

# RRPL Operations

- RRPL - Week of 10/14:

- Production
  - Ac-225 Waste Processing
- Researchers
  - Separations and Labeling R&D

Coming weeks:

- Maintenance: Waiting on crane repair to complete installation of the 2-66C hot cell ventilation
- B25 Waste removal this week

# BLIP Schedule / Future Irradiations

Proposed Start Date	Proposed End Date	LINAC Energy (MeV)	Current $\mu\text{A}$	Raster Conditions	Comments
N/A	N/A	N/A	N/A	N/A	Thank you for your continued support all year.

# BLIP Operation

- BLIP Tasks.
  - The Be and water windows – working towards replacing during this current maintenance cycle **in the December timeframe.**
  - Roof leaks: repair completed on the Control Room section. Water diverter remains in the Control Room. Monitoring for water in the diverter bucket. Paint shop scheduled to re-coat roof next week.
  - **Cooling system upgrade: plumbers scheduled to begin demolition of the chilled water system 10/15/24**

# Cyclotron Activities

## Commissioning Path Forward: Started Commissioning Module II

- Commissioning is on hold pending resolution of RF breaker trip issue
  - RF breaker trip issue
    - RF breaker bypass USI approved by DOE-BHSD on 9/30.
    - Working on RF equipment's inspection and testing. Discuss with manufacturer to optimize RF parameters.
    - Determine an alternate path to restore interlock to RF system in consultation with manufacturer and ACG.
    - Remaining RF and source bias interlock tests will be completed when RF breaker trip issue is resolved.
  - Vault room temperature / humidity controls path forward
    - MPO developing CURL project to replace entire unit – estimated end of CY24 installation. USI draft in progress.
  - Work planning for the replacement of compressed air regulator manifold inside HV cabinet.
  - The water group is working on ordering a new pump for the cyclotron chilled water pump skid and plan to rebuild the existing one as a spare.
- COBOT testing/programming
  - Testing with pneumatic gripper using target adapter plate to simulate target loading and unloading