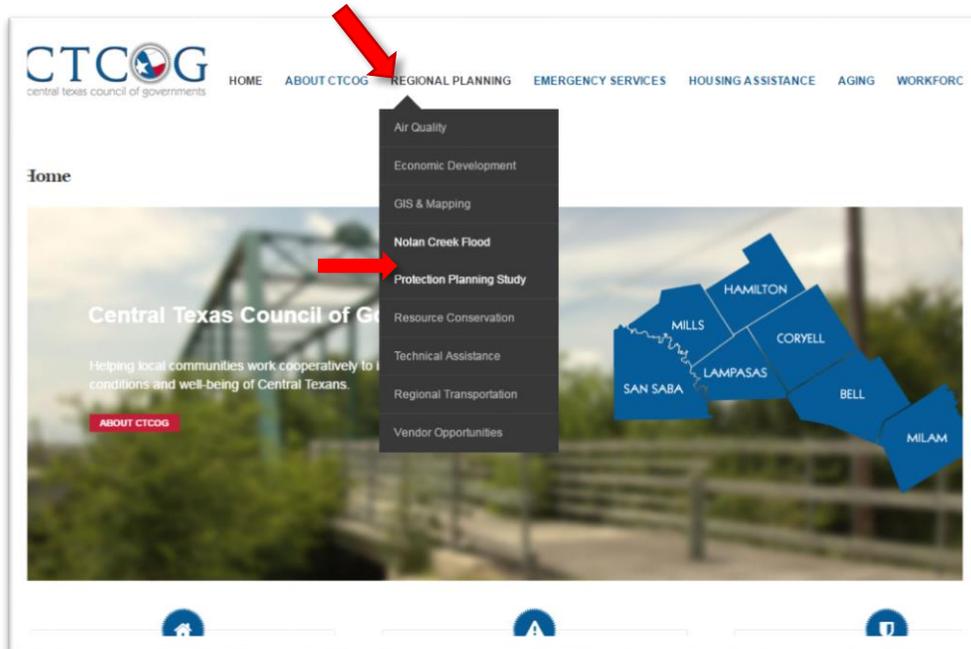


Nolan Creek Flood Map User Guide

The Flood Map Web Application lets you identify areas of past flood impacts, to include damage to property or vehicles, debris accumulation, high water marks, or road damage, to name a few. You can use the editing tools to show us where these events took place.

Step 1: Visit www.CTCOG.org and find the [Nolan Creek Flood Protection Planning Study](#) page (located under the Regional Planning tab).

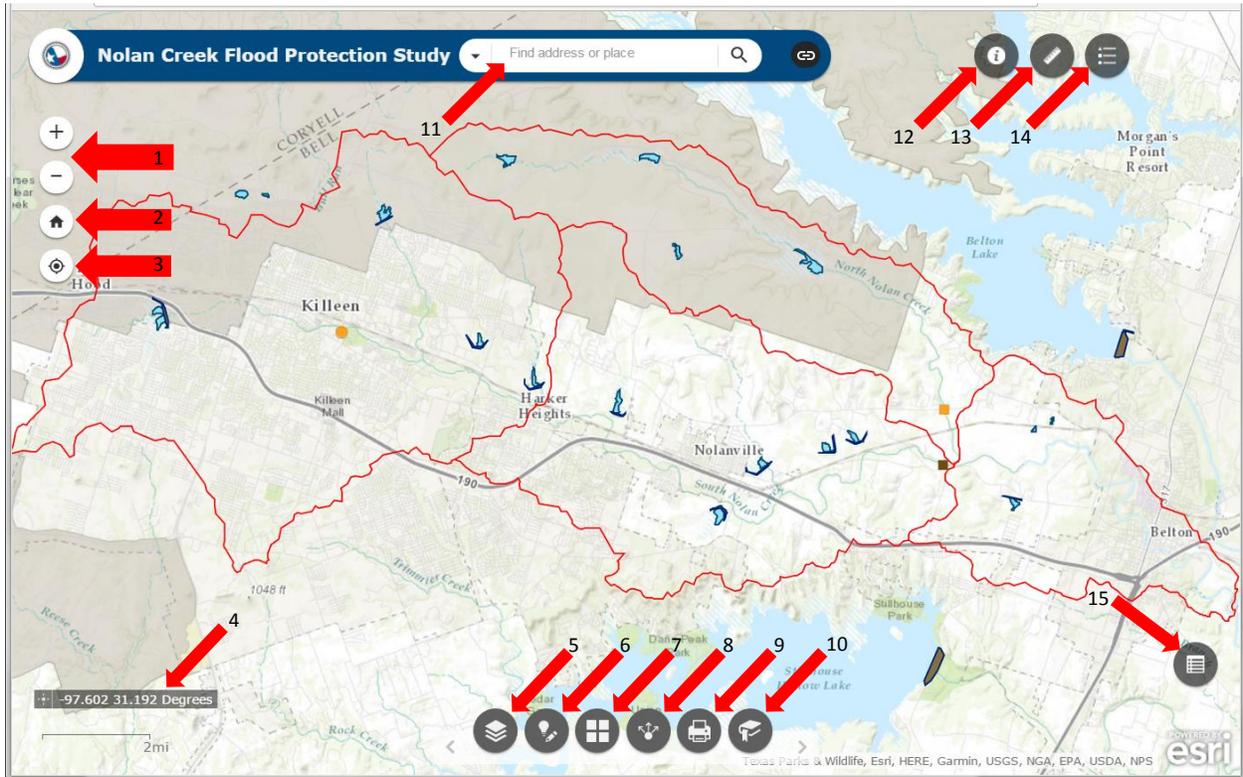


Step 2: Find the link to the Interactive Flood Mapping Tool and click to go to the application:



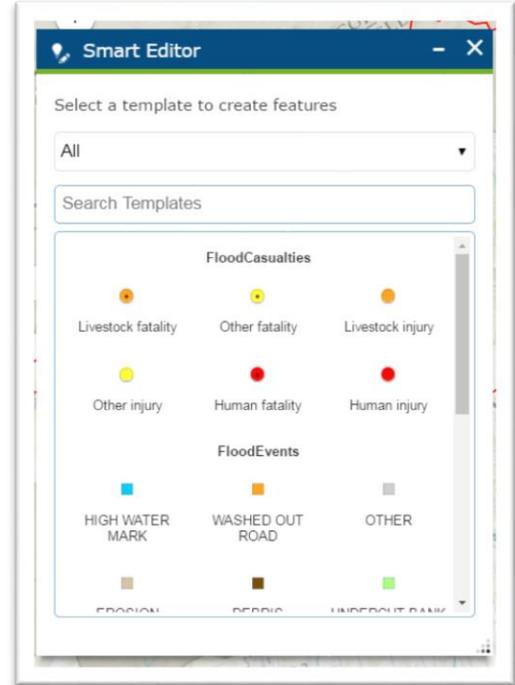
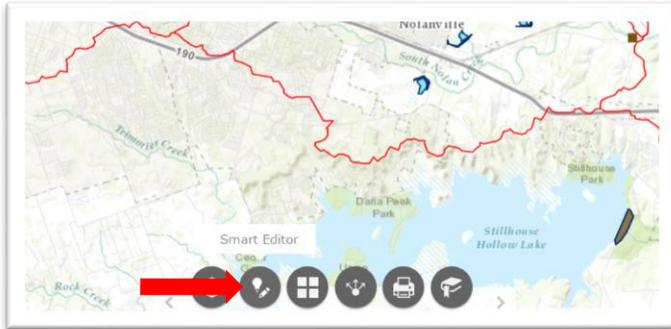
First, you will see a short introduction screen. Click agree and the map will open to the Nolan Creek Watershed area. You can see flood control structures such as dams and retention ponds. Take a minute to learn about each button and tool that is built into the map interface.

Map Features:



- | | |
|---|--|
| <ol style="list-style-type: none"> 1. Zoom buttons—zoom in and out 2. Home— Show original extents 3. My Location—Shows user’s location (for mobile device) 4. Coordinates and Scale bar 5. Layer List—Allow users to turn on and off layers, adjust transparency 6. Edit Tools—Allow users to create features and enter information 7. Basemap Gallery—Allow users to change the background map style 8. Share – Get a link to tell others about this map | <ol style="list-style-type: none"> 9. Print—Print map or save as PDF 10. Bookmark—Create a bookmark to favorite spots 11. Search Bar—Allow users to search for addresses or map layers using the drop-down arrow 12. Information—Provides information about the map 13. Ruler—Measure distance, area and coordinates 14. Legend—Shows the features and symbols for each layer 15. Attributes – show the information entered for each feature. |
|---|--|

Step 4: To add a feature to the map, click on the Smart Editor icon along the bottom of the screen. The Smart Editor Window will open showing the available templates.

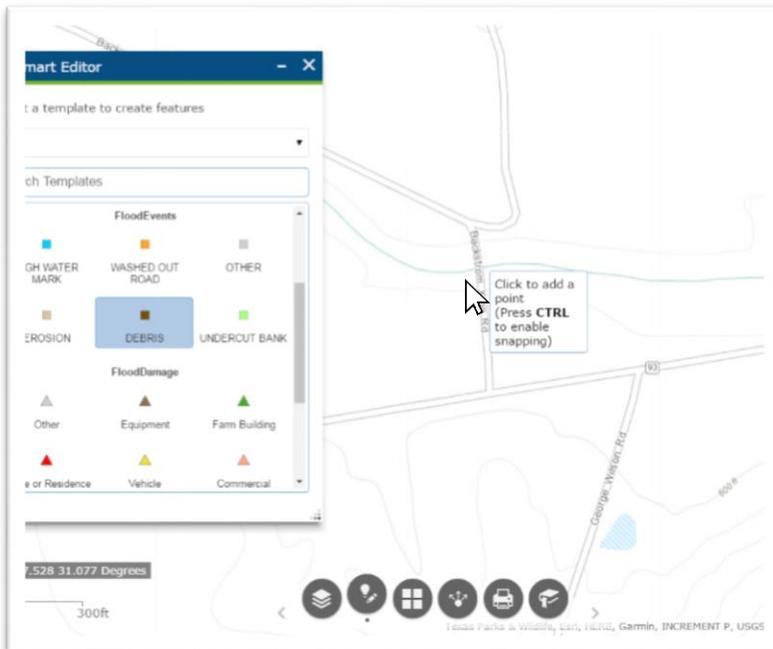


You can choose to edit any of the four layers:

1. Flood Casualties
2. Flood Events
3. Flood Damage
4. Flood Structures

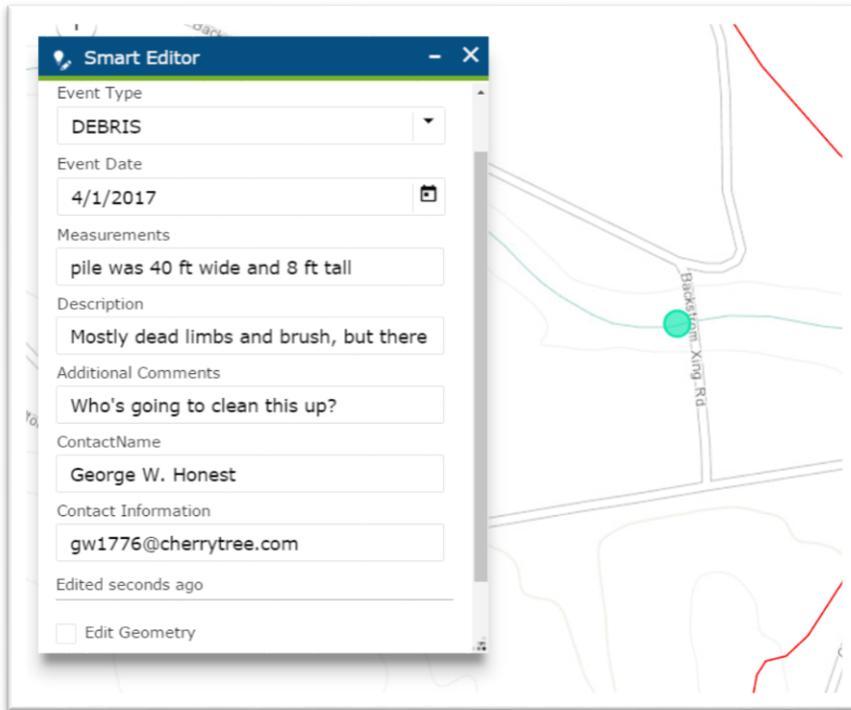
Under each template, you will find different features that you can add to the map. To make your edits please click any one of the features.

Step 5: Creating Point Features.



For example, let's create a flood event where debris was washed downstream during a flood and piled up somewhere. (Debris piles that jam culverts can create a new dam, causing floodwaters to back up higher than might be expected). First, zoom to a place you know that logs and branches piled up during a previous flood. Click the "Debris" icon, and then click on the map where you remember it happening. When you do, a window will appear to allow you to tell us more information about the debris pile.

Step 6: Attribute Data.

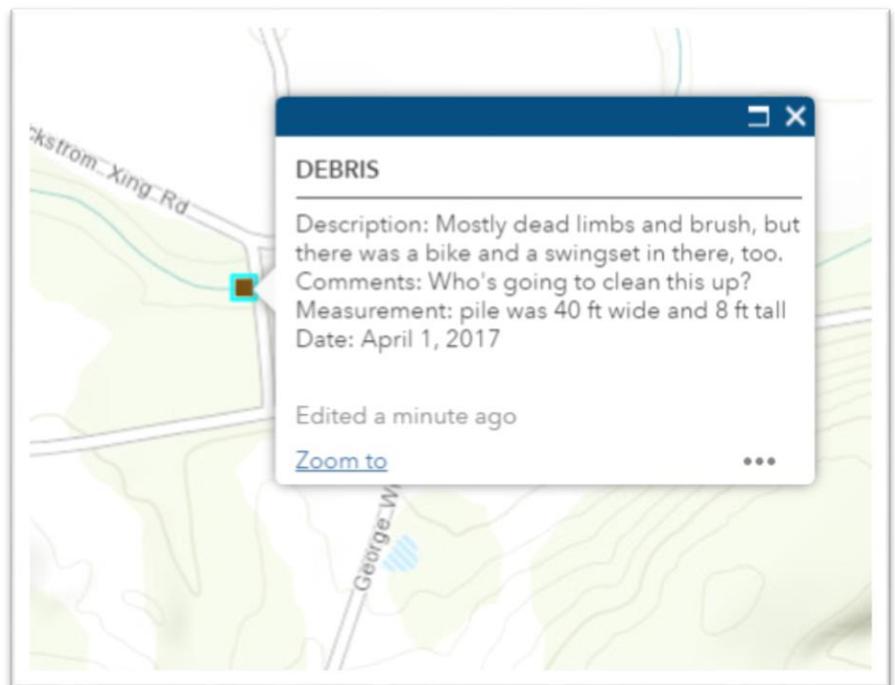


Fill in as much information as you can about our debris pile. Be descriptive and as accurate as you can.

Providing your contact information is optional, but it may help the engineers if there are questions about past flood events, damage, or injuries.

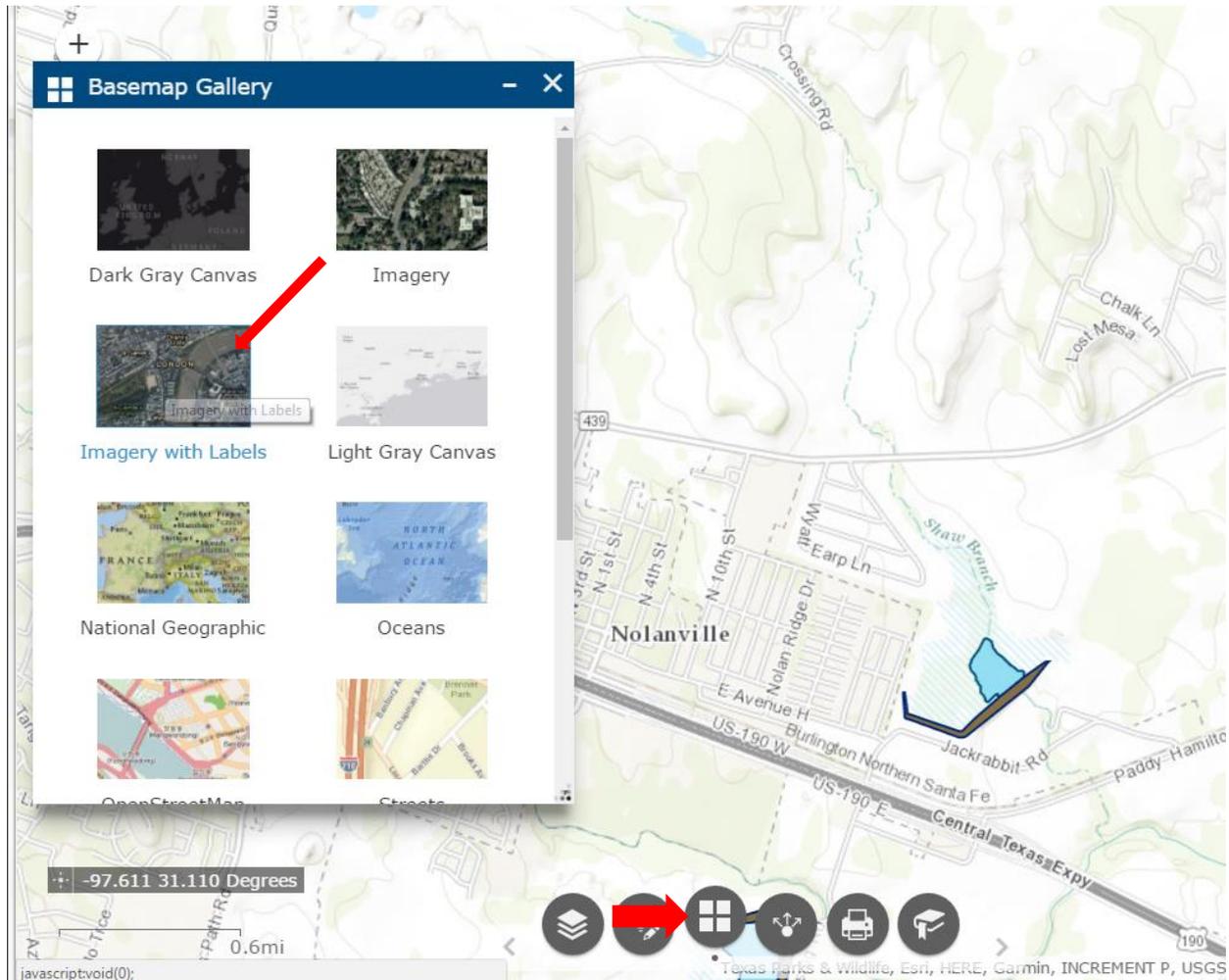
Click "Save" when you are finished.

Step 7: Your feature is added to the map. Contact information will not be visible to the public once saved.



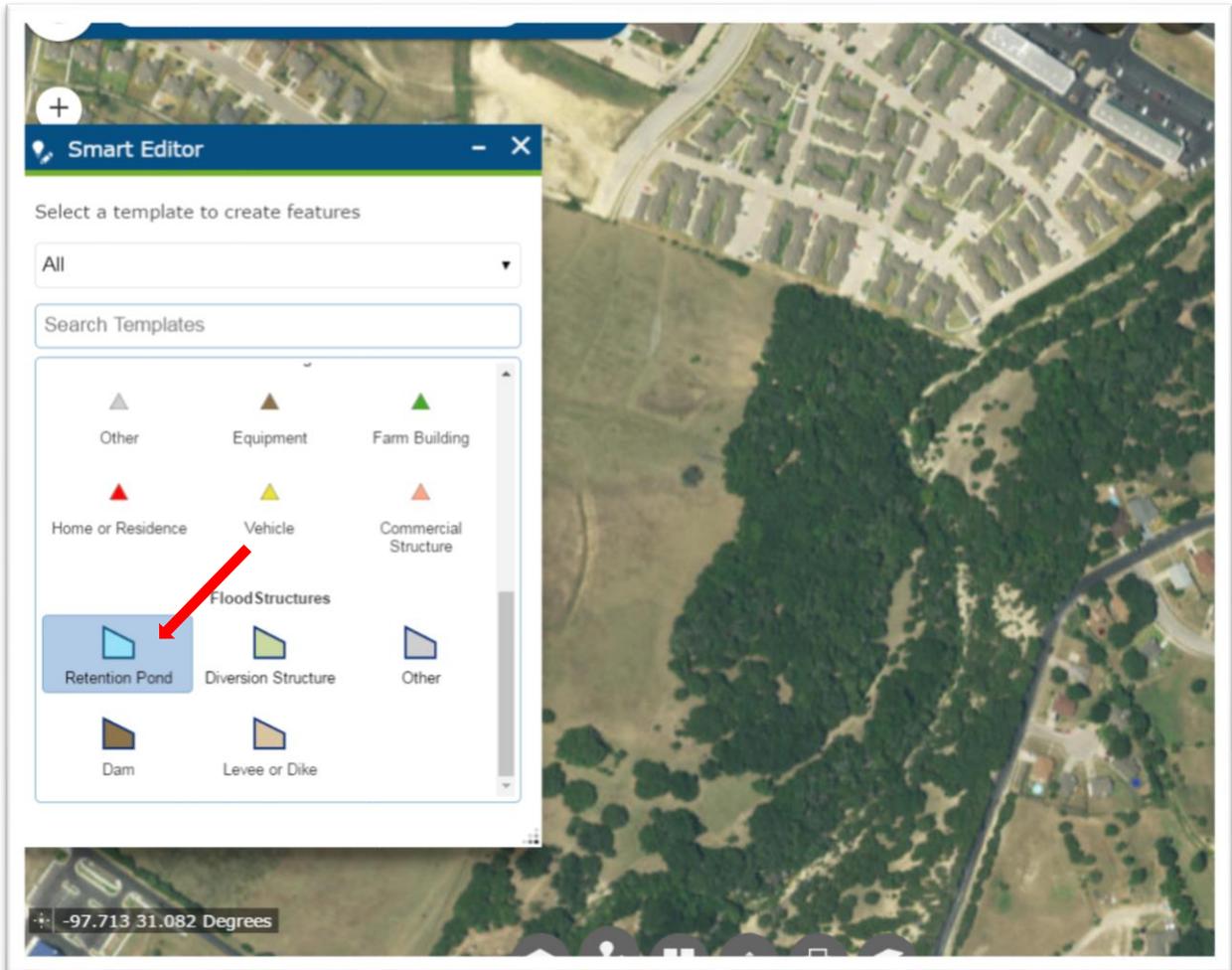
Step 8: Creating Polygon Features – Flood Structures

Let’s draw in a proposed retention pond where flood water could be contained and released at a controlled rate. First, choose an aerial photo from the Basemap Gallery.



There are topographic maps, street maps, terrain and plain canvas maps. Choose the one that works best. You can change the basemap WHILE you are making edits, which can be useful if you want to look at a USGS topo but also need to verify a street name.

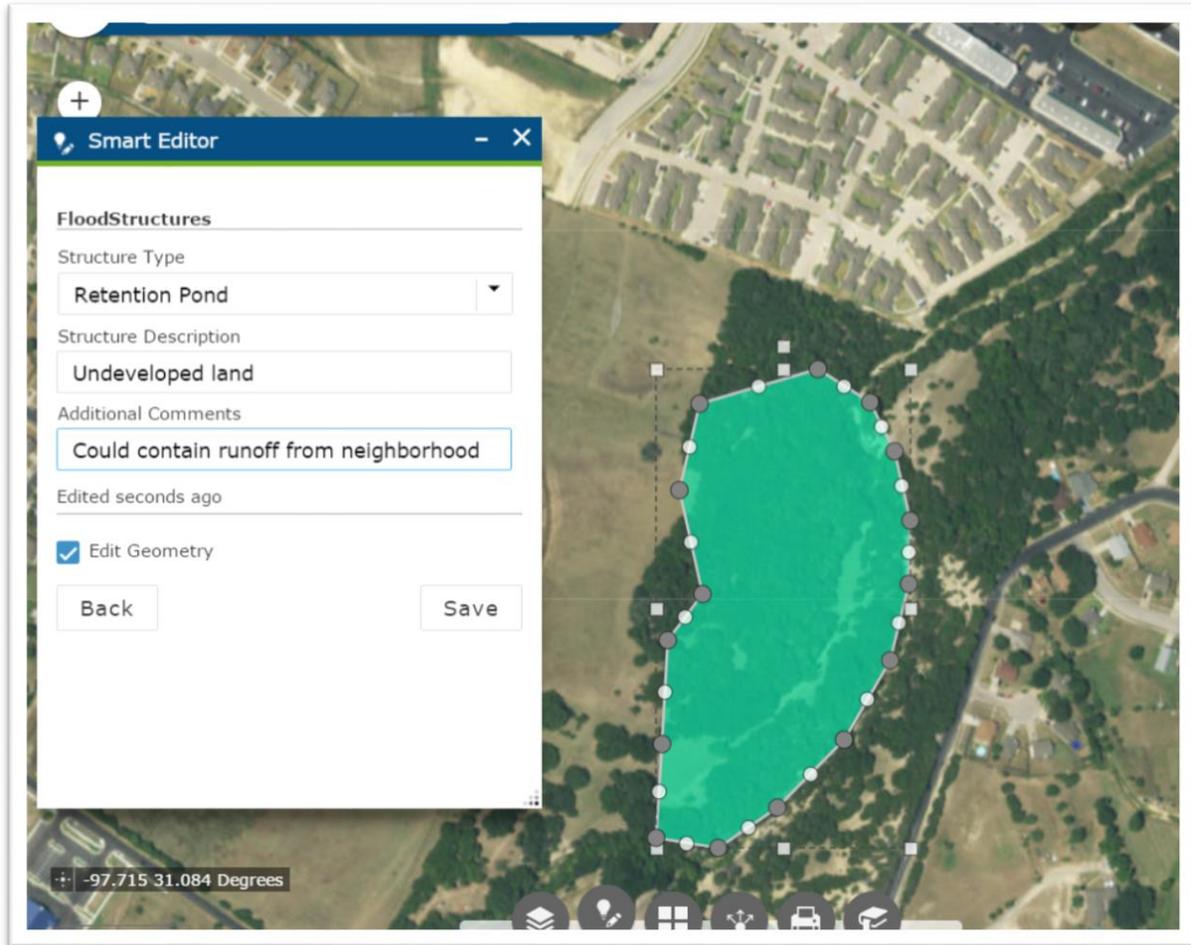
Step 10: Change to the Smart Editor tool just like you did in Step 4. Scroll down and select “Retention Pond” from the Flood Structures Template.



A retention pond may be used to hold rain-water for a certain period of time, to prevent the run-off from overwhelming the main channel of the creek. Typically, these ponds are created by building up a wide earthen dam, with some kind of drainage pipe to release the water a little at a time. Levees or dikes are linear earthworks that run parallel to a stream, and limit the water from flooding a community if the water comes over the banks. Other diversion structures include things like a concrete retaining wall to channelize run-off or limit erosion. An example of this can be found on the spillway of Belton Dam – the long concrete wall with the mural exists to direct water flowing over the spillway into the valley, and prevent erosion to the top and sides of the dam.

Step 11: Drawing a polygon:

Once you select the template, click individual points around the area you wish to draw. When finished, double-click the mouse. Then enter any relevant information or comments you have. Finally, click “Save”.



If you check the “Edit Geometry” box, you will be able to click and drag the grey vertices or the white mid-points and re-shape the object. (A vertex is a single corner point.) The grey dots mark the ends of each line segment, the white dots are the midpoint of that segment. To make changes click and drag the dots to where you would like to make your changes. If you move a white midpoint dot, it will become a vertex, and new midpoint dots will appear. When you are finished editing, the data table will reappear where you can update attribute information.

Thank you for your input on the Nolan Creek Flood Protection Planning Study. Please contact CTCOG staff if you have any questions or suggestions for improvements.