

Energy Solutions — Application of Past Experience for Nuclear Power Plant D&D Success

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Overview of *EnergySolutions*





Extensive D&D Experience





Fort St. Vrain



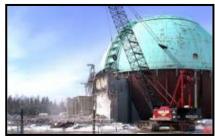
Maine Yankee



Connecticut Yankee



Yankee Rowe



Big Rock Point



Rancho Seco



Zion (in progress)



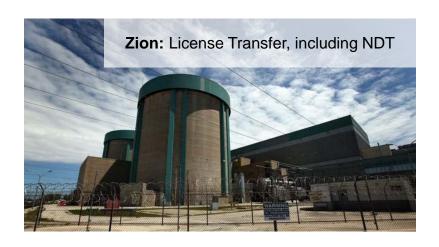
La Crosse (in progress)



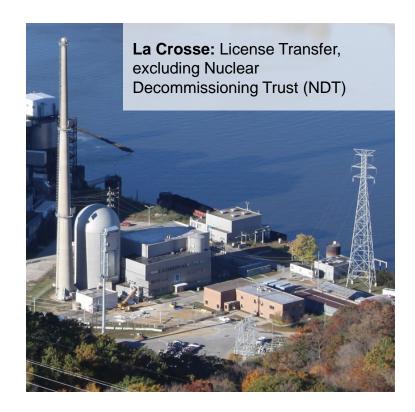
SONGS (in progress)

Current D&D Projects









Zion D&D



- Energy Solutions acquired the Zion plant on September 1, 2010
 - 10 CFR 50 Licenses and NDT transferred from Exelon to Zion Solutions
- 10-Year Maximum Completion Schedule
 - <u>12-14 years earlier</u> than Exelon's previous schedule
 - Physical work & Final Survey Completed in 7.5 years

	Exelon's Schedule	Zion <i>Solutions</i> ' Schedule
D&D Planning Start	2013	2010
D&D Operations Start	~2015	2010
Site Restoration Complete	2032	2020 2018

Energy Solutions Experience in Japan



- JNFL (IHI)
 - Vitrification TechnologySupport (Rokkasho)
- TEPCO (Toshiba / MKC)
 - Fuel Pool Processing Equipment (Fukushima Daini)
 - ALPS Water Processing (Fukushima Daiichi)
- JAPCO (Japan Atomic Power Company)
 - D&D Collaboration NPP D&D (Tsuruga-1)
- NDF (Nuclear Damage-Compensation D&D Facilitation Corp)
 - Waste Management Guidelines (Fukushima Daiichi)





What do we see?

D&D is a Waste Management Strategy

















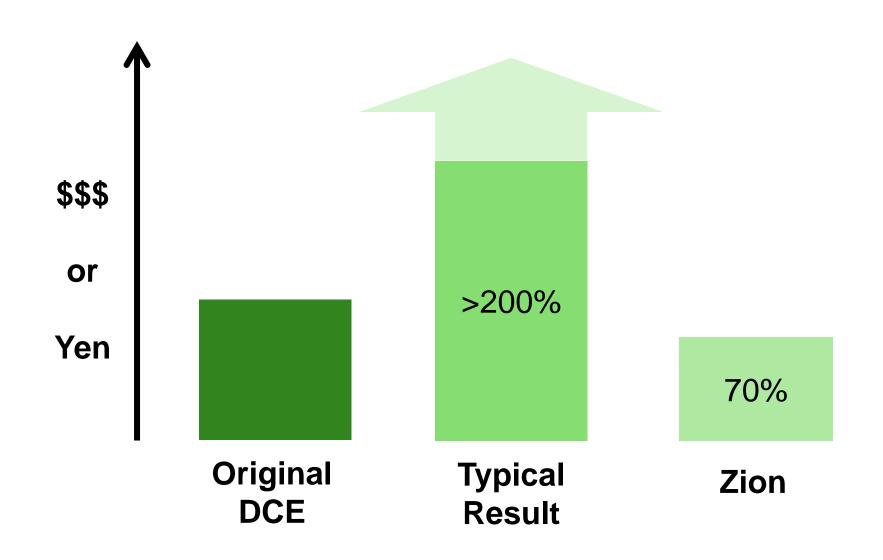






D&D Cost Experience





D&D Focus











Non-**Negotiable**





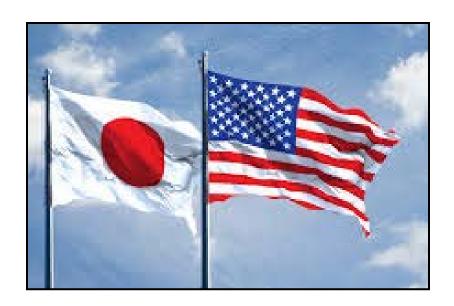
Strategic Priorities

Schedule / Waste Management

Working with Japan Atomic Power Company (JAPC)



- Collaborative Study
- D&D Baseline Development / Planning
- Worker Exchange / Mentoring Zion and Tsuruga-1





Experiences is transferable to Japan

Key Constraints in Japan



- Spent Fuel Disposition
- D&D Waste Disposal
- Funding
- Operations/Engineering versus D&D

Not a Technology Issue

Conclusion



- US experience is transferable to Japan
- Successful D&D drivers:
 - Compliance
 - Effective waste management strategy
 - Accelerated schedules
- Repeating lessons learned increases costs
- Past experience reduces risk and costs

D&D without experience – what cost?