



From the final GME Priority List:

Project	Games Transportation Nexus	ROM Cost (Total)	Detailed Assumptions
Metrolink Fleet and Track Capacity Improvements: SCORE Phase I Completion	Expand existing service frequency and reduce the supplemental system need	\$1,450M	<ul style="list-style-type: none"> Operational upgrades to 30-minute headways in the core network, serving key Games venues, through network enhancements, 13 additional train sets, and support facilities

Metrolink Components:

Project Component:	Cost	Notes
New Fleet (13 Train Sets)	\$440M	<i>for half-hourly service on segments of VCL, AVL, SBL, OCL</i>
Supporting Facilities for Fleet	210	<i>upgrades of existing facilities, including second shop (e.g EMF)</i>
Old Fleet Rehabilitation	60	<i>rehabilitate old cars for additional carrying capacity</i>
Fleet & Facilities	\$710M	
SCORE Phase 1 Shortfall	\$300M	<i>backfill shortfall on SCORE Phase 1 projects (e.g. inflation)</i>
OC Line Capacity Improvements	310	<i>improvements between LA and Anaheim (e.g. capacity on BNSF)¹</i>
SB Line Capacity Improvements	130	<i>Lilac-Sycamore-Rancho double-track and Orange Ave Jct upgrades</i>
Line Capacity	\$740M	
Total	\$1,450M	

Note:

1: OC Line Projects might take the form of additional fleet to make up for line capacity improvements if agreement cannot be reached with the BNSF on improvements that enable a more efficient operation.