERCHANGE
- STATE HIGHWAY MARKER
- COUNTY ROAD MARKER
- GREAT RIVER ROAD
- NATIONAL SCENIC BYWAY
- LOSS HILLS NATIONAL SCENIC BYWAY
- STATE DESIGNATED BYWAY

MILEAGE

Mileage between Cities and Junctions

HIGHWAY TRAFFIC LEVELS

- PAVED MULTILANE ROADWAYS
- PAVED TWO-LANE ROADWAYS
- Annual Average Daily Traffic (AADT) = 0 to 700
- minimum 4' paved shoulder or bicycle lane*
- AADT = 701 to 1,500
- minimum 4' paved shoulder or bicycle lane*
- AADT = 1,501 to 3,000
- minimum 4' paved shoulder or bicycle lane*
- AADT = more than 3,000
- minimum 4' paved shoulder or bicycle lane*
- *Shoulders may contain rumble strips

TRAILS INFORMATION

- Multi-Use Trails
- Trails over 5 miles in length. See back of map for additional information.
- Trails less than 5 miles in length. Check locally for additional information.

APPROXIMATE SCALE 1:600,000
0 10 20 Miles
0 10 20 Kilometers
1" approximately 2 miles
1:600,000 approximately 1:600,000
1:600,000 approximately 1:600,000