

## **Route Log and Progress Chart**

	<del></del>				
Base Map					
Buschap					
		ESSEX	$\langle \rangle$		
$1 \sqrt{1}$			$\langle \rangle$		
				$\mathbf{i}$	0.
1 in = 2,000 feet		)			
Stick Diagram			Bowman Corners		
Town Center     Intersecting State Routes (excl.					
<ul> <li>ramps/approaches)</li> <li>Other Intersecting Highways, Ramps,</li> </ul>					
Approaches ++++++ Railroad Crossings	(9-H				
Primary Structures	OLD STAGE RD (TH-6)			AGERD	
Secondary Structures Divided State Highway	OLD STA			OLD STAGE RD	
State Highway Divided Town Highway	/		•		
Town Highway	17±1) ++38)			H-29)	
Town Boundary Village/UC Boundaries	CHAPIN RD (TH-1) CHAPIN RD (TH-38)			PHELPS RD (TH-29)	
	CHA CHA			H H H H H H H H H H H H H H H H H H H	
<ul> <li>- • - State/Town Highway Change</li> <li> Divided Highway Limits</li> </ul>					
Ghost Section Boundary     Federal Urban Area Limits	90				
Scale: 1 INCH = 1,000 FEET	t o			2438	
	0				
Travellane					
Road Widths Lane Count	•				
Base					
Subbase					
Curves					
Grades					
Guardrails					
Rumblestrips					
Historic Projects					
Maintenance Garage					
Speed Zone					
<b>Functional Class</b>					
National Highway System					
Limited Access Highway					
Customer Comise Level					
Customer Service Level					
Traffic Counters					
2020					
2019					
<b>AADT</b> 2018					
2017 2016					
2010					
(Incomplete) 2021					
2020					
Crash Locations 2019					
2018					
2017					
Historic Project		Functional		Curves Grades	Traffic Count
Unknown Bituminous Concre Retreatment Bituminous Macad	lam Gravel	1 - Interstate 3 - Prine System Arterial 2 - Other 4 - Mine		Leftgrade up	<ul><li>Continuous (CTC</li><li>Weigh-In-Motion</li></ul>
Resurface Bituminous Mix	🔲 Plant Mix	Freeways and Arterial	r 6 - Minor Collector	Right grade dow	<sup>n</sup> ▲ Short-Term, Sche ▲ Short-Term, Unso
Skinny Mix Concrete	ete Reclaimed Base and Bituminous Concrete	Speed Zo		Road Widths	(counter ID)
Bituminous Seal 🗖 Gravel		SPEED SPEED SPEED SPEED SPEED LIMIT LIMIT 25 30 35 40 45		$\longleftrightarrow$	(AADT)

