




General Instructions for Maps

1. Neatness is a major requirement for all maps. You don't have to be an artist to be neat and accurate. Very messy maps will not be accepted for grading, and anyone whose map is so rejected will receive a grade of 0 on that assignment. The map may be done over for a late grade.
2. All labeling, including the title, should be neatly printed. Keep your printing small and it will be neater than large printing. You don't have to fill space just because it is there.
3. The title should be centered in the top margin of the map. Put your heading in the upper right hand corner.
4. Draw and label rivers with a dark blue map color. When lakes are required to be drawn in on the map, treat them in the same manner as rivers. Lakes are to be shaded with a blue map color. Oceans and seas are to be labeled and shaded lightly in blue.
5. All land areas or features should be labeled with a brown or green map color.
6. The title and names of countries (political) should be labeled in black.
7. Areas to be colored with map colors should be outlined with the appropriate color and shaded lightly. Keep your map colors sharpened. If you shade with pencil strokes all horizontal or all vertical, your work will be neater. Be sure your map is on a smooth surface as you work; textures will be reproduced in the shading and that is undesirable.
8. The legend should be kept small-don't let it overpower the rest of the map. Include in the legend a key to all symbols used on the map and an identification of all shaded areas. The legend should always be placed on the front of the page unless instructed otherwise.
9. The following standard symbols should be used:
 - Cities
 -  National capitals
 -  Deserts (yellow)
 - ^^^^ Mountain ranges (brown)
 - Δ Mountain peak (colored in-brown)
 -  Rivers (dark blue)