



INSTALLATION SEQUENCE OF WP6A DEVICES: 1 - PRELIMINARY PLANNING

WP6A Follow-up # 7

M. Curylo

TOPICS DO DISCUSS

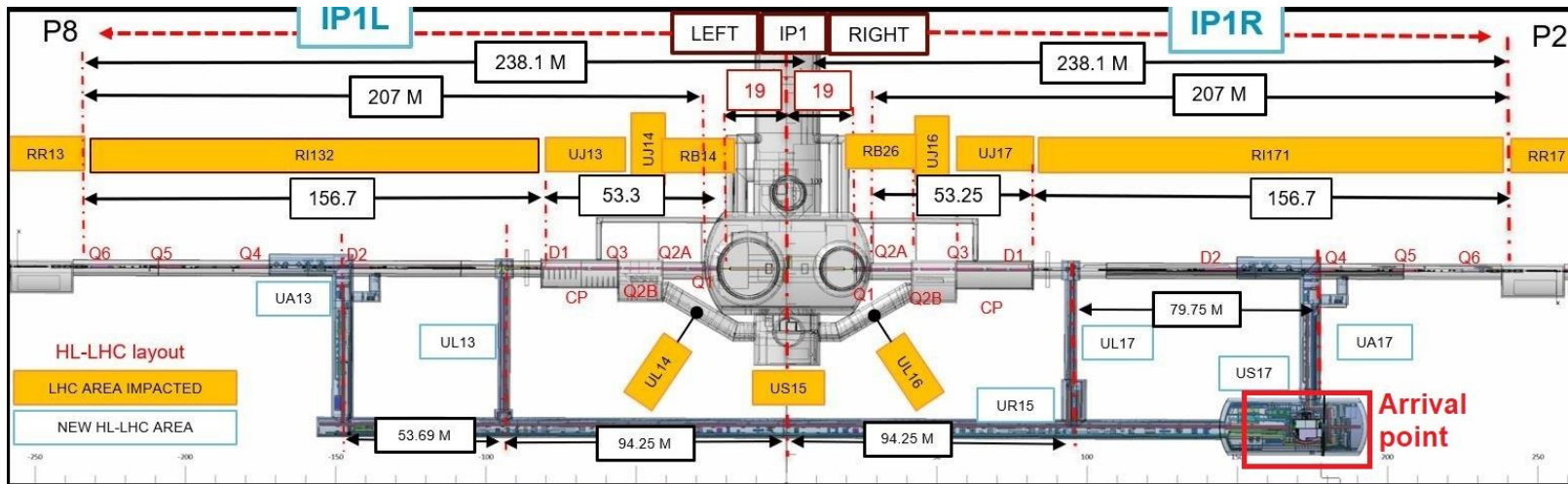
Main actions:

- Clarification of current situation.
- Indication issues to solve (tooling's, support structures etc.).
- Proposal of installation sequence due to WP6a needs during LS3 (update global installation sequence if necessary).

Current references:

- Version 1 of Installation sequence (WP15), EDMS: [2400939](#)
- Preliminary assembly sequence of DFH in the tunnel, EDMS: [2492613](#)
- Handling of WP6A equipment in new HL-LHC infrastructure, EDMS: [2157603](#)
- [Transport and installation of DFX in the LHC underground areas](#)
- ...

HL-LHC GALLERY OVERVIEW



DSHM
+ DFHM

DSHX
+ DFHX

DSHX
+ DFHX

DSHM
+ DFHM

Rotation needed

WP15 preliminary:
[\(2400939\)](#)

3

4

2

1

SEQUENCE
TO DISCUSS

WHY NOT :

1 ?

2 ?

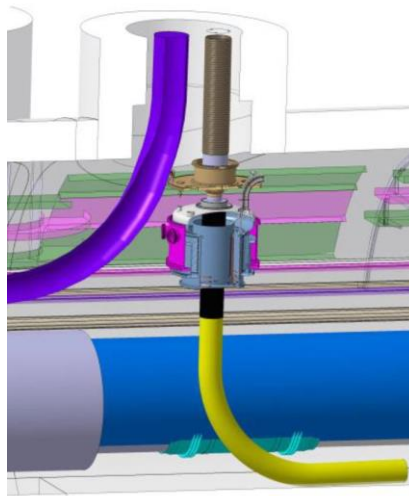
3 ?

4 ?

BRAINSTORMING

OPEN POINTS:

- Are we sure that M goes first than X ? - STARTING POINT
- Installation sequence of DFX in the tunnels ... (mock-up plan + DSHm geometry).
 - how to remove the security cup of termination inside the core with installed DSHM ...



MACHING SECTION (IF WE MAINTAIN CURRENT PROPOSAL)

GENERAL SEQUENCE

1. DFHM + DSHM arrives in US cavern.
2. Unspooling + rotation (unroller + tractor + cart system).
3. Transport DSHM to core area.
4. Winch operation (termination head rotation).
5. Vertical transport.
6. DSHM Installation above QXL tray (tray + slide system).
7. Connection to DFM.

→ **DSHX INSERTION**

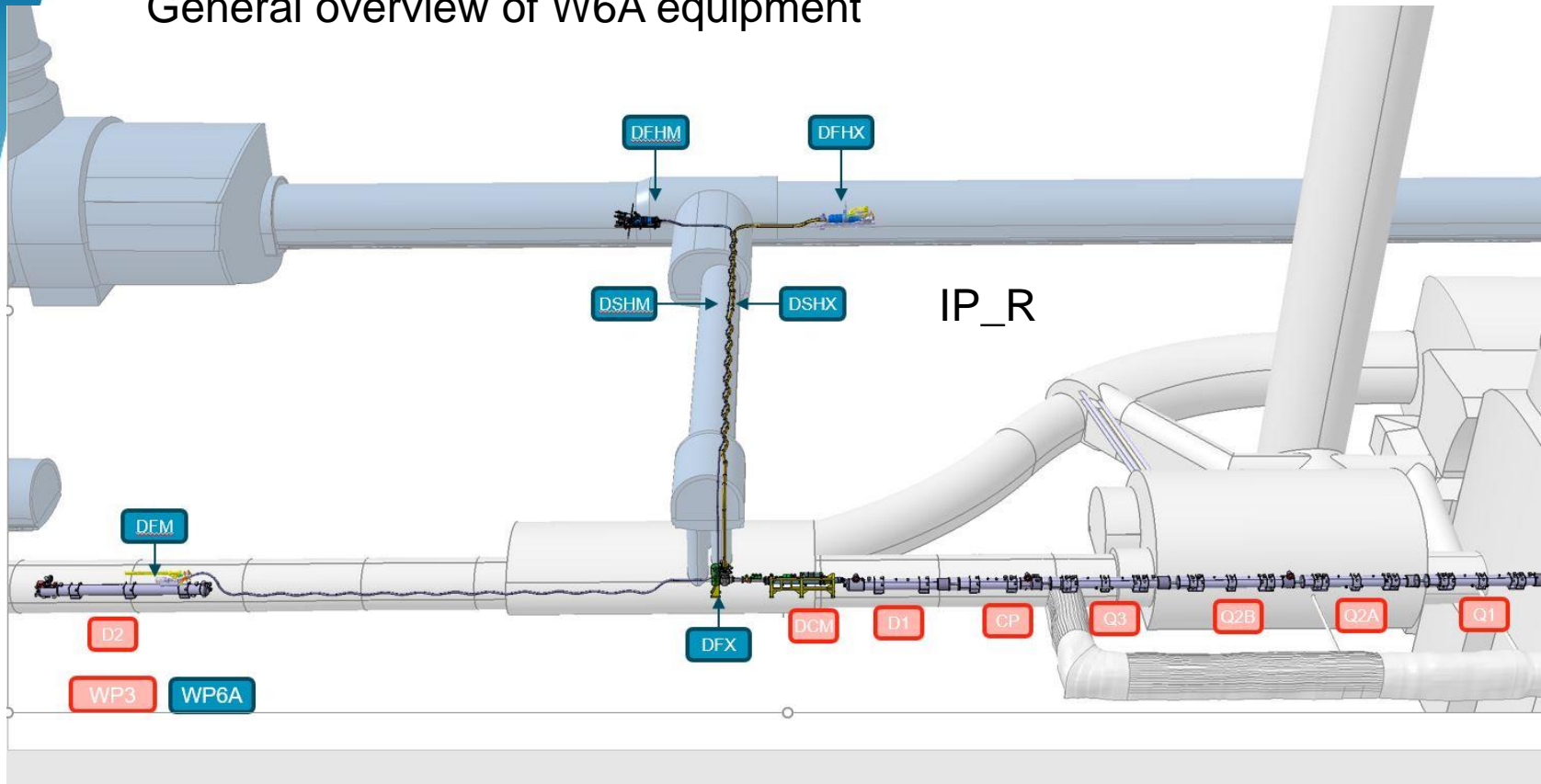
- Wave pattern in LHC tunnel.
- Wave pattern in UL tunnel.
- Insertion into the trenches.
- Wave pattern close to DFH.

PARALLEL:

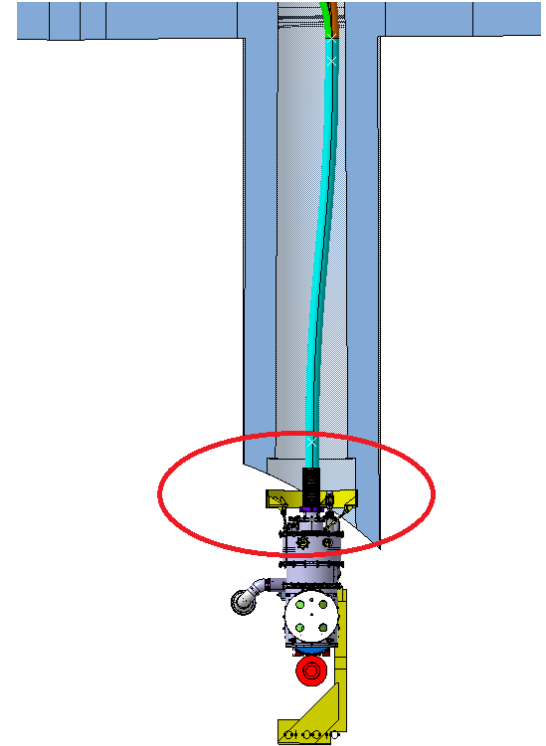
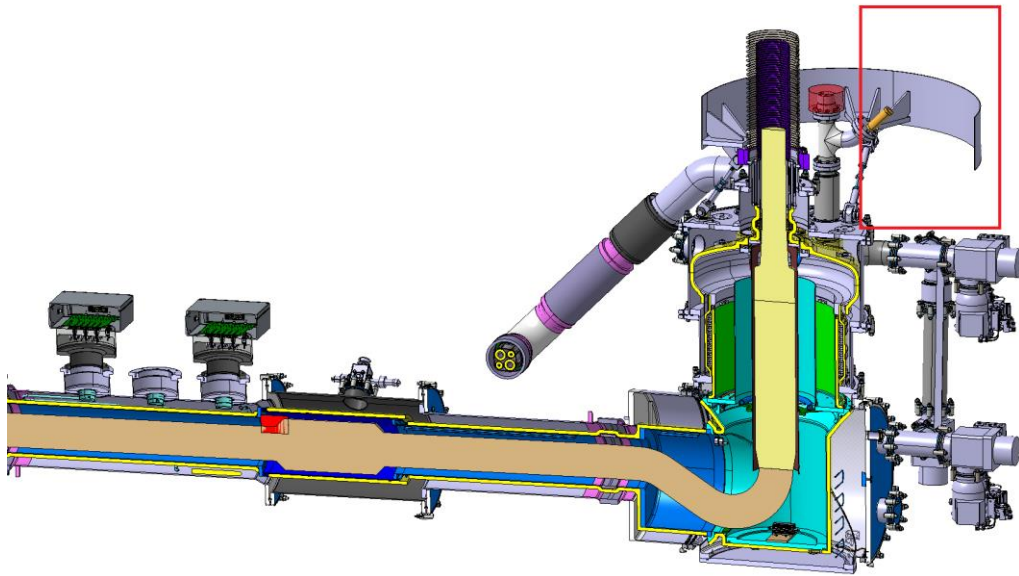
**DFM PRE-INSTALLATION
SUPPORTS INSTALLATION
CLAMPS FOR FIXED POINTS**

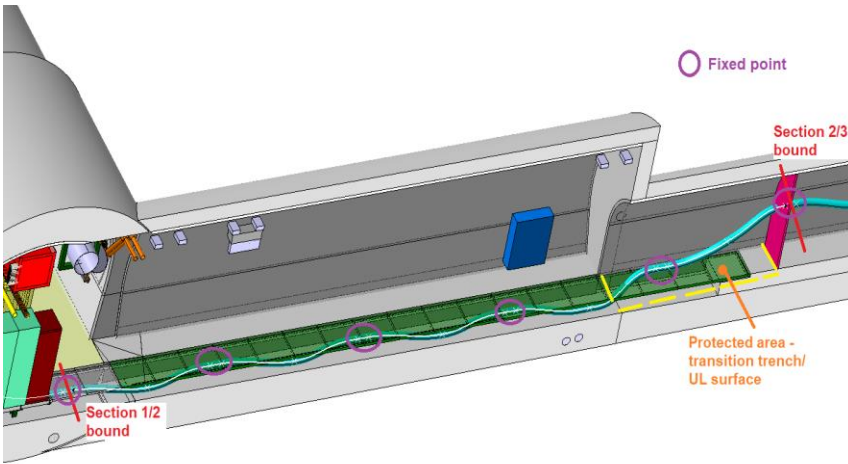
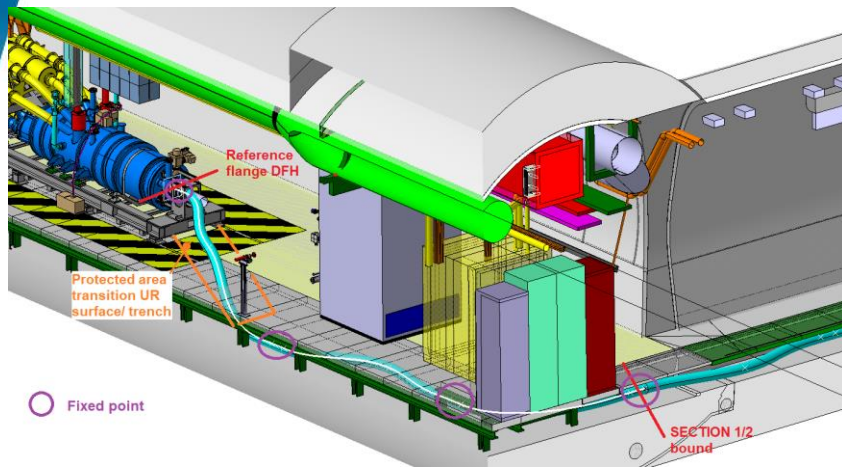
Backup slides

General overview of W6A equipment



Topic to solve: How to remove protection of DSHX termination when DSHM already installed ?
Updated DFX installation sequence needed.





Topic to solve: transition
between two levels

(enter/exit from trench)