



STATE OF MAINE
DEPARTMENT OF TRANSPORTATION
16 STATE HOUSE STATION
AUGUSTA, MAINE 04333-0016

Janet T. Mills
GOVERNOR

Dale F. Doughty
COMMISSIONER

March 31, 2026
Subject: Northern Maine: Railroad
Timber Switch and Cross Ties
WIN: 029488.00c
Location: **Brownville-Millinocket**
Amendment No. 3

Dear Sir/Ms.:

The following questions have been received:

Question: 1 1. Section 648.20 & 648.30 - 648.02 B. Timber Species - Can crossties (both 6" & 7") be a mix of oak and acceptable hardwoods per AREMA recommendations? This would be more industry standard and match other recent bids Maine DOT has out

Response: We will accept a mix of oak and acceptable hardwoods per AREMA, excluding birches.

Question: 2 What are the rail delivery interchange locations? What is the connecting Class 1 railroad at each site?

Response: CSX interchanges in Mattawamkeag, Maine. CP interchanges in Brownville, Maine.

Question: In 648.04 Construction Requirements section A it mentions washing the ballast. Is washing a requirement as long as the ballast is below the 1.0 max on the #200?

Response: The ballast must be washed to be accepted.

Question: 648.04 E2 Delivery and loading States "At the supplier's option, Ballast rail cars loaded within the EMR/MNR Railroad system may be delivered to the nearest railroad interchange." Is our site in Houlton part of this system and if so could the ballast for this project be loaded at the Steelstone Industries site in Houlton like we have done before?

Response: Yes

Question: How quickly will the contractor be expected to get the train loaded when it arrives? Will One large loader be acceptable or will it require more to satisfy the Railroad's needs? Will trains need to be loaded seven days/nights per week?

Response: Contractor should load the train within 24 hours of it arriving. One loader should suffice. Trains will be loaded 3 days per week.

Consider these changes and information prior to submitting your bid on **April 8, 2026.**

Sincerely,



George M. A. Macdougall P.E.
Contracts & Specifications Engineer