Operator: …and thank you for standing by. Today's conference is being recorded. If you have any objections you may disconnect at this time.

All participants are in a listen only mode until the question and answer sessions of the conference. To ask a question during those times please press star 1 and clearly record your name for question introduction.

I would now like to turn the call over to your host, James Whitehorn. Thank you James.

James Whitehorn: Thank you operator. And thank you all for attending today's Block Boundary Suggestion Project Verification webinar. There's going to be a lot of information that we're going to share today.

This is going to be valuable for people who have participated in BBSP and are going to be conducting their verification. But we believe there's also a lot of valuable information for people who perhaps missed that chance to participate during the original Block Boundary Suggestion Project but want to opt-in at this stage and provide us updates.

I'd like to start by just introducing the staff that will be working with you over the course of the next several months to help make Block Boundary Suggestion Project a success.
We have myself which is James Whitehorne, I'm the Chief of the Census Redistricting Voting Rights Data Office, we have Colleen Joyce, she is the Assistant Chief in the office, Jennie Karalewich and she is the Geographic Team Lead, she's managing the update process, and then we have Mike Arthur and Matthew Brooks and Evan Neuwirth who are all geographers here at the Census Bureau and they're going to be your primary contacts.

We sort of have divided folks up with one person assigned to each state so that you can work with a voice who can really get to understand your problems or issues and help you work through them. We're all available to help you as we work through the project but we wanted to try to make sure that things worked a little more smoothly this time around.

So I'm going to start with why we're doing this project. The Census Bureau is required by Public Law 94-171 to provide state legislatures with the small area census population tabulations necessary for legislative redistricting. This has been identified as Census Block and Voting Districts historically and so the Block Boundary Suggestion Project is your opportunity to provide updates to the Census Bureau to what will end up being the 2020 tabulation block universe.

The type of things we're going to go over today.

We're going to go over the type of updates accepted in the Block Boundary Suggestion Project. There are many, many different types of updates that you can do but there are some limitations based on our operational needs. So we're going to talk about that.

We're going to talk about using the Geographic Update Partnership Software for doing your updates. We'll often refer to this as GUPS. One of the most
important things that I really have to stress is if you have installed the GUPS software previously you need to install the new version that was sent out with your participant packets a couple weeks ago.

If you do not have that with you it's also available on the Census Redistricting Data Office Website which is www.census.gov/rdo, and you can go to the 2020 Program Phases page and there is a link where you can now download that software or you can send that link to other people to download the software if you're trying to devolve the work outcome.

One of the important reasons why this software, the new version, is important to use is when you download the shapefiles in the software it will grab the correct files. If you're using an old version of the software it will not; it will download the old file so therefore you won't see the changes that have occurred during the Block Boundary Suggestion Project that occurred last year, nor will you get automatically get the prototype blocks which we'll talk about in a little bit.

We're going to talk about some new GUPS functionality. We built in some additional tools and enhancements to help you with the work that you're going to be conducting, especially if you're verifying new work. I'm going to mention a few lessons learned from the initial round of updates that we received, and then I think we'll stress those as we go through the more in-depth instruction.

And then I also want to take this moment to remind you that we will also be starting Phase II of the project in December of this year. So later this year we'll have a federal register notice that will go out announcing Phase II.
We'll be sending you an invitation and we'll be sending your legislative leadership a notification that Phase II is starting. And those things will both occur probably about every quarter of this year as we move towards December. But I want to make sure that it's on your radar because this is the only way we can produce precinct-level data for you is if you participate in that part of the project as well.

So this training is going to focus on the use of the GUPS software, the Geographic Update Partnership Software. But we believe very strongly that this training will be helpful to individuals that want to use their own GIS software. Everything we show you is going to be around the principles and the workflow and the update activities that we'll - you'll be doing in your own software should you choose to follow that route.

We do highly recommend the use of the GUPS software, as I'll mention and then will be mentioned probably several times through this presentation. We had a much better success processing files that were run through the GUPS software than we were able to with files that were done in peoples' own GIS. There were several tools that allowed us to catch things before they were submitted to us.

So a couple things to remember when you're doing this project. This really - although the laws talk about legislative redistricting, it's really important to keep your focus on local and precinct-level geography. The idea of census block being the smallest piece of geography for which the Census Bureau calculates data, and also making sure that you have the line work and the block boundaries that you need to create your precincts that you'll then build into your higher level electoral geography.
So when you're working with the data and you're looking for things to modify or to update keep in mind that you're really looking at perfecting that low-level data so that it can be used at the higher level when redistricting comes around again.

One of the things you want to look for is features that the Census Bureau tends to not hold as block boundaries. A lot of times we don't use pipelines or power lines but those often are great boundaries to separate areas of common interest to keep together into a single precinct or legislative district.

Also we have these things we call Prototype 2020 Census Blocks. We've created the software that creates the 2020 tabulation block early and we run that and we provide those blocks to you. These are not the official blocks, these are what the blocks would be if the geography between now and then doesn't change.

The geography will definitely change. We have many programs going on as far as geographic exchange, the least of - not the least of which is this Block Boundary Suggestion Project and the voting district collection that we'll do starting at the end of this year. But we also have our Boundary Annexation Survey, we have updates coming in through new construction, we have our Participant Statistical Areas Program where we do tracts and block groups.

So there are many other geographic updates feeding into the TIGER database so that will cause this to change. But this is the best we can do to show you what those blocks would look like now.

And there's an indicator in there to show you which blocks would be a large household block. So you will know now that this area is going to have a large number of households. So if you need to split that apart because the number of
households contained is too large to create a precinct, you can do that now through this program by either adding lines or selecting block boundaries for edge work that already exists.

So a couple of lessons that we learned going through the Block Boundary Suggestion Project that ended this past May was early submissions are helpful. The majority of the files that we received were at the tail end of the submission window.

And we understand why; a lot of people want to have time to work through the files, they're enlisting help from local governments, so it is understandable. But it is very helpful to us to be able to work through issues that we find in the files if we don't receive them at the last minute.

So the sooner that you can get us anything, if you have sort of low-hanging fruit or areas where you think there might not be a lot of change, if you can get those to us earlier we can work through those and make sure those are clear so that our deck is ready for when the more complicated files come through from you.

In addition we're no longer asking that you submit a No Change File to us. We do ask that you let us know if you reviewed a county and you've decided that no changes are needed there just so we can then take that out of our universe of expected work and we can plan better on how to support you with the remaining work ahead.

Another item that came up as a lesson learned -- and it is understandable because it was a new addition to the Block Boundary Suggestion Project -- is when you are changing an area feature -- so when I say an area feature this would be an area landmark such as a state park, a prison area or a legal area,
we now allow boundary and annexation survey updates, so a place boundary or a township boundary -- you need to include both the line changes but you also have to provide the change polygons.

The Modify Area feature tool which you'll see later in the demonstration, we'll show you how you can add those faces in once the line work's in place. But we need both of those pieces to be able to process your file correctly and ensure that you get the geography that you're indicating.

Also we were asked to make sure that you are aware that not all edges in TIGER can be deleted. We have many edges in TIGER that although they appear superfluous to one user, they're actually very important for another user. They're being used as a geographic tabulation unit boundary, something that we have tabulate data for, or they are indicated by some other program as being necessary.

In those circumstances we are not able to delete that edge. We will mark it for deletion so that should the status change on that edge we will then go ahead and remove it. But we just want you to be aware that we can't delete every edge in TIGER that you indicate.

And we also want to let you know that for those of you that use the GUPS software we payed attention to the reports that you gave us as far as difficulties working with the software and we instituted a lot of bug corrections, which is another great reason to go ahead and install that new version.

So the timeline for the Block Boundary Suggestion Project; the window's open now, going through May 31 of 2017. We are hoping that you'll be able to
provide those files to us on a flow basis, getting us the low-hanging fruit as early as you can.

And then also just keep in mind that you'll be hearing from us several times. Actually while some of even this work is going on for the Block Boundary Suggestion Project you'll get a notification of the announcement of Phase II, the Voting District Project. And then later in the year you'll get that invitation and the notification will go out to the legislative leadership that you've been invited.

So before I turn it over I just want to give you a brief overview of the topic. I'm not going to read through this list here, I just wanted to show you that we have the topics set up in what we think is logical groupings where we're going to go through a couple different ideas, sometimes with a couple different presenters, and then we'll break for Q&A. And we have an operator online who will help us with that when the time comes. But we're going to work through the - this in sort of logical blocks of topics.

So with that I'm going to turn this over to Jennie Karalewich and she will begin the project.

Jennie Karalewich: Thank you James. Hi everybody. I just wanted to take a quick minute and say hello again.

As James mentioned my name's Jennie, I'm the Geographic Lead for our office. And I've spoken to many of you over the past year and I want to say hello again, and for the new participants welcome and we look forward to working with you.
So we're going to go off PowerPoint and actually open up GUPS itself and I'm going to show you how to setup GUPS and things to look for when you're working.

So I've pre-opened GUPS. Whenever you open GUPS you'll see this screen with the Map Management screen. And the Map Management screen's important. This is your main control panel, if you will, when you open GUPS and navigate to different areas.

So for today's webinar we're going to be focusing on St. Louis County, Missouri. So shout-out to Matt Hesser if you're on the line. We thought it was a good state county that had good examples for the BBSPV capabilities.

So I'm going to see my programs. And when I open List of Programs I immediately know that I have GUPS 2.0 because I see the Block Boundary Suggestion Project Verification as the program.

We're asking that all participants select the Block Boundary Suggestion Project Verification as a way to do their updates. Even if you didn't submit any updates last year, still use the Verification tool - Verification program.

I'm going to select my state, Missouri. And you'll see this throughout GUPS with our menus, you can scroll and you can also type to the area.

So I'm going to hit - before I hit open you'll see that all the counties in Missouri are listed. And the ones in highlighter yellow, those are fringe counties that border St. Louis County and you're able to pull those in with the project if you want to see how roads are lining up or see what's across the border. For the purposes of this presentation I'm not going to open any fringe counties.
So I'm going to click Open and I'm going to select Census Web. So Census Web, this option's going to take a few minutes so I'll explain what - your options as this loads.

So on the previous screen to load my data for St. Louis County Missouri I had three options.

I could do Census Web. And you can see that right now GUPS is communicating with the Census FTP site and pulling down all the new partnership files and that Block Prototype file from the Web site. So we know it's the correct data.

There is also the CD/DVD option, the CD/DVDs, the data we sent you in December. You can plop those right in your CD-ROM drive and access it that way.

The third option, My Computer, is more of a workaround if we have a special situation that you need to load data. So definitely either use Census Web or the CD/DVD.

So you can see it's communicating with the site and it's pulling the shapefiles down. And it tells you where it's at. So right now it's pulling down the Block Prototype like block files. And you can see that they have 2016 on them. All the data that you're using will either have 2016 or 16 as a part of it.

So it loaded all the prototype block files and now it's going through its cycle. Again, St. Louis County is a larger county so it does take a minute or two.
The most important thing when you're using Census Web or any prompts in GUPS it's good to just let it work on its own. It's very tempting to hit cancel or restart, but I just use these moments to think about what I'm going to buy at the grocery store or what to have for dinner and just let it load.

All right, it's almost loaded. Okay it's still loading, sorry. Perfect. So while it's still loading, before we get into any data manipulation or updates, I just want to quickly give you an overview of what you're looking at and where the tools are.

As James mentioned we do have new functionality in this version of GUPS and there's three important ones that I want to highlight.

While this loads as well you can see I have my layers on the left of the screen and on the right of my screen is where the map will come up once it's loaded. There we go, it can be a bit painful sometimes.

So new tools, so up here in our standard toolbar you're going to see this little broom that says "Clean GUPS Data." So as GUPS was setting up and I was downloading the data it was already setting up folders on my drive on where it's going to store the project and keep the data.

Last go around during BBSP, if for some reason you had to start over you had to navigate into those folders and kind of surgically remove the files that you needed to start over. Now we have a tool where you can go in and clean up data based on Project, Program or Everything. Once you select data to be cleaned up you can't get it back so you have to use this tool carefully. It's very powerful but it's handy if you need to start over.
In addition to Clean Up we have this tool right here, the Show/Hide Legend. We heard from you guys sometimes these layers on the left take up too much space and you really want to get in and have the full screen effect with your data. So that button allows you to turn the layers off and on - Layer pane off and on.

And lastly we have our Add Imagery button. This imagery is from USGS NAIP Service. And you could turn it on by just clicking it. I'm not going to right now, I'm going to wait till we start doing some data review. It's a free service to you. If you want to use your own internal imagery or other sources feel free to use that as well.

Okay, so I want to go over our toolbars real quick before we begin.

So you can see up here we have our standard toolbar and this is where you're going to see your major functionality. We have our Save button, we have this button here, it looks like an icon from Google Maps to me, and that's our Map Management.

And again remember, Map Management is the control panel, it's how you can navigate between the projects that you have going on. So if I had to go to a different big county, open up a completely different project, I would select the Map Management.

We also have our Search tool which you'll become very familiar with during this demo. Panning, Zooming-in, Select by Features, Deselect -- your basic functions are all in this toolbar.

The second toolbar here, this is the BBSPV toolbar. So these are the specific actions that are relevant to BBSPV updates that you're going to be making. So
you can see - and as I do it if you get confused or forgetful you can always pan over and it will tell you what the tool is.

So you can see we have our Add Linear Feature, Delete Linear Feature, Area Features, some of our QC checks, Exporting, again Imagery, Linear Extension Review.

I would like to highlight though, these last four buttons. You can see we have our Add Block Area Group as well as our Point Landmarks. These are not vital components or may not even apply to the updates that you're making so we're not going to go over them in the webinar.

However, if you have more questions definitely review the User's Guide or shoot us a note or give us a call and we can go over it more in depth. Okay?

So next to my layers I have the Add Data toolbar. This is where if you want to add a shake file for reference, your own Web-mapping service, it all comes in handy on this side of the screen.

And at the bottom this is just your navigation. You can see the coordinates, you can type in coordinates and what scale you're at.

I'm going to head over to the Layers tool real quick. I'm going to zoom in for a moment and go over to my edges. So you can see you can open up your different layers to see the symbology.

Before we start, right now you can see we have the BBSPV symbology that's up. You see edges that are highlighted in light blue, those are edges that are Planned Block Boundaries, like here Frontenac Forest, Portland Drive.
You can also see linear features, edges that are highlighted in red, those are currently ineligible to be block-boundaried but you can change that through Block Boundary Flagging.

You can also see other roads and edges that don't have any halo associated with them. They are neither planned nor ineligible to be block boundaries.

We know that there - we're throwing a lot of color and different symbologies at you so you can change the symbologies if you would like, we can work with you on that. And you do it by double-clicking on the layer itself.

I'm not going to touch anything here because I want it - want you to see what it looks like. But you can adjust color, transparency, you can make it work for how you mix - works for you. Okay?

So on that I'm going to hand the ball over to Mike Arthur and he's going to go over the BBSP Verification tool.

Mike Arthur: Thanks Jennie. Hi again, I'm Mike Arthur. I look forward to working with everyone. And thank you for taking time out of your busy schedule to join us today.

We're going to go over the Block Boundary Review tool. And before we get any further into GUPS we're going to go over how to verify the block boundaries for those individuals who submitted files during the BBSP process.

As a part of the BBSP Verification the Block Boundary Review tool was modified to allow users who participated in the first round of BBSP to review
the Holds and Do Not Holds that they submitted. If you did not participate in
the first round of BBSP then this portion will not apply to you.

So the tool that we're looking up is towards the top here and it's a tool of a
block here, we've got a green check mark and when we scroll over it says
"Review Block Boundaries."

So I'm going to click on the tool and a new window will open up. And to dock
this what I prefer to do is move it to the center of the left-hand side and it'll
expand. And at the bottom here if you notice there's two tabs here; we have
the Review Block Boundary and the Layers so you can toggle back and forth.

So at the top of the tool we see that there's a dropdown menu and we can
choose Hold or Do Not Hold. And then here in the center we have a Select
mode and we have three radio buttons we can click on.

The All radio button will show all the Holds and Do Not Holds from both
BBSP and BBSPV.

The New radio button would show Holds and Do Not Holds from BBSPV
which would be this round of updates.

And then the C - the - or the - excuse me, the Old one here, the Old shows the
previously supplied Holds and Do Not Holds from BBSP.

For this demonstration I'll be selecting the Holds from the dropdown menu.
And at the bottom there you see the blue bar and it shows the percentage that
takes the load and it'll take a few seconds for it to load.
And at the very bottom here it'll give you a total number of edges that are held here so we see 507. And I'm going to go up here to the Select mode and click on the Old button here. And again at the bottom you'll see the blue bar fill and show the percentage. And if you notice the total edges are 507 as well. So since we haven't made any updates All and the Old will match for the same total.

All right, so I'm going to stick with the Old because we haven't made any updates yet. And I'm going to click on the first one here. And if you notice there's two arrows here; we have the Up and the Down. So I'm going to click on the Down button and I'm going to go down to this Edison Avenue edge right here.

And you can see that this is the edge because it's selected in turquoise. If you see around it we have a blue triangle; this represents a Must Hold right here because of the coloring for it. And then we have the red triangles at the top and this represents a Do Not Hold.

Well since this is currently selected we're not quite sure what color it is. So I'm going to go up here to the top and click on the Deselect Features From All Layers. And we see that it's a blue Hold here which makes sense because that's what we have selected here at the category, the Hold. So I'm going to go back over here to my menu and click on Edison Avenue again and it'll be highlighted in the turquoise.

So we have three options here, we have three buttons; we have a Verify Must Hold, we also have a Do Not Hold or a Null. So if I would click on the Must Verify I would say that based on what I previously did I want to verify this edge, that it must be a Must Hold; or I have the opportunity to change it to a
Do Not Hold; or if I click on the Null than that will remove any identification on it so it won't be a Hold or a Do Not Hold.

So once I choose these options -- and I'm going to choose the Verify Must Hold -- what you'll see here in the menu is that this will disappear because I have put an action with it. So I'm going to go ahead and click on the Verify Must Hold and you see that it disappeared.

Also where you see where that edge was selected you have a purplish color here, dashes showing that I have verified it. So if I made it a Do Not Hold, if I verified this as a Do Not Hold you'll see red dashes here to verify that.

Another tool that we have here is that we have a checkbox for "Only show participation overrides of census designations." So if I check the box, again it'll load at the bottom. I'm going to make sure that our dropdown menu is at a Hold and I also want to make sure the radio button is at the Old. And this would signify any ineligible edges that were overridden from the first round. And this is a - it's not a required check but it's something that you can take a look at if you wish.

So at this point operator we'd like to open up the phone lines for questions.

Deb Rivera Nieves: Michelle, we are ready for questions at this time. Can you please instruct the participants how to queue up for questions?

Operator: Yes, thank you. at this time we'll begin the question and answer sessions of the conference. To ask a question please press star then 1 and record your name clearly for question introduction. Again, to ask a question please press Star 1 and clearly record your name for question introduction. One moment please to see if we have questions.
Our first question will come from Casey Dunn. Your line is now open.

Casey Dunn: Hi. Can you guys hear me, I'm sorry.

Jennie Karalewich: We can hear you.

James Whitehorne: Yes, we can hear you.

Casey Dunn: Okay, perfect. So my question is on these - one of the things that I saw when I opened up one of the counties that I did some extensive - well, we had a reservoir that wasn't shown in the data that you guys had provided the last time. And so I went through and added all of the boundaries for that reservoir using the NAIP imagery.

And I was wondering, for that there's still a line going through the middle of the reservoir, do you guys want rivers and reservoirs to be their own block boundary or do you - do they need to be divided for some reason? Is there like some guidance on that?

Jennie Karalewich: Hi Casey it's Jennie.

Casey Dunn: Hi.

Jennie Karalewich: In cases like that sometimes we have internal lines to water bodies. In terms of flagging that as a block boundary you can ignore the internal line and just keep the polygon.

Casey Dunn: Okay.
Jennie Karalewich: Does that make sense?

Casey Dunn: Yes. And that's - that was really my question so.

Jennie Karalewich: Perfect.

Casey Dunn: All right, thank you.

Jennie Karalewich: Thank you.

Operator: Our next question will come from Leslie. Your line is now open.

Leslie Zolman: Hi, this is Leslie Zolman from Montana. I had just - as our counties are going through and doing this what is the easiest way just for them to look at the things that were changed, that were not accepted, or maybe things that you guys added? Can they just do that or do they need to go through every single thing and say if it - they are verifying it or not?

Jennie Karalewich: Hi Leslie it's Jennie. So if - I worked on Montana so I remember that. We corresponded with you for area features that we didn't add. So we let you know. And we kept track of that. And this goes for everybody; you can contact us. If you saw you added a cemetery and it's not in there we can talk about that.

The Review Block Boundary tool, if you did flag things as Holds and Do Not Holds, again you can go through and see what was accepted in this tool. We don't necessarily have if it was not accepted. But we can work with you if you're seeing gaps in it or need further guidance.
Leslie Zolman: Yeah, because for - like for our counties it would be great if I could just say "Here are the things that were not accepted and here are things that Census changed, can you guys just look at those things?"

Jennie Karalewich: I'm going to be cagey and say we might want to take this conversation offline…

Leslie Zolman: Okay.

Jennie Karalewich: …to figure out the best way we could help you out with that.

Leslie Zolman: Okay.

Jennie Karalewich: Because right now the tool is built to see what was input, it doesn't necessarily say "Oh you submitted this line but it didn't get updated."

Leslie Zolman: Right, okay. Yes, because…

Jennie Karalewich: Like an example would be…

Leslie Zolman: …we have a lot of counties without GIS so I have to do this like through GoToMeeting. And so I need to make it as quick and easy as possible for them to look at. So okay, thank you.

James Whitehorne: I was just going to say so we might be able to do something looking at sort of some of the residual files from when we were doing our processing. So we'll talk with you about that and see how - see if we can come up with a methodology for that to do the - what we didn't accept within the tool doesn't - there isn't actually a function for that.
Leslie Zolman: Okay.

James Whitehorne: It only shows what we did accept. So - but we'll work with you and put you in touch with our Montana person.

Jennie Karalewich: And one thing you can use the tool is for example, St. Louis County you can see 507 where edges were flagged as Must Holds. So you can almost look at the - if they still have the change file they submitted, if those numbers are similar or if there's a gap.

Leslie Zolman: Okay. Sounds great, thank you.

Operator: Our next question will come from Victor. Your line is now open. Victor check your mute button, your line is open.

Okay, our next question will come from Gina. Your line is now open.

Gina Wright: Hi, this is Gina Wright from Georgia. And our concerns were very similar to what Leslie was just saying about listing the areas that were not held or not going to be maintained by you all. And so we don't really - I'm not sure I'm clear on if those areas were not held. Are there still completely closed polygons or, you know, everything was - is still okay with what you threw out?

Like we would really be concerned with what was not accepted more so than what we already submitted because we're confident in what we submitted the first time. And like she said "Trying to simplify what work needs to be done now," if that makes sense.
Jennie Karalewich: Hi Gina, this is Jennie again. Your question makes total sense. I can understand where you're coming from on that.

Again, with Georgia, with a lot of the files being GUPS created I think a lot of the things went in. But we can definitely - I think the best that would be; A, to check the counts in this Verification tool and see if you can compare them with what was submitted, and that would be the first step.

Gina Wright: Okay how would we know that? Because if we're only going to be using 2.0 now how would we be able to go back and see what was submitted in the first round to compare that?

Jennie Karalewich: It's the - Linear Changes Shapefile from what you submitted or the area changes shape file you can open that in Arc and do a query. We can work with you on the best strategy.

James Whitehorne: I think what we might do Gina is since the two of you have already had this as a concern is maybe we'll come up with a little procedure on our end of something that you could run yourselves using the files that you had submitted to us and then the new files that you received.

And then what we'll do is we'll email that to all of the liaisons and the technical Deputies that they have appointed at this point so they can all use that same methodology knowing that it's actually looking for what you guys are indicating.

Gina Wright: Right, because we're pretty confident in what we did the first time around. And with us having, you know, 159 counties that's a lot of detailed work to go back through all over again if we really just want to look at where there might have been an issue.
Jennie Karalewich: Understandable.

Gina Wright: Thank you.

Operator: As a reminder if you'd like to ask a question please press Star 1 and clearly record your name. Our next question will come from Casey Dunn. Your line is now open.

Casey Dunn: Hi this is Casey with the State of Nebraska. Sorry, I have a - I've been trying to follow along and actually use one of our counties as you guys are showing the examples. And I've had GUPS shut down on me twice for an error when I'm going through this. So I kind of just wanted to let you guys know real-time. So that's it.

Jennie Karalewich: Okay, definitely take a screenshot of it and…

Casey Dunn: I will the next time it comes up, and shoot you guys an email of what the error message is.

Jennie Karalewich: Perfect.

Casey Dunn: So.

James Whitehorne: Yes, and that's one of the benefits that - and why we fought so hard to be able to get the software available by download online. So if for some reason that while people are working with it if another bug is uncovered we will be able to rush that to the developers and put out a new version that can be downloaded and installed. And then also alert you all through - by email that a
new version has been issued should it turn out to be that there's some sort of bug in the software.

We think we caught most of them but it sounds like there is some issue that's going on there. So we'll definitely look into it when you can send us a screenshot.

Casey Dunn: Okay, thank you.

Jennie Karalewich: Thank you.

Operator: And I show no additional questions at this time.

Jennie Karalewich: Thank you operator. Okay so I think we've gotten off to a great start. It's Jennie again. I'll be driving this next module where I'm going to go over Linear Features and Area Features.

Real quick, to piggyback on the last thing Mike said, we still have our review block boundary tool up. The Only Show Participant Overrides is a great option if you want to see Holds that you placed or Do Not Holds that conflicted with the existing census geography.

So if you kind of want to see how many Holds went through that you put on Ineligibles or - when I say "Ineligibles," I mean edges that have that red coat, the ineligible value of Nine on them or Nulled. It's just a way to filter through to see what was done. Just a quick follow-up.

Okay so I'm going to start doing Linear Features. I'm going to open up my Search Tool. When we do these trainings and webinars we kind of act like we're employees of the state and we like to build a project from the start to
finish. So we have to go in in advance and do research on these areas. I - similar to a cooking show, if you will.

So you're going to see us use the Search tool a lot because we know areas that fit this criteria of what we're doing. So I just want to put that into perspective, okay?

So as I was talking the Search and Zoom tool was querying all of St. Louis County. And it's a great tool that you can Search by Place, Tract, Block or Street Name.

Before I start I'm going to pull this little guy over and I can dock him on the side of my screen, which is very helpful.

So in this example I'm going to Search by Street Name. And again, I have a dropdown of all the street names in St. Louis County. I can also start typing. I'm going to select American Legion Drive and I'm going to hit Find. I'm not going to close the Search box because we're going to be using this throughout the presentation. And when you close it it has to re-query everything.

Okay so I'm going to turn on my Imagery. Of course, so sometimes we notice we have issues with the Imagery button on our end because we have a firewall. And sometimes the USGS NAIP keeps getting pinged a lot. So just bear with us. And I'm going to deselect and try the button one more time, see if I have better luck.

It appears I don't so I'm just going to proceed. Normally we ask that you use Imagery when you're digitizing Linear Feature updates because that's how we assess what you're adding for, I very gingerly say this word, "For accuracy."
With TIGER we want to make sure that our roads are spatially accurate and also aligned with imagery.

In this example there is an apartment building right here with a street that goes around it. So we're going to digitize this missing street. If I select the Avenue Feature tool with the green plus sign. And again, we're going to eyeball it but we're just pretending Imagery is on.

So I Left-Click to start digitizing. And you can see my little cursor is like attached to my - a road and that's my edge that I'm drawing. So every time I change direction I Left-Click placing a curve point.

So as I digitize this I have to be careful because if I make a mistake I have to start over. We don't have an undo function. So I'm just going to keep doing this. And when I'm done I right-click.

So this is a new update for our BBSP participants out there. So for our linear features there's a whole array of linear features that you can add to TIGER but we only really need names for streets, rail and hydrographic features. So depending what MTFCC or MAF/TIGER Classification Code you select it will activate - or it will activate the Name Field or you won't be able to enter a name.

So since this is a street, a neighborhood, a local road, I'm going to select S1400. We have more information regarding MTFCC in the user guide to get more detail which qualifies for which. And since this is a road you can see that the Name Field is active.

We ask that you do supply road names if you're doing Linear road - Linear Feature - well if you're doing road updates. However if you - however, if
you're submitting unnamed or other non-specific we ask that you don't submit those. I hope that made sense.

So if it has a name like Courtyard Drive, American Legion Drive, great. But if you're just writing in "Unnamed," we prefer that you leave that field blank okay?

So I did my Add. I'm going to go do a Delete now. And I know it's near Rocky Drive when I find that. I'm going to save my project. And again, when you setup GUPS it automatically saves the project to your folders. It's not really a Save As situation, it generates it.

Going to deselect Rocky Drive. And if Imagery worked right now you would see that this road right here is in the middle of a field, it doesn't exist. So I want to delete that. So I'm going to select my Delete Linear Feature, click on it and it's going to ask me if I'm sure I want to delete. I'm going to say "Okay.

For instances where the edges, linear features are already in TIGER, when I select Delete it assigns a code asking for this road to be deleted when we accept it. So it's not going to disappear, you're going to see this red shading to it.

And that's why you can also use this tool to restore the edge, to remove the Delete from it by clicking again. And it asks if we'd like to restore it. I'll say "Okay." And you can see that the Delete function is gone. However you cannot restore - if I wanted to delete Courtyard Drive, that brand new road I drew in, if I deleted it it would be deleted forever because it's not in the database already. Okay?
So now that we went over Add and Delete I definitely want to talk about doing Reshapes. So GUPS right now, the Linear Update - Linear Feature Updates are Adds and Deletes, we don't have a reshape. So if you want to reshape a feature you have to use a combination of deleting where the feature is incorrect and adding in the new feature.

So I'm going to navigate to A Von Gontaro Drive. I'll turn off my shading - I mean my selection. I'm going to try imagery one last time. It's just going to - and it worked. So you can see sometimes it gets pinged too much. So makes me feel a bit better.

So we're just going to let it load real quick. This is typical. When you add imagery the refresh times do slow down. Again this is - we had imagery for a minute. At least you saw that it existed and could be pulled in. I just wish we had it for the minute to show the example. Okay there we go. And it will tell you when things timeout at the top.

So for the sake of time and getting things moving, this example, the road goes like this rather than the way that we have it displayed. So I need to delete portions of the road and re-add them in. So I know that the road starts going this way. So I'm just going to start digitizing my new road.

Again, this is a S1400, a local neighborhood road and it's called Loop Lane. So by drawing in this new road, wherever it intersected with the old road it created an end point. So I can select these two road segments to be deleted. If I tried doing that before I drew in the new part most of the road would have been deleted. I'm going to delete this, delete this segment.

So I put in - I performed my reshape using Add and Delete. But I want to check the attributes on this road here already to make sure that it has the right
name and MTFCC code. To do that I select this chart-looking button right up here, the Modify Linear Feature Attributes and I select the road and it's giving me what's on there already.

So right now I see the MTFCC is a private road and it doesn't have a name. So since this is Loop Lane I want to modify this to Loop Lane so it's complete. I'm going to select that S1400 and add Loop Lane. Below the MTFCC and Full Name you can see there is Address Range where you can add the address range for the road.

If you intend on doing large-scale address range updates please let our office know. We have internal address range updates and sometimes the two don't match. And we want to save you from doing all these updates that might not be reflected.

I'm going to check this segment as well because I know that TIGER data is by segments, it's not necessarily one complete road. So to complete Loop Lane I've got to select the last part of it. And again it's going to be local road Loop Lane. Okay?

So that's our brief introduction to adding and deleting linear features. I'm going to transition now into our Area Features module. And it's basically the same pattern; we're doing Adds, Deletes and Modifies.

So moving down our BBSPV toolbar, we go down to this button. We have debates in the office of what this button looks like. I think it looks like Germany, other people see a skull, I'll leave it to your imagination. I'm going to select this.
And this brings up our Modify Area Feature tool. And I'm going to pull this over and get it in my layers. I'm going to Save while I'm over here. And I've noticed this when I was testing earlier, whenever you hit Save the Modify Area Feature tool disappears. So just bring it back up and add it.

And you can see now that this tool is on top of the Search tool but you can toggle between them. So I'm going to start with adding a new linear - a new area feature.

So I'm going to go to my Search tool. I know there's a park missing. Actually I'm going to search for that park. Pull this down. I know there's a park right next to it so I'm going to search for that park to navigate there to mix it up from using the Search tool the whole time. It is Tuscany Park.

So again I know, because I work with the State of Missouri, that right here is Oak Knoll Park. And if the imagery was working right now you would see that there's houses here. So I want to create Oak Knoll Park but I'm going to need to do a new boundary to it.

So this is where I'm going to have to go back to Linear Features and draw in a boundary. In this example the boundary was outlined by a pedestrian trail. We ask that you use existing feature - we ask that you use features like that when you're drawing in boundaries rather than using an invisible edge or another type. Roads, pathways, sidewalks; we can accept those.

So again we're going to use our imagination. The trail and something like this. So I'm going to select my MTFCC of S1820 but I don't know the name of this path. And like I said earlier, "I just don't want to call it path," so I'm just going to submit it without a name. And that's perfectly fine. Okay?
So now I'm going to use my Select Feature tools up here and I'm going to select these faces to collect Oak Knoll Park. So there's many ways - we'll demonstrate different selection tools but I like using the draw - my Select – it isn't Selecting because I am not on my faces layer. So it's a good helpful hint. If you're selecting things and they're not highlighting check what layer is highlighted in your layers.

So I selected that, I have my faces, so I'm going to select this green button that's Add Entity, this is to add a new area landmark. This is Oak Knoll Park. And again, we have all the MTFCCs that you are permitted to update in these - in - for BBSP and BBSPV. Okay? So you can see the color changed and it now says "Park."

So in addition to adding a completely new area landmark you might want to add faces or remove faces from an existing one. So I'm going to go to Lone Elk Park. And when I was doing this review I noticed that not all the faces were in there so I want to Add to the Area Feature.

So I'm using the arrows to scroll up through my list of all the area landmarks in the county. You can swap it and navigate right to it.

I'm going to use the Select By tool in this tool right here and I'm going to select these faces because I know that they need to be added to Lone Elk Park. I'm going to hit the green plus sign that indicates an Add, which is different than creating something from scratch. And you can see that I've created my park - I didn't create, I'm sorry, I added to my park.

So while we're in this adding and removing faces I'm going to go to a Remove From example. And I'm going to go down to the St. Louis State School and
Hospital. And doing my review I know that this space is no longer a portion of the property. So I'm going to Select again, Select the face.

The way the highlighting is you - it might not come up but you can generally see that it's been selected. I'm going to select the red minus button and you can see that that face was removed from this landmark with the color change.

I'm going to - the last two demonstrations I want to is these area landmarks, adding - not adding, deleting and modifying. So I'm going to go to Park ‘n Fly. This is actually a true error that I found in St. Louis, Missouri. So Park ‘n Fly, Air Park and Jet Park are all parking lots and they're coded as parks in TIGER, like a community park where you would take your family.

We don't have a parking lot area landmark so we're going to remove the - we're going to delete these. So I have my Park ‘n Fly selected and I just hit the red X. And you can see that the color of the area landmark has changed and it's been deleted.

So I know I went over a few examples on modifying area landmarks, I want to move now to making geographic updates. It's within the Modify Area Feature tool. It's the same tool, same functionalities but things are a little bit different.

So I'm going to be making a series of updates to the places in this county. And when we're making place updates there's two different types; you're either going to be making a boundary correction, and this is where you know the place boundary is off but you don't have the legal documentation to support the change, or a legal change where you want to correct the boundary and you have the legal documentation to submit with the change.
Both of these changes go directly to our Boundary and Annexation Survey Office when they come in to Census. And they review and adjudicate the changes.

Okay so I'm going to go to Fenton City. You can see that Fenton City has the highlight. And in this case, this is the border, there's been an annexation that's happened where I need to add these areas to Fenton City.

So just like when I was making the updates to parks I select the Selection tool, I go in. I'm going to deselect because I accidentally got the one next to it. I'm going to Select - and I can select multiple faces by holding the Control button down.

So I'm going to select these to add to Fenton City. So to add it I'm going to select the green button. And since this is a geographic update they are going to ask me for the boundary correction or legal change.

I have the documentation, I can process this as a Legal Change. I'm asked to enter the Effective Date, the Authorization Type, the Documentation and the Change Type which is an Annexation. You can see that all four fields are starred and they're mandatory.

In addition you can select the folder to attach any of the documentation pdfs or documents with the submission. So you can see that these face colors have changed and I've annexed that portion to Fenton City.

I'm going to head over to Edmundson City. And in this area I'm going to do a Boundary Correction. I'm going to remove some of the faces to give you - to see how the boundary change and legal changes are different.
So again, I work for Missouri, I know that these faces right here are not a part of Edmundson City. I'm going to select them and select the red minus button to Remove and I'm going to select Boundary Correction. And you'll see in this example it goes through and immediately makes the updates.

It's not asking for the legal documentation or updates because I don't have it for this. I'm just suggest - I'm proposing this change - not proposing, I just don't have the legal documents.

I'm going to go to Uplands Park Village. And poor Uplands Park Village, it's getting deleted today for this example. So if you are performing a place update like this make sure that it's a valid change. You can always contact our office and we can talk about it. But if you're sure it's gone, you select the red X. And you can see that Uplands Park Village has been deleted, especially with the color change.

So the last example I'm going to do is creating a new incorporated place. And I'm going to this area. And I know this is the village of Red Clover. So I'm going to use the Selection tool. The reason for new entities, when I use this tool up here, is it's not holding on to anything I've selected previously or adding to it.

So I'm going to select these. And you can see I had my edges highlighted instead of my faces. Deselect, we'll try that again. Select all my faces. And I want to make sure I get them all. And I'm holding the Control button as I select each one.

And my - again, I'm going to select this green Add Entity button. And if you're adding a new place you will have to fill out all the legal information.
So this is Red Clover Village, has the Effective Date, the Authority, Documentation, and I'm going to click OK.

So as it thinks, one thing you'll notice when you do - when you create new area landmarks or places, they will now be added to your dropdown menu. Pull that out so you can see that - oh, never mind. Usually Red Clover Drive would be listed here. I'm going to move past that.

So I know I've gone over a lot of information very fast on making Linear Feature and Area Landmark Updates. So I think this is a good time to save the project and ask the operator if there are any questions from the audience.

Operator: As a reminder to ask a question please press Star 1 and clearly record your name for question introduction. Again, to ask a question please press Star 1 and clearly record your name for question introduction. One moment please to see if we have questions.

Jennie Karalewich: Thank you.

Operator: And our first question comes from Nick Pharris. Your line is now open.


Jennie Karalewich: Go ahead.

Nick Pharris: Just wanted to make sure, clarify something James said way, way back at the beginning. The VTD Project will accept linear feature updates as well, right? We don't have - he said something about, you know, putting power lines as
holds, that kind of thing. That's like for potential precincts down the road, right? If they're an actual Precinct boundary now that'll get submitted as part of the VTD Project right?

James Whitehorne: Yes, so I was talking about building the geography now in BBSP to create the blocks that you might need to use. When you get to the VTD Project, which will start in December of this year, we will allow for you to draw in new edge work that is your VTD Boundary. So if there was something that you didn't get in during BBSP that you actually need because you're representing your actual VTDs, you will be able to draw it in then.

Nick Pharris: Cool, thank you. And then the other thing was regarding place boundary adjustments. I had one, a tiny town in Okanogan County that about 1/3 of the territory shown in the TIGER files actually is not part of the town. And on consultation with officials at the town I removed it as a boundary correction, I didn't have any documentation because it simply never has been part of the town.

And I gather - I haven't looked at it yet but I gather that that change was not accepted. So I need to talk to - possibly offline, about what sort of supporting information or official letter or something I could use to make a change like that.

James Whitehorne: So one thing I would say is I know that you submitted a lot of boundary changes for places. And in talking to the boundary annexation survey folk they seem to think that most of yours were really good and they put them through. So I would definitely take a look to see if it was - came through.

The difference for people who are considering submitting those changes, a boundary correction to the Census Bureau means that the Census Bureau has
the edge in the wrong place or the boundary in the wrong place but it's not really - it's just because we're representing it incorrectly, it's not an actual area change.

You know a lot of these place boundaries come from paper maps from 20-30 years ago that were hand-digitized and were drawn in on colored crayon so scale may be incorrect, things like that. So that to us is what a boundary correction is.

A legal correction would be a true annexation or de-annexation. But then again there's - because of the nature of this program, the Redistricting Data program, we have a hybrid which is if you don't have the documentation available to you, you can put it in as a boundary correction -- even if it is an annexation or de-annexation -- and we'll submit that to the bass officials or our bass processors to reach out to that locality to try to get that paperwork from them.

But we can talk offline as well. If you think you can get your hands on that and if the change hasn't been made we can talk offline and try to get that to them through you.

Jennie Karalewich: And real quick, just to add on to James' point, if we did not accept a place update we usually told you in that letter we sent out in November. We explicitly told you which ones were not updated. Again, we can work offline and get it out but if you have the letter handy you can see…

Nick Pharris: Right, that’s typically the one I'm thinking of, that was…
Jennie Karalewich: Okay.

Nick Farris: …mentioned in the letter. And I don't know whether it was a change submitted by one level of geography that was - you know, it was a misunderstanding or whether it was a proposed annexation that was put in and then never actually happened or what. I need to talk to the town about why exactly that happened.

Jennie Karalewich: And we'll work with you on that.

Nick Pharris: Thank you.

Jennie Karalewich: Thank you.

Operator: Our next question will come from Kim Brace. Your line is now open.

Kim Brace: Hey there guys, Kim Brace from Rhode Island. Given, as you know, my desire for townships and MCDs I noticed as Jennie was going through there that the two bars or two areas that she brought into the layer in your Search and Zoom, and then the other one and I can't remember which one - one of them showed MCDs but the other one did not show MCDs as an entity that could be searched for, I thought.

Jennie Karalewich: That's correct. The Search and Zoom tool doesn't have MCDs but it functions the same as if you opened up the Modify Area Feature to go between areas.

Kim Brace: So that's the way that I need to do this to go to different townships then?

Jennie Karalewich: Yes.
Kim Brace: Okay. Thank you.

Jennie Karalewich: Thank you.

James Whitehorne: Thanks Kim.

Operator: Our next question will come from Gina. Your line is now open.

Gina Wright: Hi, this is Gina from Georgia. I know that the bass had several changes to it in recent years in terms of the frequency and whatnot. We have several municipalities that are brand new here in Georgia. Will those be captured with a bass or is that something that we're going to need to put in to create new cities that aren't there now?

James Whitehorne: It should be - because Georgia has such a strong statewide relationship with the bass and the bass goes to the states incorporated - the listing of incorporated places Web site, it should be there.

What we may want to do is just if you give us the names of the places that you're most concerned about that you think we might miss we can go to the bass team and see if they've received that in their workload if you're not seeing it already in the files that we've produced. Because they - we do have sort of a statewide agreement with Georgia. And I know that they work with the official list that gets published by the state as for what they put in.

But we can sort of do a backdoor check if you just give us some names to look - to go ask about.
Gina Wright: Okay, because I know we had one that was incorporated in 2015, we had two that were just approved in November, and we actually have a few more that are kind of in the process now that may be in place before we get to, you know, the end of the decade. So I just wasn't sure with this tool if that's something that we need to be involved in doing or submitting or if that's something that's going to be taken care of on the other end.

James Whitehorne: I would say for Georgia it's probably going to be taken care of on the other end. But let's just stay in communication and as those become official you just feed us the names and we'll make sure that the bass team is aware of it so that they know to reach out.

Gina Wright: Okay, will do.

Jennie Karalewich: Thanks Gina.

Gina Wright: Thanks.

Jennie Karalewich: I think we're going to take this - take a minute to move along in our agenda. So Matt Brooks is going to go over the next section on block boundary flagging, block size review, the real meat of the BBSP project.

Matt Brooks: Yes, hello everyone. My name is Matt Brooks, I'm one of the Geographers in the redistricting office. I look forward to working with you all.

So I'm going to start with the block boundary flagging tool. As part of BBSPV this tool gives you the opportunity to flag features to be block boundaries. You can see over in the edges layer, looking at the symbology here what would be the planned blocks if they were delineated today, what the
boundaries would look like. You can see the light blue are the planned blocks and then the light red is the ineligible blocks.

You can learn more about the features that will always be held as block boundaries from the Planned 2020 Tabulation Block Boundaries table, and I'll show that here. This is also available on Page 2 in your GUPS Manual.

As you can see all legal statistical major landmarks and roads are automatically held. If you place a Do Not Hold on any of these we likely cannot accept it so please call us for more info.

So good candidates for assigning Must Hold on block boundary suggestions are newly added features or features not currently planned as block boundaries.

So now I'm going to get over to my area using the Search and Zoom tool. And my area is Miller Place. And let me deselect that using the tool at the top and I'll Zoom Out.

You can see that this is a planned block and I want to use Miller Place to split that into two blocks. And what I'm going to do is I'm going to show you different ways of selecting it. So first I'll just click on the boundary - the Block Boundary Flagging tool and I'll click on Miller Place and I'll go and make this into a Hold and click OK.

And you can see that the symbology changes. But we see that Miller Place is actually made of two lines so I need to do that again by clicking the other portion and clicking Hold. And now you can see that the whole street - or the whole place is a held boundary.
So over at Lawrence Avenue I'm going to show you a way that you can select multiple features at once. So you'll select all of it and then you'll go to the Flagging tool and make both of those two edges into a Hold.

It's also important to look for Do Not Holds in your area. And good - Do Not Holds are a good way of getting rid of slivers or zero population blocks. These usually happen around highways, interstates where there's, you know, portions of the road right next to it.

So I'm going to go up to the North Outer 40 where there's an example of this. And I'll Zoom In here. And when I deselect it you can see that this is currently held as a boundary. But since we - I'll test imagery again.

And when looking at imagery you can see if there are housing units present. And you can see going along this sliver here that there aren't any housing units present so we're going to actually turn that into a Do Not Hold.

So we're going to once again - here, I'll turn imagery off. I'm going to click on it and I'm going to change it from a planned into a Do Not Hold. And we'll - you also get a warning, just click OK to that. And you can see that now the symbology has changed.

And we're going to go along this line because we suspect that there are probably more slivers. Let me zoom out to get it up. You can see down here the sliver continues so I'm also going to flag that as a Do Not Hold and the symbology will change as well.

I also want to show you that if you do make a mistake and you select this as a Do Not Hold but you really, you know, you were fine with the Planned Boundary, you can go back by reselecting. And if you change that just to Null
it'll take away that symbology that we just added. So that's a way of, you know, working with your mistakes, going through them.

At this point I'm done with the Block Boundary Flagging tool. I'm going to move on to the 2020 Year Feature Extension tool. This tool is a good way to split blocks, but when there isn't a good dividing line there.

So let me get over to a working area just so you can see an example of that. And that's going to be Birchwood Place. So Linear Feature Extensions are short nonvisible lines that are less than 300 feet and they go straight from the end of a road and they intersect usually with a levy, a shoreline, a dam, railroad, pipeline or powerline. Highways can also be used as long as there are no housing units present.

So you can see this area right here that I would like to split this block using Birchwood Place but unfortunately it doesn't extend all the way to Gravois Creek. So I'm going to need to add a Linear Feature Extension. So I'm going to go and click on this tool here and you can see it gives you the details that I - we just discussed.

Now I'll go and click at the end of Birchwood Place and make it a straight line to Gravois Creek and click. And we can see that this extension is less than 300 feet so that's great. I'll click OK. And now we see that the symbology has changed and that I have split this block.

So just to practice this again we're going to go up the creek. And you'll see that we have Rain Ridge Court. And I'm going to do the same thing there and carry that over. And you can see the plus line as it's snapping to Gravois Creek and I'll click OK. And again, the symbology will change. And here you can see that this is an open polygon but I'm introducing an error.
Here at this moment let me take time to save our progress. Go up to the top. And as James mentioned earlier we have block size indicators which are a new feature in BBSPV, so during Block Size Review, which I'll discuss next, we'll go over that.

If you want to review the housing units that are in each block size category you can look here at the Block Size Categories. It's also available on Page 111 in your GUPS Manual. And you can see here that A Blocks are the largest blocks with over 2000 housing units. And you can go through.

So going back to our - back to St. Louis, we're going to open up our blocks which are added as layers down here. We'll make it visible by selecting and then we'll click on the Attribute Table, open it up, and we'll go over to the Block Size Indicator field and we'll sort this so that the largest blocks are at the top.

And you can see in St. Louis our largest blocks are F Blocks, which have between 480 and 699 housing units. And what I'll be doing now is splitting a block. Because using block indicators is a good way for participants, if they want to have all of their blocks with less than 1000 housing units, they can go through here and find large blocks and split those into smaller blocks.

So my example, let me scroll down to it, it's an F Block. It's actually a G Block. There, and I'll Zoom to it and I'll close this window. And we'll - I'll try imagery again so you can - we can review this block. And if Imagery does work we'll see that there's an apartment complex here. And luckily it did work for us.
So now in order to see the apartment units there we're going to actually change the symbology so that the Block Layer is transparent so that we can see the imagery beneath it. So we've gone, we've clicked here, we're going to change the transparency to about 80, click OK. And now we can see through the Block Layer down and we can see that there's a lot of apartments here.

And there's this one private road that goes through which would be great for splitting this block. So we're going to go and use the same flagging tool that we had before. We also have to change our - make sure we have the right Layer selected so we'll go to Edges, click on the Flagging tool and then click on that private road.

And actually here is a good example to show you how to select multiple ones because you can see this road is longer. So let me click my Selecting tool and while holding down Control I'm going to go and get all of the lines here. And then I'm going to click on the Flagging tool and turn all of those into a Hold, click OK. And you can see that the symbology has changed.

So now we're - I'm going to show you one where we're going to change a Z Block, which is a no population block. We're going to combine it with a larger block. Let me turn off Imagery so we can move around more easily.

And I'll go to that block by again going to the Attribute Table for Blocks, opening that up, going to the Z Blocks. And my predetermined block is here and I'll Zoom to that, bring it up and we can see that we're in the Spanish Lake CDP and I'll turn on Imagery again just so we can review this block, make sure there aren't any housing units present and that's in fact a Z Block. And we can see that there aren't any housing units there.
And what we want to do is combine it with the block beneath it where there is a housing unit. And to do that we'll be turning this line into a Do Not Hold. We'll give it a moment to load but we can also just click on the flagging tool and moving forward. Think it might have frozen on me.

There we go. I took off Imagery, that helped. And I'll go ahead and flag this as Zamora Street as a Do Not Hold. And we can see that the symbology has changed and now these two blocks have been combined.

This is the end of my portion of the presentation. I would like to now open up the floor to any questions.

Jennie Karalewich: Real quick, just to add on to what Matt shows, when you do Do Not Holds you're going to see a box that pops up that you'll see through once you've done a few of them, saying that "We're taking your change into consideration." This feature was a planned one so we definitely want to review the situation to see if it makes it out. Thank you Matt.

Mike Arthur: We'll go ahead and open the lines for questions please.

Operator: Thank you. As a reminder to ask a question please press Star 1 and clearly record your name for question introduction. Again, to ask a question please press Star 1 and clearly record your name for question introduction. One moment please to see if we have some more questions.

I'm currently showing no questions. But as a reminder if you'd like to ask a question please press Star 1 and clearly record your name for question introduction. One moment please to see if we gather questions. And I'm still currently showing no questions at this time.
Mike Arthur: Okay, thank you. We'll take it from here. This is Mike Arthur and we'll take you through the home stretch here.

We all make mistakes when we work on a project. The great thing about GUPS is that it has built in checks. Once you finish your updates but before you export your file you'll need to complete these QC checks. And to start the review process what you can do is simply go up and click on the Export tool here.

And I'm going to re-save the project here, make sure we have all our updates that Matt and Jennie had put in here to make sure they're saved. Click the OK button here for All Layers. And again, I'm going to go up and click on the Export tool.

Then this Export to Zip window here we see on the left hand side we have the Quality Control Reviews, we have the Change Polygon looking for Find Holes, Change Polygon Small Areas, Block Boundary Review and the Polygon Check. And then on the right hand column it gives us the status.

So it shows that we still need to run the Find the Small Holes and also Find the Small Areas. And we see that earlier in the session that I did run the Block Boundary Review but I'm going to run it again because we've added new blocks since that time period. And also we need to run the Closed Polygon Check.

With these checks you don't have to wait to the end, you can run them any time you want. That's the great thing about it. if you are not sure if you did something correct you can run a Closed Polygon Check just to - real quick to see if it worked. So feel free to run these Check tools at any point.
There are five different tools. I'll show you the icons here at the top.

This was the Block Boundary Review tool that we looked at earlier.

We have the Change Polygon Review tool and this will find holes and change any small areas that we might have missed.

Also we have the Block Boundary - excuse me, we have the Close Polygon Check right here. Close Polygon Check if you notice, that has an open polygon here with a green check in there.

And also we have the 20 - the feature extension that checks for 20 Linear Feature Reviews.

What we'll start with is the Block Boundary Review tool again. I'm going to close out of our Search and Zoom. I'm going to reopen here the Block Boundary tool and move it over here to the left and dock it.

So previously we had looked at All and Old, and this time we're going to focus on the New. So on this dropdown menu here I'm going to choose the Holds. Again, at the bottom we have a blue bar loading to 100%. And I'm going to click on the center radio button here for New. And again here at the bottom a load.

And we see that we have 13 new boundaries here. So we just simply click on the top one here and we're going to go through and take a look at which ones are new, what we've updated here. We can do the same - on the dropdown we can do the Do Not Holds as well. And again at the bottom it'll take a second for it to load.
And we see this access road that Matt worked on earlier. We have that marked as a Do Not Hold, and also this is Zamara Street.

And then going on I'm going to close out of this Block Boundary Review. And for the next one I'm going to click on the Change Polygon Review tool. I'm going to pull it out here. I like to have my windows open so I can easily see them there.

Here we have, for the Geography we have the dropdown menu, we have the Area Landmark, Area Hydrography, Consolidated City, County, Minor Civil Divisions and place. So I am going to choose the Area Landmark. And if you notice here down below we have three items. We also have two checks that we need to run.

The first one here is the Small Area Check, another one is the Find Holds. So I'm going to click on the Small Area Check. So we see here in the box here "No change polygon smaller than 500 square feet." So that's great, I click the OK button.

Now I move on to the Find Holds here. So down here at the bottom a new box has opened up and we have three Find Holds. So I'm going to click on the first one and zoom to it here.

So we're looking at the Lone Elk County Park. And so I want to zoom out a little bit, get a little bit of perspective. I'm drawing a blank on this I want to kind of refresh myself, take a look. And I'm going to also deselect it up here, I'm going to click on the Deselect tool and then I'm going to zoom in a little bit more on it.
Okay yes, we missed that. We want to get that fixed. So again here I'm going to click on that polygon, highlight it again, and we can see down here there's a Fix button. So I'm going to click on this Fix button to add it. And if you notice after I clicked on the Fix button it disappeared.

So I'm going to go to the next spot here. I like to deselect it. Yes, it got missed. I'm going to zoom out a little bit and just get a little perspective, click on it again, and then click on the Fix button and then it'll be added.

I'll do the same thing for this one here; deselect it and zoom out, click on it again here in the Find Holds box and then click the Fix button.

All right, I'm going to close out of the change - here at the top here I'm going to change down to the place. And if you notice, after I changed the place here it gives you the name of the area. So we've got Fenton, Edmundson, Red Clover. And also here on this column it gives a relate, so it's an annexation. So it's in, we have a boundary correction that we took out, we have a new entity here.

So I am going to click on this first one just to take a look at it and then I am going to run the smaller check on it. No change polygons smaller than 500 square feet at present. And then I click on the button here for Find Holds.

So it looks like we have multiple areas here that we mixed previously. What you can do is just scroll down here and click on the Fix button to add those.

Red Clover I'm going to click on Fix again here.

Fenton, missed this one, we'll add this. You do the same here, click on the Fix button.
So at the - I'm going to go back up here to the Red Clover Village since it's a new entity. I want to take a look at this Legal Entity Change button again so I'm going to click on that, the box opens up. I'm going to review my data, make sure everything's correct.

And you know what? This Effective Date here, I want to change that. It was actually effective January 1 of this year. So I'm going to change this to 2017, January, click on the 1st, make sure everything else is okay and click on the OK button.

So corrections can be made through this process if you need to review any of your places. And then I'm going to close out of the Review Changes Polygon here, those are the Find Holds.

Now I move on to the Close Polygon Check here. And again this is the tool here with open polygon with the green check in it. Click on it. And I'll move it over here, dock it. And then I'm just going to simply click on the Find button here. It's going to ask me to save it so I need to make sure I save my updates because I have added those polygons that we missed and hit OK.

And then I'm going to click on the Find button here, left hand side under Close Polygon Check. And with the Close Polygon Check there are three checks that take place. So with a large county like St. Louis County it can take a few minutes for the run. So be patient with it, don't click on the X-out button, don't hit Escape on your keyboard, just be patient and let it run.

This is a very important check. It goes through, checks all those block boundaries, makes sure that you identified if the edges should be a Hold to make sure that it's a closed polygon.
What we'll see here when it finishes going through the data it'll provide a list of any open polygons. And then we can scroll through those and see if there's any action that needs to be taking place to make sure that they're closed polygons. It's a very thorough check and it takes a few minutes for it to run. Almost done here.

And again, for the QC checks they're - they'll be in this specific area right here, real nice, centralized so you can get to those checks very easily. Just a few more moments here. Like I said, "It does a very thorough check," that's reason it likes to run so slow. Hey, here we go.

All right, so I'm going to simply click on the first line here to select it. You can use your up and down arrows to go to different edges. And I'm going to scroll down here and take a look at this Loop Lane here that was worked on previously. So I'm going to zoom out and I'm going to try to figure out why this polygon isn't closed.

So if I noticed here this is a Do Not Hold on this left-hand side right here that's creating for it to be open - a deleted line - excuse me, a deleted line here on the left hand side. So what I need to do is to select these lines here and make them a Must Hold to complete the polygon here.

So I'm going to go up to the top and click on the Select Features tool here and select this Loop Lane. Then I'm going to click on the Feature Flagging tool and make it a Hold.

I can also here I have another edge here that I need to select so I'm going to go back up, click my Select tool, select it, click on the Flagging tool and move it to a Hold. So here I'm going to follow the boundaries all the way around. It
don't have any gaps, everything's a Must Hold so we're looking good on that one.

I'm going to click on this Loop Lane here. I'm going to double check here, it's a Planned, I'm going to make it a Hold.

Okay, so I have completed my checks here. And what I'm going to do, I'm going to re-run my Close Polygon check. And when I re-run it it's going to do another long run so make sure you have all your corrections made before you hit the Find button again on it.

So I'm going to go ahead and click on the Find. It's going to ask me to Save the project again. Hit the OK button. So what I'm anticipating, if I've closed the polygon, after I click on the Find and it runs, it's three checks again that this Loop Lane will disappear because it's a complete polygon.

So it's going to do its three checks again. Again, be patient, don't X-out on it, don't hit anything on your keyboard just let it do its run.

James Whitehorne: So just to reiterate some of that Mike said, this is probably the most important quality check that you can run in this - in the Block Boundary Suggestion Project. And that's because if your Must Holds and Census Planned Holds don't form a closed polygon then that means we can't make a block out of them. It means they're just sort of sitting there in space.

So even if we take the attribute change that you're supplying to us with your Must Hold we can't form a block. So it's probably the most important quality check that you can run.
Jennie Karalewich: And I was just going to add one more thing too. When you run the Close Polygon Check the results can look a bit daunting because if you selected several edges that are connected to close a polygon and miss one little segment, all the edges you flagged are going to show up on that list which Mike will show right now.

Mike Arthur: So we noticed that our Loop Lane disappeared. We're going to go through and take a look at our other missed edges here. So we see that we still need some updates here to make these a closed polygon. And we can go back and do those later. But for that Loop Lane, we did get it closed.

All right, so we've completed all our QC checks. We're going to click on the Export to Zip button again. And then this time in the status we see that all the checks have been completed, they're all done now here so we can continue with our export. I'm going to click on the OK button.

So we have two options here; we can export the census if you're the official liaison, or you can share with another participant. So we'll take a look at both but we'll start out, I'm going to pretend that I'm going to share with another participant and I'm going to click on the OK button here.

And so what this is going to do, it's going to take all the layers in the files that we've worked on and it's going to zip it up so we can send it to another colleague who may want to do some additional work on it before we send it to the official liaison to submit it to us.

So we're waiting for it to packaged - getting packaged. And then in a second here it'll pop up to show us where it's located at. So in this Export to Zip box here it's showing us that it's in the GUP GIS folder and it will allow us, if we
click on the Yes button here, to view the folder. And here we see it's nice and zipped.

And pay attention to the name here. We have DataDictionary.zip. And if I - as it pops here I'm going to scroll over it and it should show that there's a lot of files in there if it pops up, which it's not going to pop up. So I'm going to continue on. I'm going to minimize this screen.

And then I'm going to pretend that I am the official liaison, we've finished this county and we're ready to submit it to Census. So the key is that we won't accept any files that are emailed to us.

We - it must be packaged through the Export. And then I'll show you here in a second the official way that you would submit those files to us. So just a heads-up that we can't take them - you can't take that Export and email it to us, you have to go through this formal process to get those files to us.

Again, here I'm going to click on OK. I'm going to Export to Census and click on the OK button. And this file, it shouldn't take us long to package. It's going to be a much smaller file because it's just taking our changes, our area, our linear changes in here and it's going to have - there we go. We see that there's 34 files in here and it says "Return.zip" on here.

So now that we've completed our export I'm going to switch back over to the Internet and I'm going to go to our Secure Web Incoming Module Web site. And that Web site is respond.census.gov, and it's /SWIM. And then on this Home page here, if you don't currently have an account you can click on the button here to Register Account. And a registration token is needed.
And you can call or email our office if you currently don't have a token, or you may have it previously and you can enter that token there and then just fill out the other boxes here and that you do enter your security question in here in case you get locked out.

So I'm going to go back to the main login page and I'm going to use my login here. And then I want to simply click on the button here that says "Start New Upload." And then we have multiple radio buttons here that you can click on. Make sure that you're clicking on the Redistricting Data Program and click on Next.

And then since we're working in Missouri we'll click Missouri and then click on Next. And then here we can add a file. And then we can go to our location where our zip files are located here in the output folder.

So if I really wanted to submit this I would click on the Return File, click Open, and then I would hit the Next button and then that would submit. And then we would get a message on our side that you have submitted that file to that. I'm not going to do that today because it creates a mess on our end. But that's how you would submit the file.

I want to switch over to our Redistricting main page here on our Web page. We - on the left-hand side click on the 2020 Census Program Phases. And here under Phase I under the BBSP Verification materials, we're very excited this time to have the software available. We have the geographic - or the GUPS software available, 2.0.

So this is where you can click on that link there to download the new software. We also have our updated Partnership Guide right here. And we also have a Quick Reference Guide. And then also, if you're not using the GUPS
we have the Using Your Own Software Participation Guide. So make sure you check out our Web site.

And like James said earlier "If we need to update the GUPS software" we'll - this is the location where we would provide that information and then email everyone letting them know that that information - that that software update is available there.

So this concludes our review of the GUPS 2.0 and we would like to open up the phone lines again for questions.

Operator: Yes, as a reminder to ask a question please press Star 1 and clearly record your name for question introduction. Again, to ask questions please press Star 1 and clearly record your name for question introduction. One moment please to see if we gather questions.

Our first question will come from Nick Pharris. Your line is now open.

Nick Pharris: Hi, Nick Pharris, Washington. I had a question about address ranges. And if we need to add or move a street feature do you want us to include the address range information or do you want to get that from your other sources?

James Whitehorne: So the address ranges - part of the reason why we don't emphasize that in this program is the address ranges in TIGER are built from our Address Point now. So if we get address ranges from you we can get them into the database but then they get overwritten every time we create what we call one of our snapshots or one of our benchmarks.

So if you have address range updates we - and that you want to get to us, we would prefer that you call us and - so we can put you in contact with the
program that is actually updating the Street and address lists as far as that part of the census geographic operations.

Nick Pharris: Okay, so don't worry about them if we're adding or adjusting streets?

James Whitehorne: Right.

Nick Pharris: Okay.

James Whitehorne: Right.

Operator: Our next question will come from Mark Stratton. Your line is now open.

Mark Stratton: Hi, it's Mark Stratton from Indiana. I have two things actually.

First, when I was - I too was following using our GUPS, just one of our counties, and noticed that when I am doing the Geography Review tool and I go to Next, Zoom, sometimes it skips one, sometimes it skips five. I don't know if there's a problem there.

The second is that in the prior version of GUPS we could use other online imagery servers. They were - I think they were the experimental thing or whatever but it works great for us. Is this imagery button that we have that you did in the demo, is that the only imagery we can use? Or are there other services we can load like we could in the previous version?

Jennie Karalewich: Hi Mark this is Jennie. You can still add a Web mapping service or whatever imagery service that you added in the old version of GUPS.
Mark Stratton: Okay.

Jennie Karalewich: Did you have an internal source that you were adding?

Mark Stratton: No, no, no, no, no. We just - we used a variety of services. In the prior version there was an option you could go to where there were some experimental but weren't, you know, guaranteed or anything and it included like - I forget but there was like I think Bing Maps.

There were three or four services and we would use those where one service wouldn't show, you know, new construction the other one would where I could go in and then use that as I was digitizing features. So I just didn't see that ability here.

Jennie Karalewich: Well then I want to correct myself, I forgot about that option. We could never access that within the census firewall. So sorry, I got confused. That option isn't available anymore.

Mark Stratton: That what?

Jennie Karalewich: Let's check real quick. I don't think the option is available anymore but let's open up GUPS and take a look. Okay. No.

James Whitehorne: So Mark it looks like that was removed when they added this Add Imagery button. We're going to ask the developers about that because that was something I was not made aware of.

Mark Stratton: That is not helpful to us.
James Whitehorne: So in a worst case scenario we will ask to have that put back for VTD. Best case scenario we'll find where it’s hidden. And a middle case scenario, we'll see if we can get it put back and a new version released before the BBSP update window closes.

Mark Stratton: Great, thank you.

Jennie Karalewich: I think Mark gets a gold star for that catch.

Operator: Our next question comes from Kim Brace. Your line is now open.

Kim Brace: Hey guys again, from Rhode Island. In Mark's question I think the - well you've already deleted the image, but I think the left-hand side, the downward pass there's an Add Image button there I thought.

Jennie Karalewich: Hi Kim this is Jennie. Yes, there are. But we had imagery built in in the older version that was explicitly at the top. These are add your own Web mapping services or raster images. But Mark is referring to one that was built in separately.

Kim Brace: Okay, but we could still use the buttons on the left to add…

Jennie Karalewich: Yes.

Kim Brace: …our own in right?

Jennie Karalewich: Yes, yes, yes.

Kim Brace: Okay, that was what I was getting at. I think from Mark's standpoint, he could do it that way, in that regard.
The other question that I have is I - as I understand you're deleting the old software and - when you install the new software. As I recall you're not really deleting the files and so the question is can I bring in older files so that I could see what I had done during the initial BBSP and kind of underlay it under the new lines or something along that line?

James Whitehorne:  I believe you can add - because the files are all stored as shape files Kim you can go to the folder where they were stored previously. So what you'll end up with is in your GUPS GIS data folder you'll end up with one that's BBSP and one that's BBSPV17 I think it's called. So you can go in and access those shape files at any time and bring them in as a vector layer in your new project, if that's the kind of comparison you're looking for.

Kim Brace:  Yes, that's what I was thinking of. And those are full GUPS files from before right, not just…

James Whitehorne:  Yes.

Kim Brace:  …the change files.

Jennie Karalewich:  Just the changes.

James Whitehorne:  Unless he still has his full project.

Jennie Karalewich:  Okay.

James Whitehorne:  Yeah
Kim Brace: Yes, I still have my full project so I can get to the old stuff. Okay good. Thank you there.

Operator: As a reminder to ask a question please press Star 1 and clearly record your name for question introduction. Again, to ask a question please press Star 1 and clearly record your name for question introduction. Our next question will come from Nick Pharris. Your line is now open.

Nick Pharris: Hi again, I just wanted - actually I'll follow-on to what Kim said. Yes, at least I've found that the old files are still available. One thing is GUPS introduced some topological weirdness, didn't always erase all of the vertices from areas you move from areas. So you end up with extraneous vertices, I call them whiskers where the boundary goes out to catch a vertex that shouldn't be there anymore.

One way I've found to clean those up and take care of those is just to import it into a geodatabase and whatever topological checking Arc does when you do that actually resolved those problems. So you might try that.

The other thing a comment, and this is, you know, sort of for the future. The - obviously the Holds Check is very useful to find errors in your change polygons. I noticed there's no complementary or analogous check to find little scraps that you might have left behind that are now disconnected from their entities because you've removed the intervening polygons. And just wanted to suggest that that would be a useful check as well. Thanks.

Jennie Karalewich: Hi Nick this is Jennie. The Small Areas Check is supposed to find those slivers. The small areas and the holes are opposites of each other; one finds slivers that are left behind, and other find holes. I know that sometimes the Small Area Checks can be quirky.
Nick Pharris: Yes.

Jennie Karalewich: We worked with the programmers on that. So if you're seeing instances where it's not catching it contact our office because the 500 square feet limit does make them very, very tiny.

Nick Pharris: Okay. I was actually confused about the purpose of that because I thought it was looking for change polygons that were smaller than 500 feet. But you're actually - it's looking for areas that were left behind.

Jennie Karalewich: Well if - yes and yes.

Nick Pharris: Both, okay. Thank you.

Jennie Karalewich: Thank you Nick.

Operator: As a reminder if you'd like to ask a question please press Star 1 and clearly record your name for question introduction. Again, to ask a question please press Star 1 and clearly record your name. One moment please to see if we gather more questions. I am currently showing no additional questions at this time.

James Whiteborne: So there is an evaluation form that will be coming up on your screen if you want to go ahead and fill that out about the presentation.

I would just like to thank everyone for taking their time to call in and participate. I realize that this is - these training webinars are a bit long with a lot of information.
The things I really hope you take away from this is that we want to make this a success for you and if there are roadblocks that you come into or you run into while you're doing your work we want you to feel comfortable and free to call us at any time and reach out to us and we will try to work out a way to get through that.

We recognize that when you're designing a program for the 50 states and two state entities then it's a little difficult to do something that fits the mold for everyone. So we want to just make sure that we're working through the problems as best we can and we're helping you get the changes that you need, and also taking your suggestions for how we can be doing it better because we are continuing to develop the software and our procedures for the next phases of the program.

So if anyone has any other questions before we sign off.

Operator: Showing no additional questions in queue.

James Whitehorne: Well thank you all very much. Please fill out the evaluation form if you can or if you'd like to give us your feedback. And we appreciate everyone's attention and thank you all for attending today's webinar.

Operator: This concludes today's conference. All participants may disconnect at this time. Thank you for your participation.

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