From: TANDY HILL < tandyjohn@outlook.com > Sent: Wednesday, March 1, 2023 6:03 PM
To: ARB Helpline < helpline@arb.ca.gov > Cc: TANDY HILL < tandyjohn@outlook.com >

Subject: Proposed In-Use Locomotive Regulation - COMMENT

** PLEASE FORWARD TO THE APPROPRIATE PERSON **

Hi,

Background

I live fairly close to the UPRR rail yard in Colton, CA, at 2010 Alessandro Rd, Redlands, CA 92373, and for over a year Union Pacific have been using the San Timoteo Canyon area, next to my property, as a 'sync point'. Whereas they park long trains just before the Alessandro Road RR crossing on both sides of the street for trains heading east and west, a lot of the time crossing Alessandro Road at the same time. I can hear their engines running and depending on the breeze my whole house is enveloped by the engine exhaust. I called your agency previously and you spoke to UP which told you it was only temporary. That was a flat out lie.

Request

If not already in the proposed Locomotive Regulation, restrict trains from using other areas as sync points and/or staging areas and restrict them from not being able to in effect to create a unzoned temporary rail yard.

In my previous conversation with your agency the thought was to not allow them to idle longer than 15 minutes and be able to monitor the engine data. I fear the review process will not be proactive and few and far between and do not trust the railroad to comply, especially in my situation. I would like to see regulation that they are not permitted to do this type of staging on a regular basis other than in the rail yards where it is permitted.

I think it started happening when the new computerized precision scheduling started. When I call UP I get excuses because the computer system cannot be change and etc. The proposed regulation should also address how the computer systems are running the railroad to prevent what is happening to me. I cannot get out of the software programming.

Please comment.

Ok to add to public comments and etc..

Thanks,

Tandy Hill 909-798-1915