NWV EXPANSION PROJECT

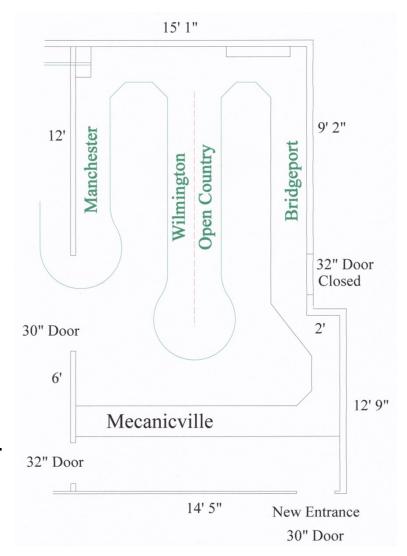


PHASE II STATUS REPORT & DISCUSSION April 24, 2024

Expansion Overview

Project Scope:

- Combine Two Rooms
- Establish Dispatcher's Desk
- Add Three New Towns
- Increase Mechanicville Yard

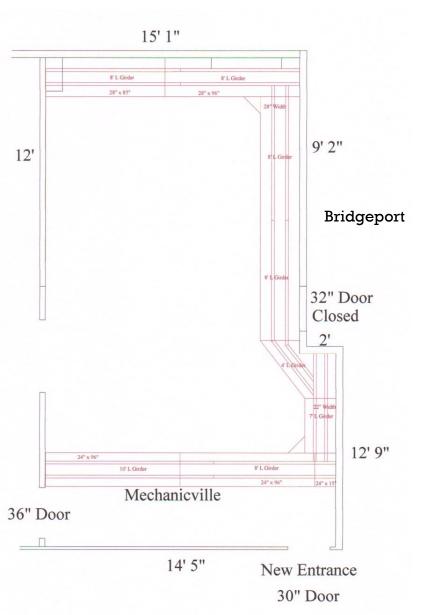


Construction: Phase I

- Goal
 - Room Modifications / Wall Removals
 - 120 V Electrical Re-Routing
 - Change Layout Room Entrance
 - Add Dispatcher Area
- Completed
 - July, 2023

Expansion Area Phase II

Phase II Scope
Colored Area
Bench Work & Track



Construction: Phase II

- Goal
 - Relocate & Expand Mechanicville Yard
 - Connect Yard to Existing Layout
 - Build Bench Work Area for Bridgeport

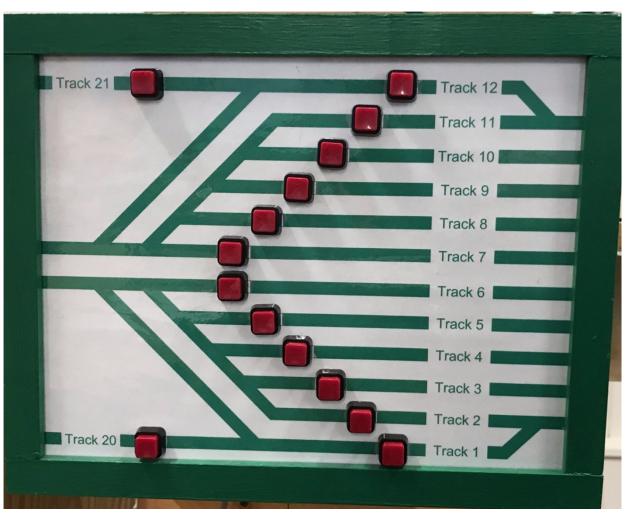
Construction: Phase II

Status

- New Mechanicville
 - 10 Tracks Plus Two Run Around Tracks
 - 14 Tortoise Switch Machines
 - -2 Control Panels
 - New Yard Throat 4 Tortoise Switch Machines
 - Work Complete
- Connecting Bench & Track Work
 - ½ of Bridgeport Bench Work In Place
 - Additional Bench Work Frames Started

Mechanicville Panel

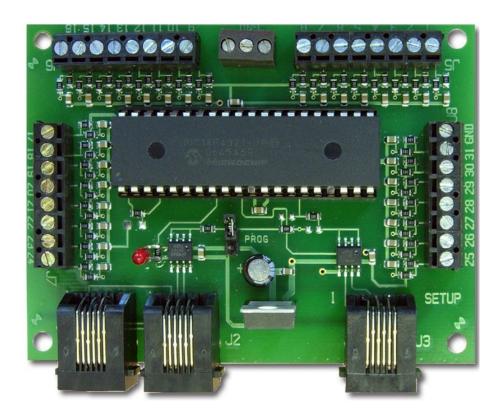
2 Copies - Inside / Outside Version



Mechanicville Control

NCE Mini Panel – 2 Copies

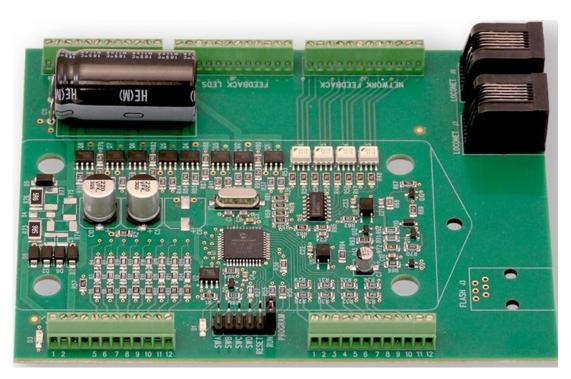
Generates Turnout Commands



Mounted Behind Each Control Panel

Mechanicville Control

DCC Specialties Jack Wabbit – 3
Received Commands => Drives Tortoise Machine



Mounted Under Mechanicville Yard

Mechanicville Control

DCC Specialties PSXX Power Shield – 1 Copy



Mounted Under Mechanicville Yard Isolates Turnout Controls From Track Power

Phase II - To Do List

- Shut Down Operations
 - Month of May Plus?
 - No Operations for 4 to 6 Weeks
- Connect Bridgeport to Main Layout
 - Build & Install Bench Work
 - Lay Track
 - Wire Track & Command Bus

Phase II - Follow Up

- Post Operation
 - Additional Trackage / Structures / Details
 - Mechanicville & Bridgeport
 - Ballast Track
 - Paint Rails

Construction: Phase III

Goal

- Develop Bridgeport Town Details
- Build Bench Work / Track for Manchester
- Build Bench Work / Track for Wilmington
- Build Bench Work / Track in Open Area

Additional Comments

