# **NWV EXPANSION PROJECT**



STATUS REPORT February 1, 2023

# **Expansion Committee**

- John McLeod
- Tim Wilmot
- Alan Belcher
- Paul Allard

With Input From Lots of Members
 Thank You

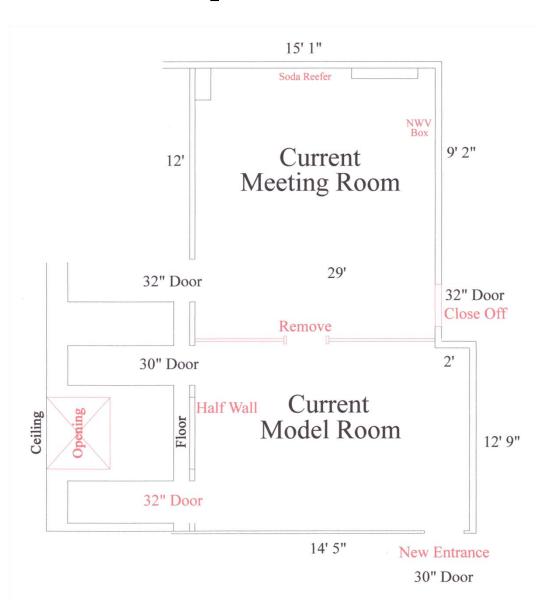
# **Expansion Implementation Plan**

- Room / Wall Modifications
  - To Be Completed by NWV Members
  - Approved by Pine Wood Management
- Electrical Updates
  - 110 Volt Outlets / Fire Alarm System
  - To Be Completed by Licensed Electrician
  - To Be Scheduled / Paid For by NWV

# Expansion

- Combine Meeting / Model Rooms
  - Remove Wall Between Rooms
  - Close Current Entrance Door
  - New Entrance => Existing Door Around Corner
- New Access Between Old & New
  - Install New Door Into Old Layout Room
  - Lower Wall Height Between Doors to 4 Feet
  - Relocate Soda Reefer & NWV Green Box
- Install New Dispatcher's Center
  - Upper Level Over Looking Dana's Gulch
  - Install Desk, Forms & Radio Equipment
  - Open Layout Viewing Window in Wall

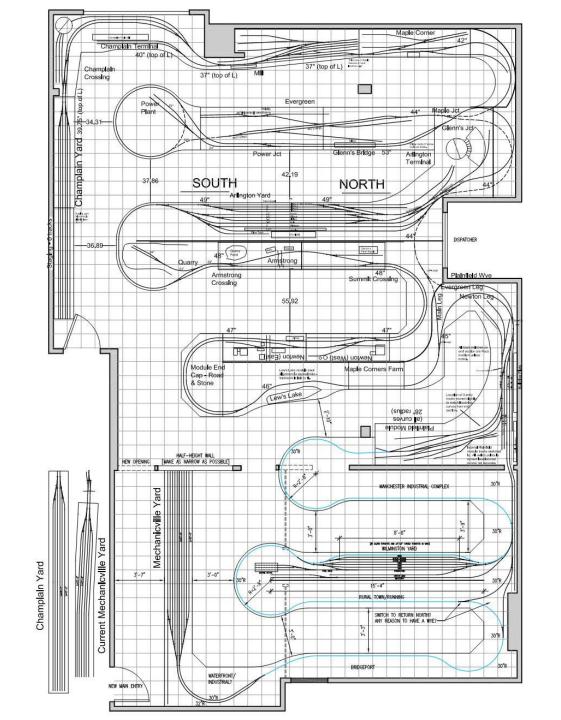
#### **Expansion Area**

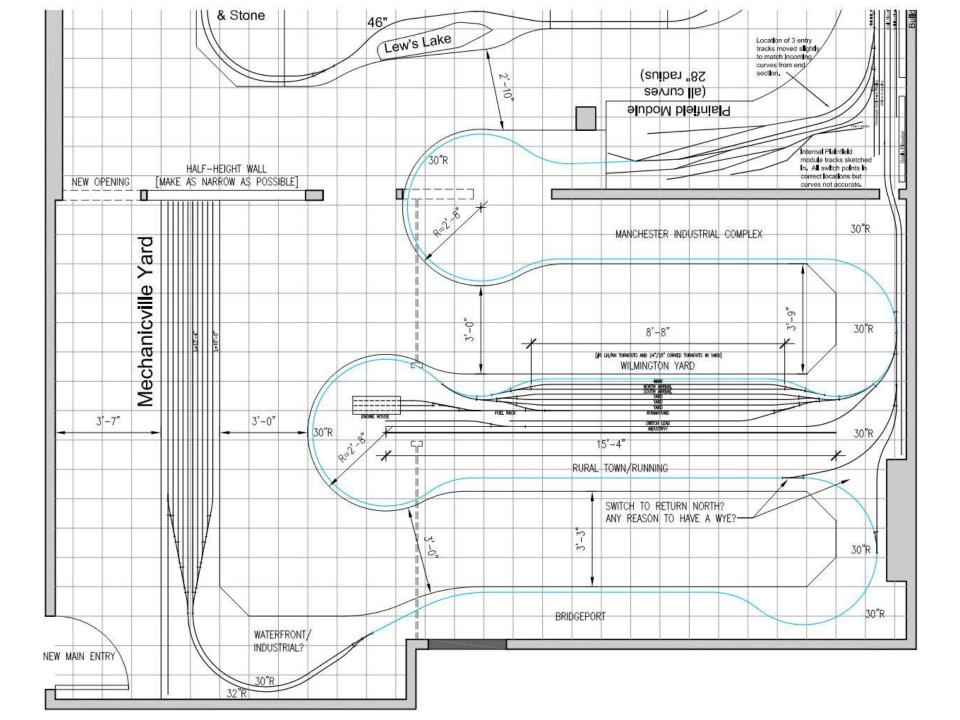


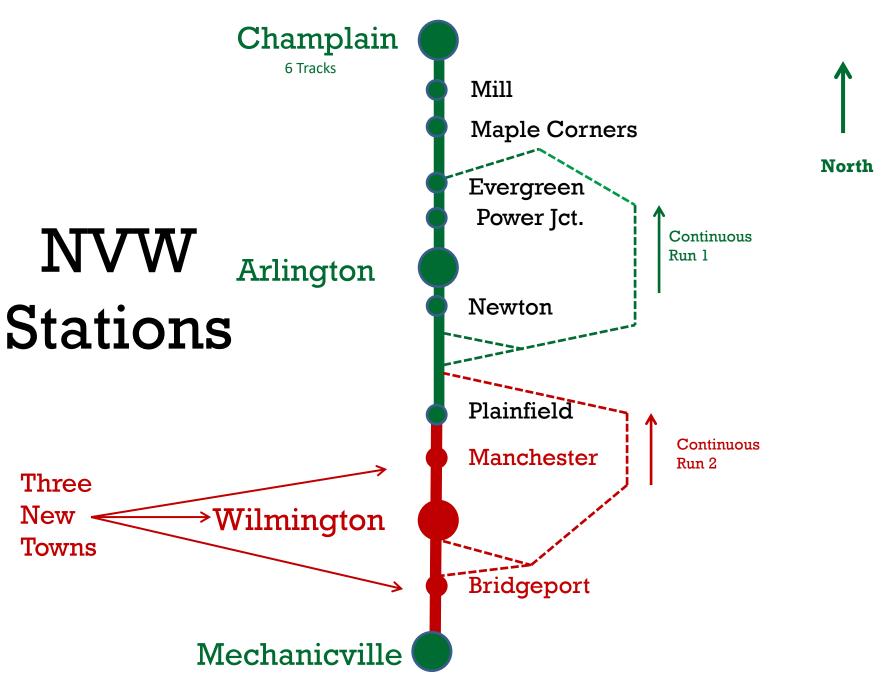
# Layout Configuration

- Re-establish Main Line Thru Plainfield
- Add Town On Wall Behind Plainfield
- Build 2 Sided Peninsular Middle of Room
  - New Yard on Left Side
  - Country Running on Right:
    - Bridge Across a River, Hills & Dales, etc.
- Continue Main Line Along Outside Wall
  - Industry / Water Front / Town
- Expand & Relocate Mechanicville Staging

#### **Show Detailed Drawing**







Expanded Tracks: 6 -> 10

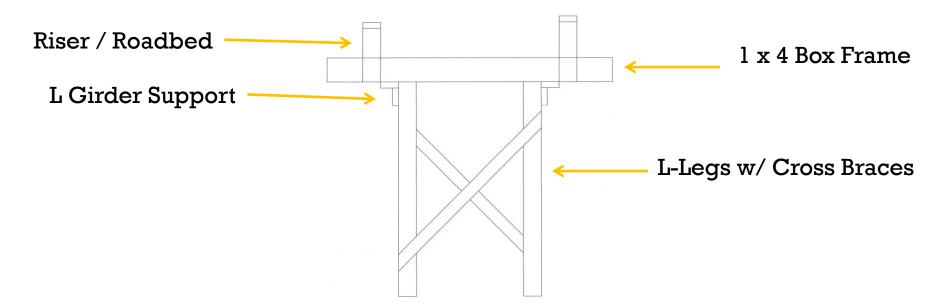
# Additional Design Work

- Detailed Track Configuration
  - Manchester
  - Wilmington Yard
  - Bridgeport

#### Bench Work

#### Plan:

- Follow Same Approach as Main Layout
- Build Base: L-Legs w/ L Girders
- Build Box Frame In 8 ft Sections
  - Can Be Moved if Required



#### Construction: Phase I

Area Preparation
No Disruption to Operations

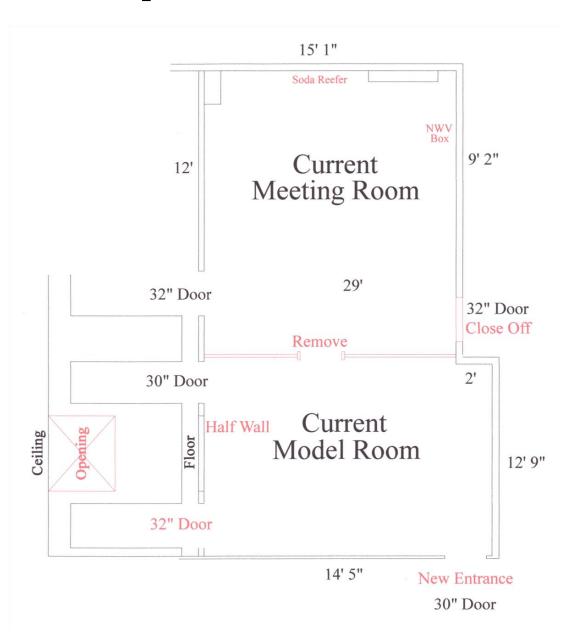
- Remove Interior Wall
  - Relocate Coat Rack to Upper Level
- Open New Door Way
  - Relocate Soda Reefer / NWV Green Box
- Reduce Wall Height to 4 Feet
  - Secure Electrician
    - Reroute Outlet Power
    - Relocate Fire Alarm Indicator
  - Repair Wall / Paint
- Set Up Dispatcher Booth
  - Cut Window Opening
  - Set Up Chair & Desk

# Follow Up Work Item To Complete Phase I

- Schedule Electrical Changes
  - w/ Electrician Contractor

#### **Expansion Area Phase I**

After Phase I
Red Item
Preparation Work
Is Complete



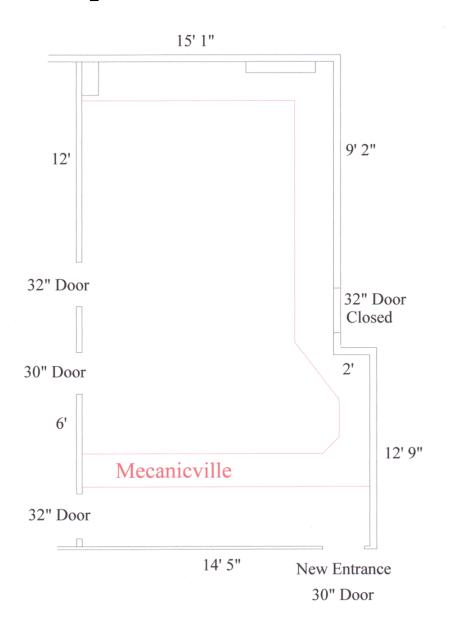
# Construction: Phase II

Relocates Mechanicville Limited Disruption to Operations

- Build Bench Work
  - Along Top & Right Side
- Build New Mechanicville Yard
  - 10 Tracks
- Install Temporary Main Line
  - Along Top & Right Side
  - Re-Connect Main Line
    - w/ New Mechanicville Yard
- Remove Existing Mechanicville Yard

#### **Expansion Area Phase II**

After Phase II
Red Area
Bench Work &
Main Line Track
Are Complete



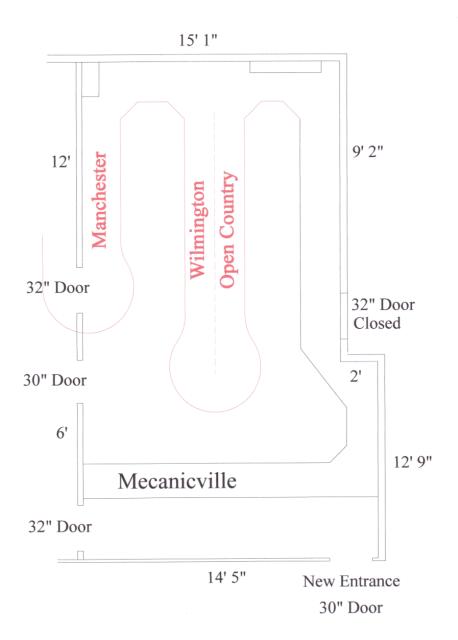
#### Construction: Phase III

Add Manchester & Wilmington
Major Disruption to Operations
Requires Additional Cars / Waybills / Train Orders / Locomotives

- Build Bench Work Behind Plainfield
  - Include 180 degree Curve
  - Build Manchester w/ Customer Cut Outs
  - Install Track, UTP's & Power
- Build New Peninsular Bench Work
  - Build Wilmington Yard w/ Building Cut Outs
  - Install Track, UTP's & Power
- Additional NWV Cars & Locomotives
- Connect Main Lines
  - Run Thru Plainfield
  - Remove Temp Line At Top
  - Connect New Peninsular To Right Side Main

#### **Expansion Area Phase III**

After Phase III
Red Area
Bench Work &
Track Work
Are Complete



#### Construction: Phase IV

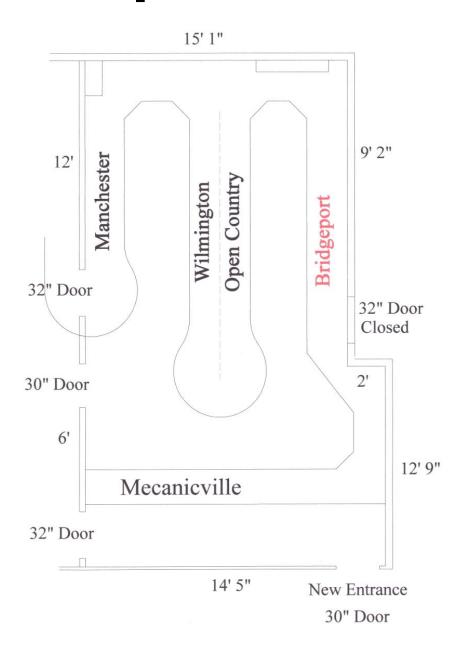
Add Bridgeport

Limited Disruption to Operations
Requires Additional Cars / Waybills / Train Orders

- Build Bridgeport
  - -Keep Main Line Available
  - -Install Customer Cut Outs
  - -Install Local Tracks
  - -Install UTP's & Power

#### **Expansion Area IV**

After Phase IV
Red Area
Track Work
Is Complete



# When To Start Scenery?

- Suggested Approach:
  - 1st Bench Work
  - 2<sup>nd</sup> Track Work
  - 3<sup>rd</sup> Electrical
  - 4<sup>th</sup> Support Operations: Structure Place Holders
  - 5<sup>th</sup> Add Scenery Post Phase III
    - Plainfield => Manchester
    - Manchester => Wilmington
    - Wilmington => Open Country
  - 6<sup>th</sup> Add Scenery Post Phase IV
    - Open Country => Bridgeport => Mechanicville

# Expansion => Operation

- Layout No Longer Balanced @ Arlington
- Introduced Second Yard
  - Wilmington
- More On Line Towns
  - New Customers / Industries
- Additional Mechanic Ville Staging Tracks
  - Potential for New Trains

# Operation Update - Proposal

- Return to More Prototypical Methods
- Utilize Local Trains to Service Towns
  - No Switching Districts
  - No Fixed Count Pick Ups / Drop Offs
  - Local Train Length Set at 8 Cars MAX
- Four Cycle Waybills
  - Waybills Stay with Car Cards
  - On Line Towns
    - Train Master Advances Waybill
  - Off Line Staged Trains
    - Operator Advances Waybills
    - Operator Blocks Train Before Departure
  - Champlain & Mechanicville Destinations Restored

### Operations Update-Implementation

On Existing Layout – w/o Expansion

- Generate Four Cycle Waybills
  - 174 On Line Freight Cars
- Generate New Train Orders
- Generate New Dispatcher's Sheet
- Generate Education Presentation
- Time Line:
  - Late Spring / Early Summer 2023

## Operation – Train Definitions

- NWV Champlain / Mechanicville Thru Trains
  - Two Station Stops Only
  - Arlington Yard
    - Set Out Entire Train / Pick Up New Train
  - Wilmington Yard
    - Set Out / Pick Up Cars See Local Yard Master
- NWV Locals
  - Arlington => Mill / Maple Corners & Return
  - Arlington => Evergreen / Power Jct. & Return
  - Arlington => Newton / Quarry & Return
  - Arlington => Plainfield & Return
  - Wilmington => Plainfield & Return
  - Wilmington => Manchester & Return
  - Wilmington => Bridgeport & Return

# Operation – Train Definitions

- NWV Grain Trains
  - Mechanicville ⇔ Champlain Terminal
  - − Champlain ⇔ Plainfield
  - Mechanicville ⇔ Plainfield New Start Location
- NWV Paper Train New Train
  - − Champlain ⇔ Mechanicville
    - Out Loaded / Return Empty
    - No Car Cards or Waybills
- B&M Interchange Train
  - Mechanicville (E Deerfield)
     ➡ Arlington
- CVR Interchange Train
  - Champlain (St Albans)
     ⇔ Arlington

# Operation – Train Definitions

- Amtrak Passenger Trains (2)
  - Mechanicville => Champlain
  - Champlain => Mechanicville
    - Exchange Diner at Arlington Station
- NWV MOW Train
  - Stationed in Mechanicville Yard Track # 9
  - On Call @ The Discretion of NWV Dispatcher

# Operation - Staging

- Champlain Yard
  - Track 1 Open Available for Blocking Trains
  - Track 2 Thru Freight # 1
  - Track 3 Thru Freight # 2
  - Track 4 Amtrak
  - Track 5 CVR Interchange Train (St Albans)
  - Track 6 Canadian Grain Train
  - Track 6 Canadian Paper Train New
    - Utilize 12 Donated 50' Plug Door Box Cars

# Operation – Staging

- Mechanicville Yard
  - Track 1 Open Available for Blocking Trains
  - Track 2 Thru Freight # 1
  - Track 3 Thru Freight # 2
  - Track 4 Amtrak
  - Track 5 B&M Interchange Train
  - Track 6 NWV Grain Train ⇔ Champlain Terminal
    - NWV Yellow Hoppers
    - NWV Power & Caboose
  - Track 7 Canadian Paper Train (12 Cars) New
    - NWV Power & Caboose
  - Track 8 Grain Train ⇔ Plainfield New
    - Mid West Grain Hoppers (Buy 18 New Cars)
    - NWV Power & Caboose
  - Track 9 NWV MOW Train
  - Track 10 OPEN

# Comments & & Discussion

