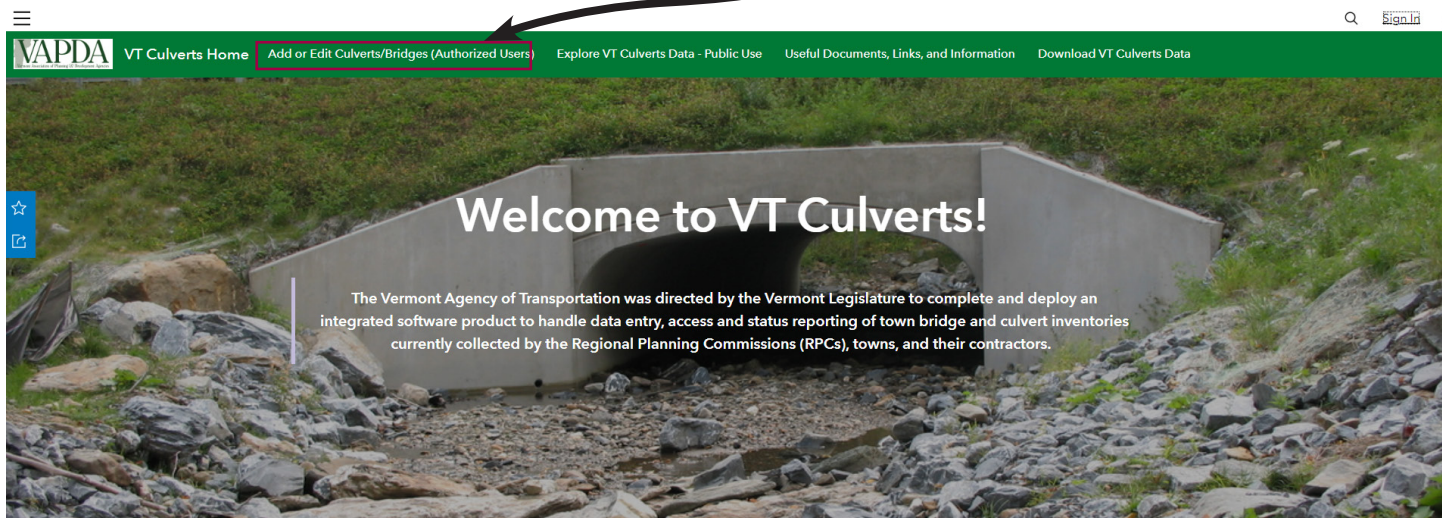


VT Culverts Editable Web App How-to Guide

Step 1

Click the URL to Access the VT Culverts Portal: <https://www.vtculverts.org/>

To access the editable map, click on the **Add or Edit/Culverts/Bridges(Authorized Users)**



Step 2

2. For Municipalities

Municipalities enter name and password, see screenshot below:

Sign in to VT Association of
Planning and Development
Agencies with



2. For Regional Planning Commissions

RPCs can sign-in with AGOL account:

Sign in to VT Association of
Planning and Development
Agencies with



Step 3

Agree to filter by your municipality, by checking the box and clicking ok:

Please follow the steps below:



1. Select from the list, or start typing, your municipality from the filter.
2. Make edits ONLY to data in your jurisdiction.


☐ I agree to filter to my municipality.


OK


Step 4


Start typing municipal name. Click apply once your full municipality appears.

Group Filter  

Select your municipality from the list, or start typing your municipality name to find your selection. Following this selection, access the culvert/bridge specific filters in the standard filter. 

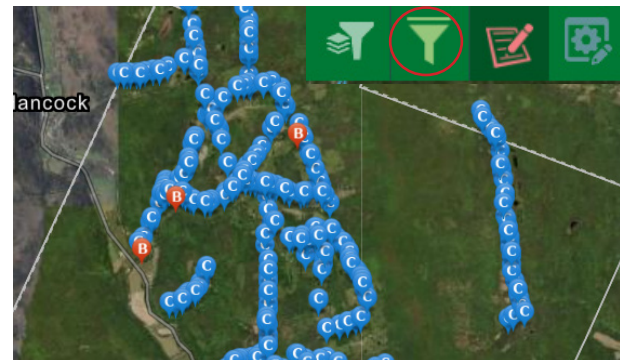
Municipality 

ROCHESTER 

Apply 

Step 5

Map zooms to selected municipality. Select the second filter to begin filtering by road name, local id, condition, type, etc..



Map Features

You can use the following features to navigate the map.



Use these buttons to zoom in/out



View the legend by clicking this button



Zoom to your location by clicking this button



Change the basemap (background aerial view or topographic map) by clicking this button



Return to map original extent (State of Vermont) by clicking this button



Turn layers on/off by clicking this button. There are many useful layers, such as road erosion scoring (MRGP), Parcel boundaries, LiDAR Hillshade, E911 addresses



Identify desired roads and culverts

Step 6

Search for desired road by typing road name into the search box. The map will zoom to the selected road.

Filter by Culvert/Bridge Attributes

☒ Culverts Toggle the culverts button on.

Road name

0 selected

Search

- ☐ ACCESS RD
- ☐ ANDERSON LN
- ☐ AUSTIN HL
- ☐ BETHEL MOUNTAIN RD
- ☐ BINDRUM LN
- ☐ BINGO RD
- ☐ BROOK ST



Map zoomed to desired road.

Filter by Culvert/Bridge Attributes

☒ Culverts

Road name

1 selected

Oak

☒ OAK LODGE RD

Step 7

Select desired culvert. You will see a description of the culvert, with details culvert type, length, width, and condition. Click the three dots in the bottom right-hand corner and select "Smart Editor".

Culvert in ROCHESTER

Road name	OAK LODGE RD
Town Highway #	
Local id	9
Location description	
Driveway or Drainage	Not Yet Determined
Culvert material	Steel Corrugated
Overall condition	Fair = At least 50% open &/or developing deficiencies
Header material	Unknown
Header condition	Unknown
Height (in.)	15

Zoom to

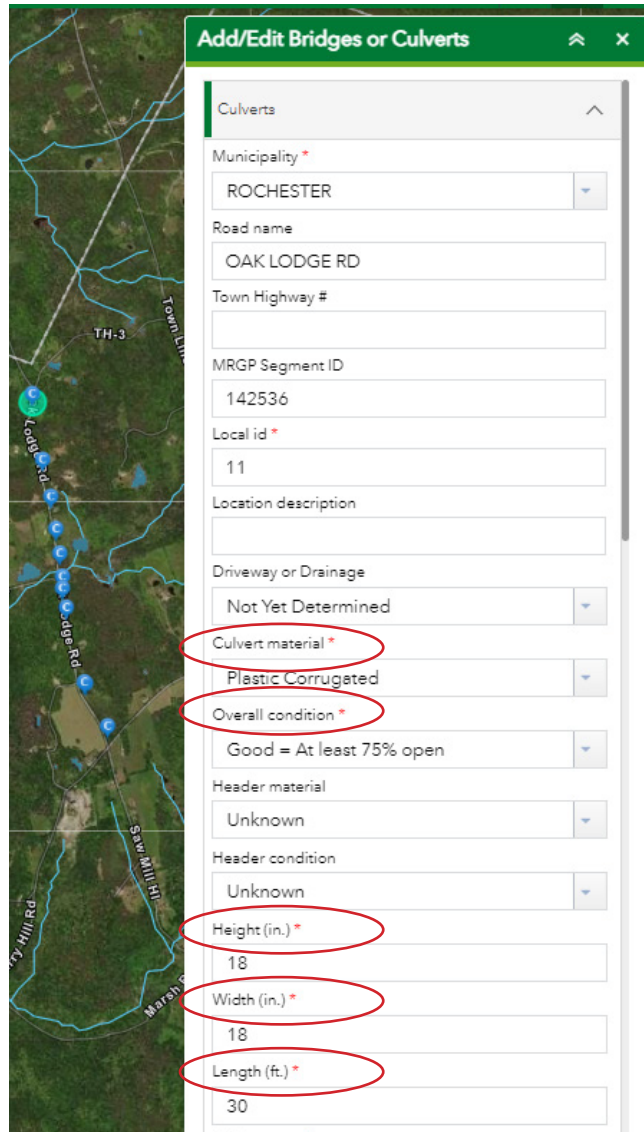
Pan to

Add a marker

Smart Editor

View in Attribute Table

Step 8



Add/Edit Bridges or Culverts

Culverts

Municipality *
ROCHESTER

Road name
OAK LODGE RD

Town Highway #

MRGP Segment ID
142536

Local id *
11

Location description

Driveway or Drainage
Not Yet Determined

Culvert material *
Plastic Corrugated

Overall condition *
Good = At least 75% open

Header material
Unknown

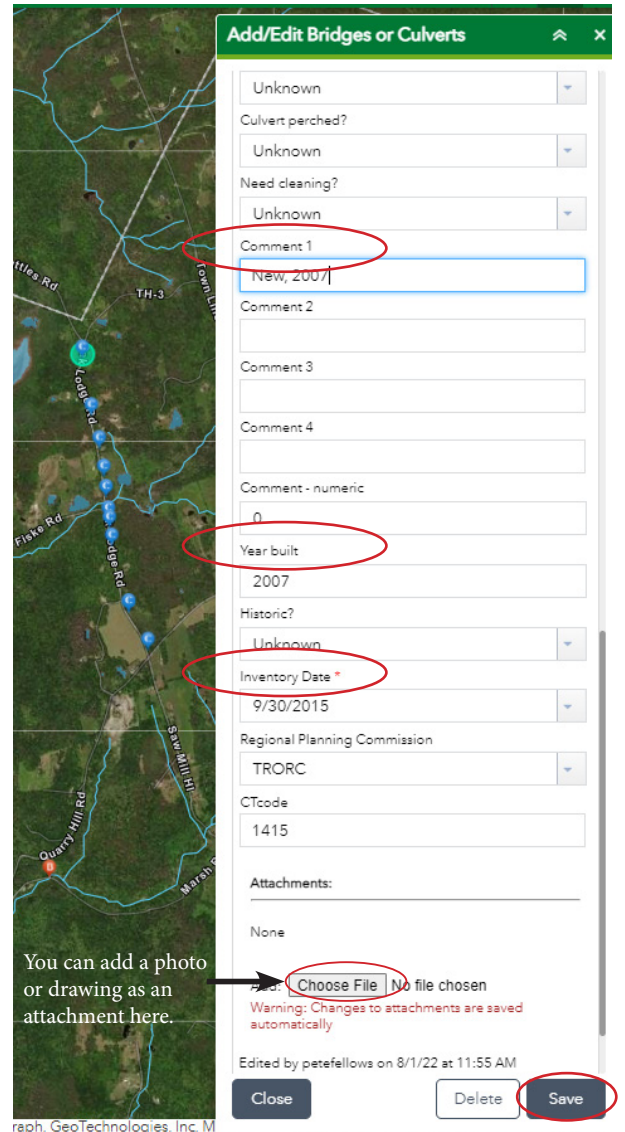
Header condition
Unknown

Height (in.) *
18

Width (in.) *
18

Length (ft.) *
30

Update the culvert as needed, including material used, overall condition, height, width length....



Add/Edit Bridges or Culverts

Unknown

Culvert perched?
Unknown

Need cleaning?
Unknown

Comment 1
New, 2007

Comment 2

Comment 3

Comment 4

Comment - numeric
0

Year built
2007

Historic?
Unknown

Inventory Date *
9/30/2015

Regional Planning Commission
TRORC

CTcode
1415

Attachments:
None

You can add a photo or drawing as an attachment here.

Choose File No file chosen

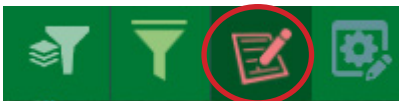
Warning: Changes to attachments are saved automatically

Edited by petefellows on 8/1/22 at 11:55 AM

Close Delete Save

Update comments, year built, and the inventory date, then click "Save."

You can also reach the Smart Editor by clicking the button circled in red below.



Moving and Adding Locations and Structures to the Map

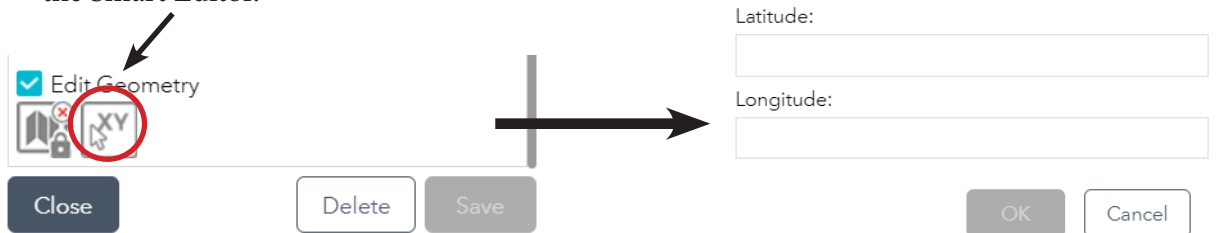
Moving the Location of a Structure

When you have selected a culvert for editing in the Smart Editor, you can change the location of the culvert one of two ways.

1. You can use the mouse to move the culvert location on the map.

Or

2. You can enter the latitude and longitude in the Smart Editor.



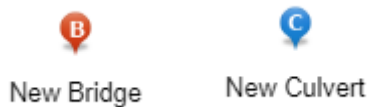
* Latitude will start with 42, 43 or 44 before the decimal point, longitude will start with -71, -72, or -73 before the decimal point.

Adding a New Structure

Click the Smart Editor symbol

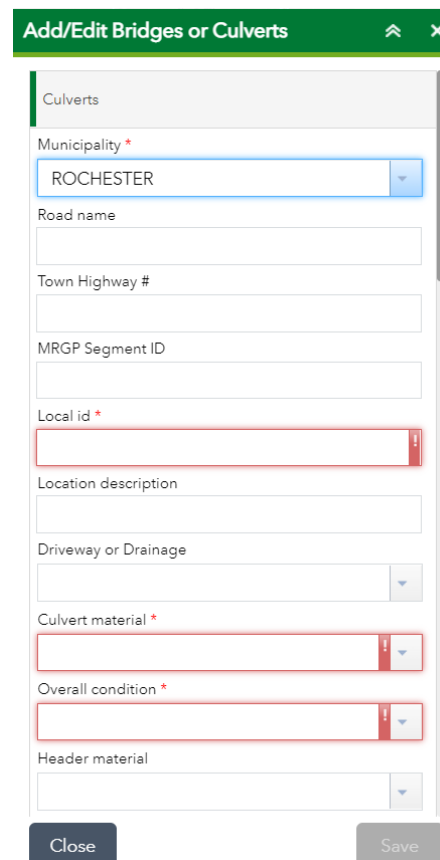


Select one of the following:



Locate the correct location on the map – zoom in, search for road, for example. Click once to place the point on the map. NOTE: If lat/long is known, can enter coordinates before finalizing the added data.

Once the point has been placed on the map, the attribute fields appear on the right-hand side of the map. Required fields are highlighted in red and also have a red asterisk. The data will not save until these fields are filled in. Municipality, Road Name, MRGP Segment ID, RPC are automatically populated. NOTE: CTcode can be populated if known. If not, a script will be run to populate CTcode.



Adding a New Structure Continued...

Once all required data is entered into the Smart Editor, the Save button will work (it is grayed out until the required information is filled in).

Attachments (photos, drawings, etc...) can be added here:

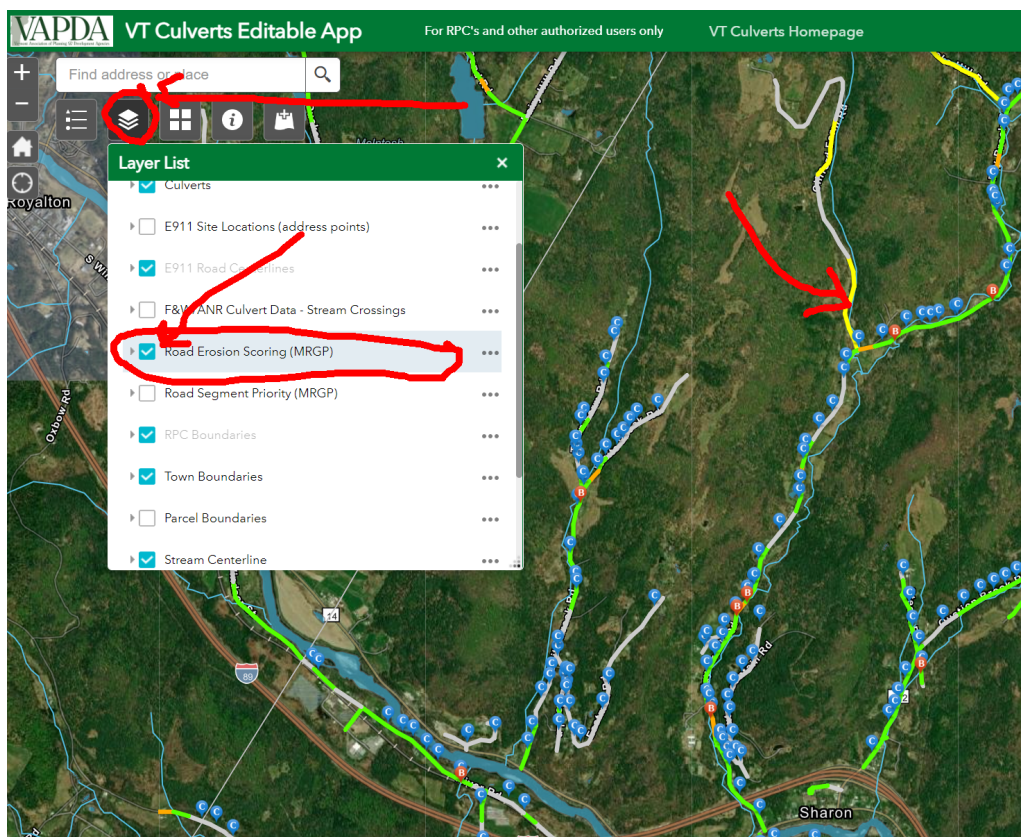
Attachments:



Coordinates can be entered the same as given on the previous page.

Viewing MRGP road erosion segments.

Click the layers button and then turn on the Road Erosion Scoring layer. It is scale dependent so you will need to be zoomed in a lot to view.



Please contact your Regional Planning Commission with any questions or comments.