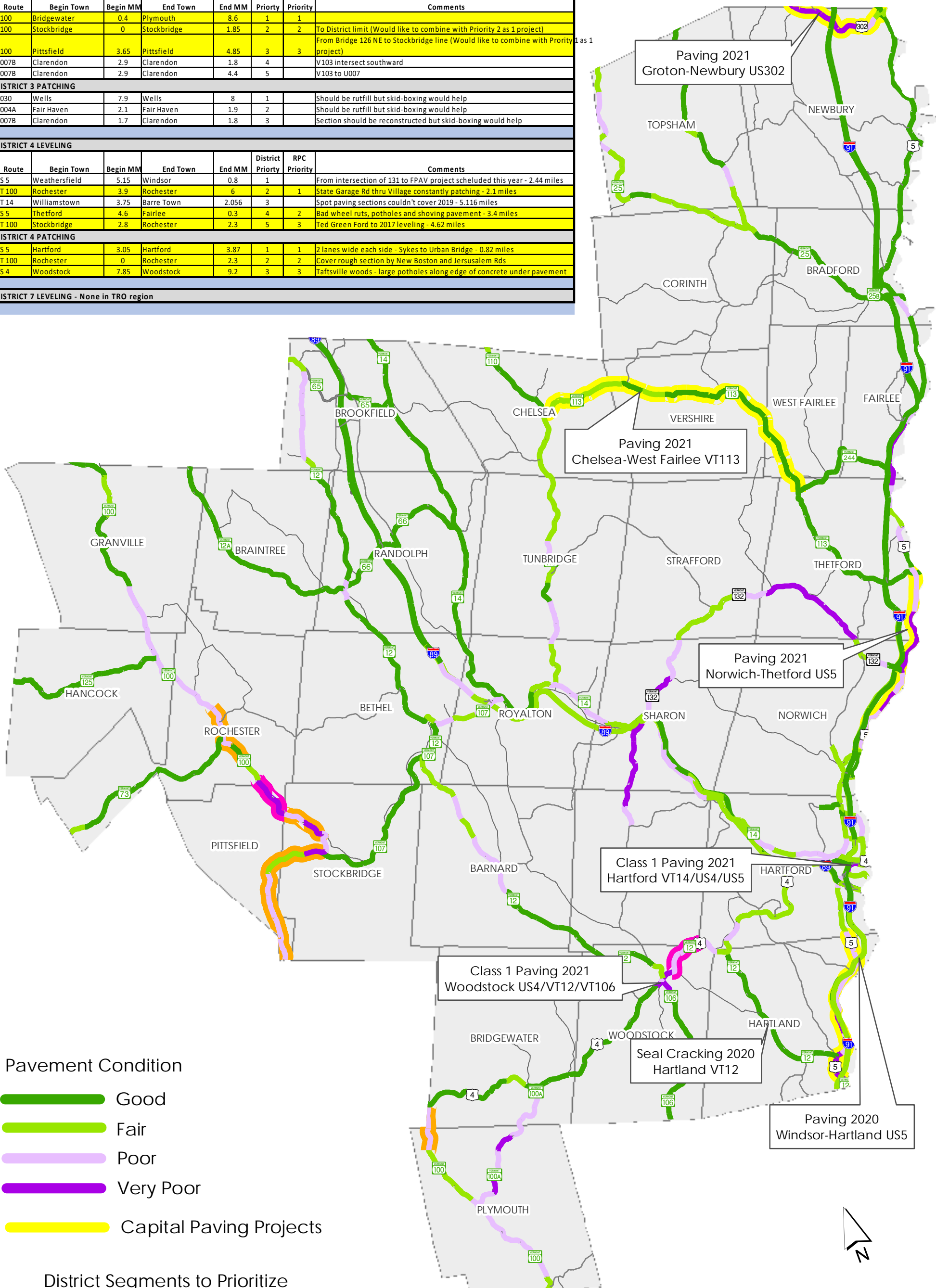


DRAFT

Two Rivers-Ottauquechee Region District Leveling Priorities 2020

DISTRICT 3 LEVELING							
Route	Begin Town	Begin MM	End Town	End MM	District Priority	RPC Priority	Comments
V100	Bridgewater	0.4	Plymouth	8.6	1	1	
V100	Stockbridge	0	Stockbridge	1.85	2	2	To District limit (Would like to combine with Priority 2 as 1 project)
V100	Pittsfield	3.65	Pittsfield	4.85	3	3	From Bridge 126 NE to Stockbridge line (Would like to combine with Priority 1 as 1 project)
V007B	Clarendon	2.9	Clarendon	1.8	4		V103 intersect southward
V007B	Clarendon	2.9	Clarendon	4.4	5		V103 to U007
DISTRICT 3 PATCHING							
V030	Wells	7.9	Wells	8	1		Should be rutfill but skid-boxing would help
V004A	Fair Haven	2.1	Fair Haven	1.9	2		Should be rutfill but skid-boxing would help
V007B	Clarendon	1.7	Clarendon	1.8	3		Section should be reconstructed but skid-boxing would help
DISTRICT 4 LEVELING							
Route	Begin Town	Begin MM	End Town	End MM	District Priority	RPC Priority	Comments
US 5	Weathersfield	5.15	Windsor	0.8	1		From intersection of 131 to FPAV project scheduled this year - 2.44 miles
VT 100	Rochester	3.9	Rochester	6	2	1	State Garage Rd thru Village constantly patching - 2.1 miles
VT 14	Williamstown	3.75	Barre Town	2.056	3		Spot paving sections couldn't cover 2019 - 5.116 miles
US 5	Thetford	4.6	Fairlee	0.3	4	2	Bad wheel ruts, potholes and shoving pavement - 3.4 miles
VT 100	Stockbridge	2.8	Rochester	2.3	5	3	Ted Green Ford to 2017 leveling - 4.62 miles
DISTRICT 4 PATCHING							
US 5	Hartford	3.05	Hartford	3.87	1	1	2 lanes wide each side - Sykes to Urban Bridge - 0.82 miles
VT 100	Rochester	0	Rochester	2.3	2	2	Cover rough section by New Boston and Jerusalem Rds
US 4	Woodstock	7.85	Woodstock	9.2	3	3	Taftsville woods - large potholes along edge of concrete under pavement
DISTRICT 7 LEVELING - None in TRO region							



Pavement Condition

- █ Good
- █ Fair
- █ Poor
- █ Very Poor
- █ Capital Paving Projects

District Segments to Prioritize

- █ Leveling (full width leveling longer than 1 mile and up to about 5 miles)
- █ Patching (patching worse spots)

