

At the present time we live within one quarter mile of a double track. From one town to the next, a distance of four miles are five crossings. We average anywhere from 85 to 120 trains per day back and forth on this corridor. We can hear all five crossing safe guards, the bells of the cross bars coming down and 4 or 5 whistles of each and every train that travels along the corridor. On most days and nights we are assulted with somewhere around 3000 blasts.

Ours is primarily a residential area with churches, day care centers, small business. As you can imagine, with this noise we are forced to deal with has made life most miserable. Our children are exhausted as they try to take care of their homework and school chores. We can no longer open our windows and talk on the phone at the same time. We no longer entertain out in our yards because no one can hear over the blasts of these trains.

The Department of transportation recently put out a report that "drowsy drivers" are second only to driving drunk as causes for automobile accidents. In our area the crime rate is on the rise. People are less tolerant when they are exhausted. Property values in our area are going down. People will not spend money to live in this kind of constant noise pollution. We have lived in our home for 19 years and have no desire to move. It has only been in the last few years that this problem has become so bad. It is unacceptable and I feel a more reasonable approach should be available.

Sadly you can put many safe guards in place but there will be someone who will defy the rules and the safe guards and get on the track anyway. You cannot protect a person against himself or herself and laws are made for honest people. We do not have the answer but I know that life is important, rest and sleep are important to life. Too many mornings we leave to go to work, too tired to drive because of the noise. We don't want to cause an accident or be in the way of a driver with no sleep. More noise is not the answer, we need another option.