# WVDOT Route ID Definition

**ROUTEID for Countywide Milepoint Linear Referencing Method (LRM):**

$$XX\ ,\ X\ ,\ XXXX\ ,\ XX\ ,\ XX\ ,\ XX\ ,\ (XXXX/XXX\ ,\ X)$$

| County Code | Sign System | Route | Subroute | Supplemental Code | Direction | Exit, Milepoint, or Sequence Number | Ramp Letter |
|---|---|---|---|---|---|---|---|
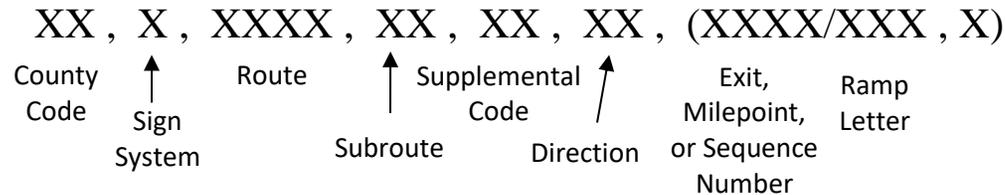
Commas are not part of the RouteID. They are shown for viewing purposes.

1. **Most RouteIDs have 13 characters/digits except for situations 2, 3, 4, & 5.**
   2 digit county code, 1 digit sign system, 4 digit route, 2 digit subroute, 2 digit supplemental , 2 char direction*.
   Example: **20201190017NB**

2. **For a ramp not part of an existing route**\*\***:**
   2 digit county code, 1 digit sign system, 4 digit route, 2 digit subroute, 2 digit supplemental , 2 char direction, 4 char exit, 1 char ramp letter.
   Example: **20201190017NB058AF**
   Example: 20**201190017NB0025C**

3. **For crossovers (emergency/dual geometry) ** :**
   2 digit county code, 1 digit sign system, 4 digit route, 2 digit subroute, 2 digit supplemental, 2 char direction (add 4 digit crossing milepoint or sequence number on second occurrence on same route)
   Example **emergency crossovers**: **4040060292600**
   Example **emergency crossovers**: **40400602926000001**

4. **For a route of duplicate (regular crossovers and wyes)**\*\*\***:**
   2 digit county code, 1 digit sign system, 4 digit route, 2 digit subroute, 2 digit supplemental, 2 char direction, 4 digit sequence number beginning with 001

Example: **0240032000200**
Example: **02400320002000001**

5. **For railroads****:**
   2 digit county code (99), 1 char sign system (R), 4 digit route, 2 digit subroute, 2 digit supplemental (00), 2 char direction (00)
   Example: **99R0001010000**

6. **For rail trails****:**
   2 digit county code (99), 1 char sign system (T), 4 digit route, 2 digit subroute, 2 digit supplemental (51), 2 char direction (00)
   Example: **99T0001015100**

\* The direction will be NB, SB, EB, and WB on routes that always have dual geometry (sign system 1 and 2). The direction is 00 on routes that are bidirectional (single geometry, sign system 3 and above). Where WV or County routes switch from single to dual geometry, the main direction of travel (normally north bound or east bound) will have direction as 00 while the opposite direction will have directional characters (normally SB or WB).

\*\* If the ramp is also part of an existing route, the routeid will remain the same as the connected route. Otherwise, the ramp routeid is the routeid for the highest sign system (interstate, us etc.) or lowest route number if in same sign system with the addition of the exit number and ramp letter. The exit number is the mile point of the exit. Mile point is also used at the end of emergency crossover routeid.

\*\*\* In creating the route layer in ArcGIS we drew lines over every segment of road. This created the possibility of additional lines not in the RIL. Currently these pieces are mainly undocumented wye segments. The decision was made to use the sequence number (exit segment) of the field to account for duplicate routeid designation. For the first instance of any route, the sequence number is blank. For the first duplicate, the sequence number would be 0001 and increment as needed (example: 0240032000200 is the first wye on route 32. If second wye present, routeid would be 02400320002000001).

\*\*\*\* Railroads and rail trails in the LRS are only for WV State Rail Authority lines. The county code and sign system will always be 99, and R or T respectively. Each line has a unique route number. Small spurs will be given the main line route number and a unique sub route number. The supp. code is 00 for railroads and 51 for rail trails. The direction is 00 for railroads and rail trails.