

NCSX

Schedule Changes for Delayed PDR

Wayne Reiersen

30 April 2003

Reiersen - 1

Overall Guidance – Stay the Course

NCSX

Goal is to stay on the same course we are on

- Finish PDR preparations early where possible (primarily WBS 2-7)

Capitalize on opportunities afforded by the delay

Important opportunities afforded by the delayed PDR

NCSX

Resolve design issues with modular coils

- This effort needs to proceed unabated until feasibility issues are resolved and design is defined

Complete critical R&D in modular coils

Include other stellarator core elements in PDR (e.g. TF and PF coils)

React to technical, cost, and schedule issues that will inevitably arise

Make PDR preparations that are “bullet-proof”

The Big Picture...

NCSX

May Get vendor input

Complete all cost and schedule inputs

Develop specs (SRDs), conduct spec reviews

Finalize geometry of stellarator core

June Conduct one-on-one reviews of technical, cost, and schedule baselines in WBS 2-7

Continue with design development (including ICDs), analysis, and R&D in WBS 1

Accommodate QPS CDR at the end of June

More Big Picture...

NCSX

- July Conduct one-on-one reviews of technical, cost, and schedule baselines in WBS 1
- Document analysis and R&D results
- Complete documentation of interfaces
- Promote drawings to Preliminary Design release level
- Complete Preliminary Design Report contributions in WBS 2-7

...And Finally

NCSX

Aug Complete Preliminary Design Report contributions in WBS 1 in early August

Review complete drafts of Cost & Schedule and Preliminary Design Reports in mid-August

Finalize reports and sent to reviewers in late August

Develop PDR presentations and complete dry runs by the end of August

Sep Conduct PDR the 2nd week in September

Complete preparations for PBR and CD-2

Next steps

NCSX

Update PDR checklists consistent with delayed PDR and new guidance

- Nelson, Dudek, Perry, and Reiersen
- First cut due next Monday, May 5

Update project schedule to reflect revised logic and forecast dates (Strykowski)