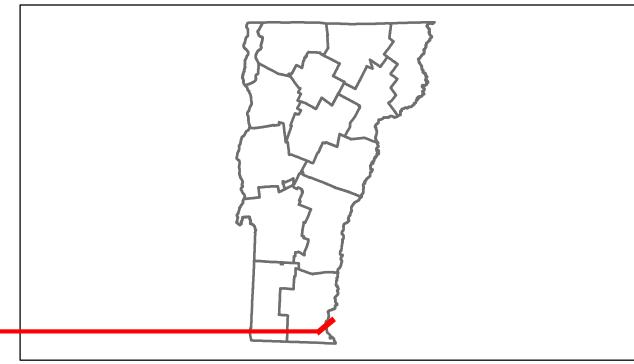


Route Log Progress Chart

Please Note: Errors and Omissions May Exist.
Contact the VTrans Mapping Unit with questions or concerns.

DISTRICT TOWN ROUTE

2 BRATTLEBORO Min-2004



DESCRIPTION BLOCK

1 in = 2,000 feet	GUILFORD BRATTLEBORO BRATTLEBORO	
Stick Diagram Town Boundary Village/UC Boundaries District Boundaries District Boundaries Divided Highway Change Divided Highway Limits Ghost Section Boundary FAU Limits Streams Town Center Primary Structures Secondary Structures Stations (Feet) Railroad Crossings Divided State Highway Streams Ghost Section Boundary FAU Limits Ghost Section Boundary FAU Limits Ghost Section Boundary Streams Town Center Divided Streams Divided Streams Ghost Section Boundary Ghost Section Boundary Boundary Charles Divided Class 1 Town Highway Ghost Section Boundary Gho		
Road Widths Road Widths Lane Count Base Subbase	$\begin{smallmatrix} & & & & \\ & & & & \\ \downarrow & & & & \\ & & & &$	
Curves		
Grades		ŀ
Historic Projects		
Maintonanco Garago		Í
Maintenance Garage		ĺ
Traffic Counters	S6X146	ł
Functional Class	*16*	1
Speed Zone		
2012 2011 AADT Counts 2010 2009 2008	1	
2012 2011 Crash Locations 2010 2009 2008		

Historic Projects	Functional Class	Curves	Road Widths	AADT	Mileage by Functional Class By She	et	Mileage by Town By Sheet					
Retreatment Bituminous Concrete Surface Freated	├── 	Left Right	← (ft)	(count) →	2004 16 - Urban - Minor Arterial	0.080	BRATTLEBORO - S20041302	0.08 of 0.08	DISTRICT	TOWN	Date: 05/21/14	ROUTE
Unknown Bituminous Gravel	2 8 — 14 — 19	Night										Min-20
Bituminous Mix Cold Plane and Skinny Mix Bituminous Reclaimed Base and Bituminous	6 — 11 — 16	Grades	Traffic Counters	Crash Locations							1 of 1	
Skinny Mix Bituminous Seal Bituminous Seal Bituminous Concrete Concrete	Speed Zones Speed	grade up	(counter ID)	Fatal Property Damage Only Injury Unknown Crash Type					2	BRATTLEBORO	TWN mileage:	ETE mile 0.0 to (
Concrete	25 30 35 40 45 50 55 60 65	<u> </u>				Total Mileage: 0.080 mi		Total Mileage: 0.08 mi			0.0 to 0.08	0.0 to