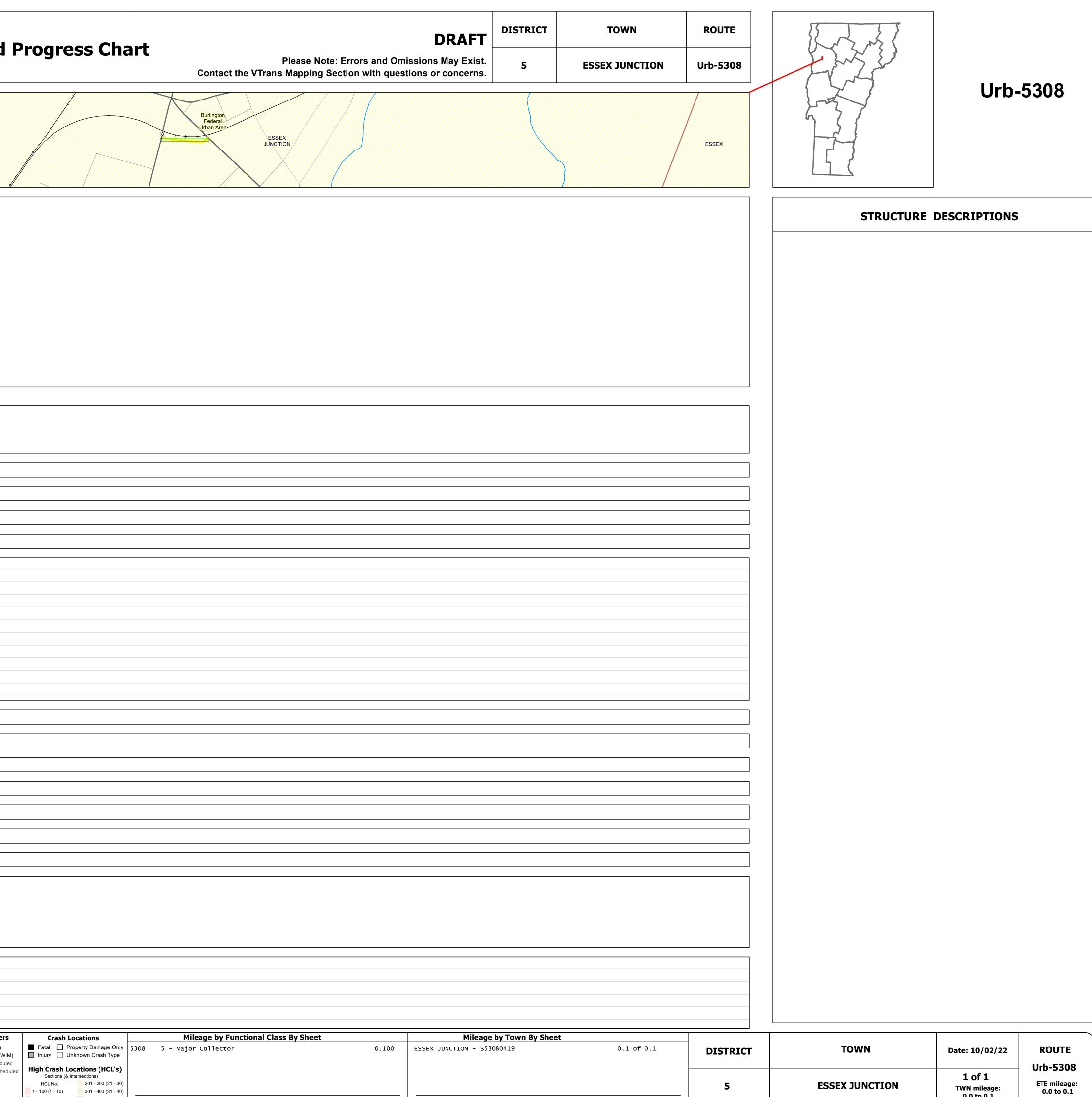


## **Route Log and Progress Chart**

Base Map	WILLISTON			Burlington Federal Urban Area ESSEX JUNCTION	
1 in = 500 feet					
Stick Diagram     Town Center     Intersecting State Routes (excl.     ramps/approaches)     Other Intersecting Highways, Ramps,     Approaches     Railroad Crossings     Primary Structures     Secondary Structures	PLE: ST-(TH-1)				
<ul> <li>Divided State Highway</li> <li>State Highway</li> <li>Divided Town Highway</li> <li>Town Highway</li> <li>Town Boundary</li> <li>Town Boundary</li> <li>Town Boundaries</li> <li>Olistrict Boundaries</li> <li>State/Town Highway Change</li> <li>Olivided Highway Limits</li> <li>Ghost Section Boundary</li> <li>Federal Urban Area Limits</li> </ul>					
Scale: 1 INCH = 2,000 FEET					
Road Widths Base Subbase					
Curves					
Grades Guardrails					
Rumblestrips					
Historic Projects					
Maintenance Garage					
Speed Zone					
Functional Class	5				
Limited Access Highway					
Customer Service Level					
Traffic Counters					
2021					
2020 AADT 2019 2018 2017					
(Incomplete) 2022 2021 Crash Locations 2020					
Crash Locations 2020 2019 2018					
Historic Projects		Curves Grades		Mileage by Functional Class By Sheet	Mileage by Town By Sheet
<ul> <li>Unknown</li> <li>Bituminous Concre</li> <li>Retreatment</li> <li>Bituminous Macad</li> <li>Cold Plane and Bituminous Mix</li> <li>Skinny Mix</li> <li>Bituminous Seal</li> <li>Gravel</li> </ul>	am Gravel ☐ Plant Mix 2 - Other 4 - Minor 6 - Minor Ereeways and Arterial Collector	or     (degrees)     Right     (percent)     grade down     ▲     Short-Term, Scheduled       Road Widths     (counter ID)	) High Crash Locations (HCL's) Sections (& Intersections) HCL No. 201 - 300 (21 - 30) 1 - 100 (1 - 10) 301 - 400 (31 - 40)	jor Collector 0.100	ESSEX JUNCTION - S53080419
Indicated plans available - http://vtransmap01.av	aot.state.vt.us/rp/dpr/Dlwebstore/ 25 30 35 40 45 50 55 60 65		101 - 200 (11 - 20) 401 - 800 (41 - 113)	Page Total Mileage: 0.100 mi	Pa





age Total Mileage: 0.1 mi

TWN mileage: 0.0 to 0.1