

# CH&FR Railroad

## Frost River Subdivision

Operator's Guide

Version 0.1 (Draft)

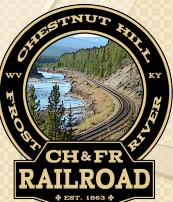
Effective 21-Aug-2015





# Welcome to Frost River

- 10' x 10' N scale layout
- Centered on Frost River Yard
- Main Line and Branch Line Ops
- Track Warrant Control
- Digitrax DCC
- JMRI Operations



# Facility Locations

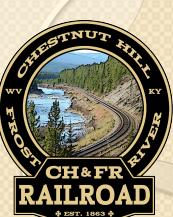
- Entry: Front door
- Crew Lounge: Living and Dining rooms
- Restroom: Second door, downstairs hall
- Train Room: Top of stairs, straight ahead
- Dispatcher office: Top of stairs

*Please respect the privacy of other areas of the house, and do not enter without permission*



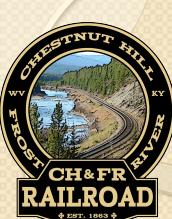
# Crew Amenities and Info

- Food and Drink
  - Beverages OK in the Train Room
  - Keep food in the Crew Lounge (downstairs)
  - Wash hands between eating and operating
- Information
  - Dispatcher AP Log Available
  - Layout Maps, etc. are in the Crew Lounge
- Non-Commercial, personal photography only, please.



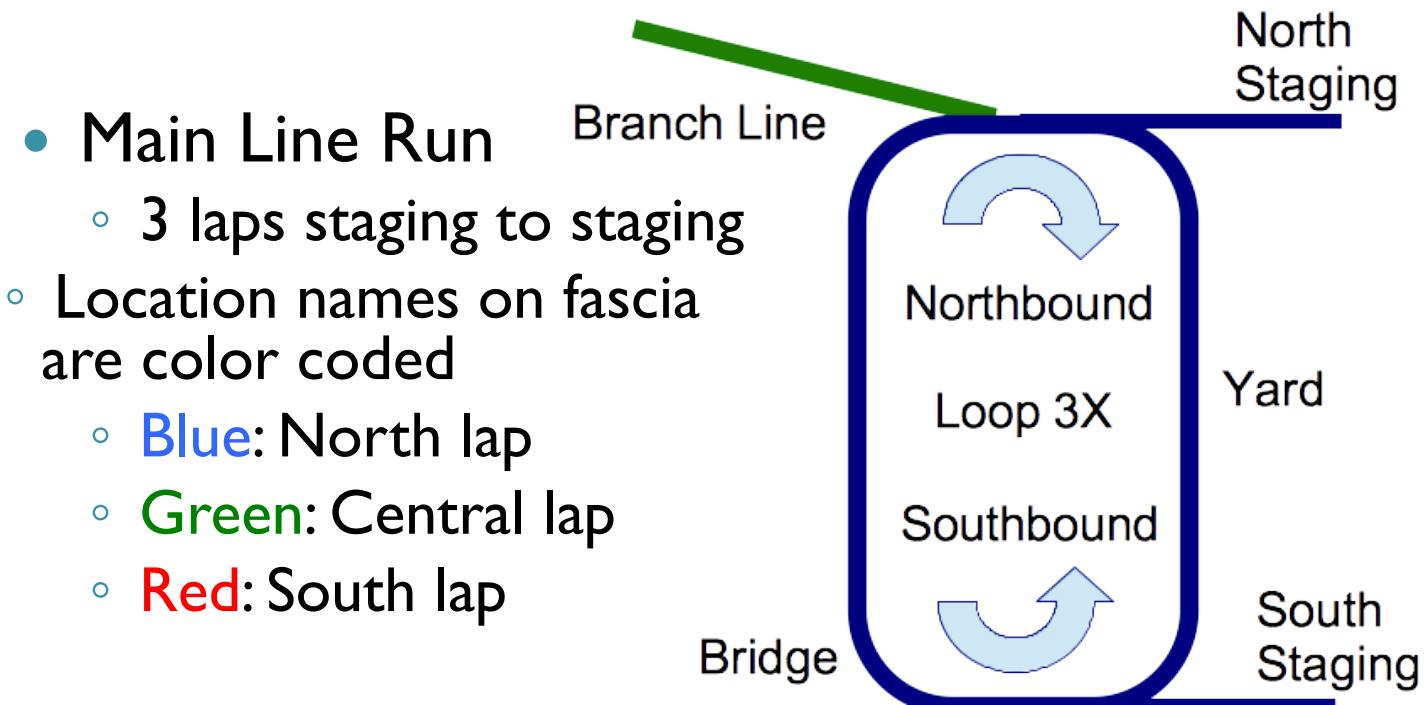
# Operating Positions

- Dispatcher
- Frost River Yardmaster
- Train Crew
  - Local Freights
  - Through Trains
- JIF Plant Switcher (Optional)
- Hostler (Optional)



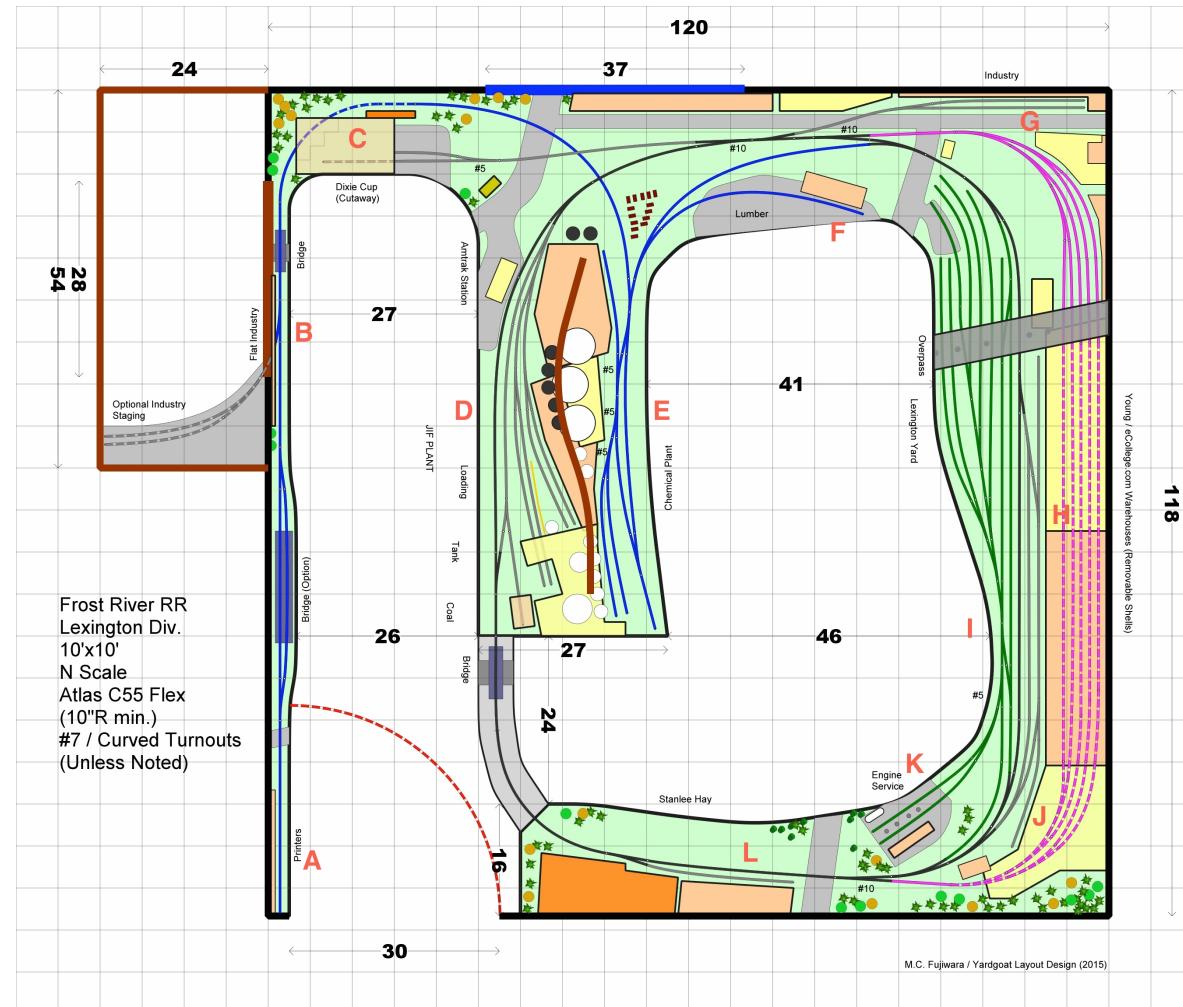
# Main Line Conventions

- Railroad Directions
  - Northbound: Clockwise. Even trains
  - Southbound: Counter-Clockwise, Odd trains





# Track Plan

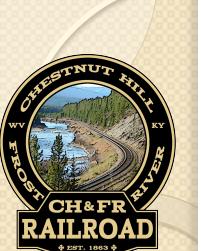


*Industries indicated by letters...*



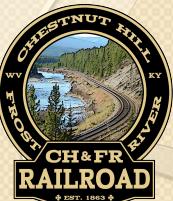
# Industries

Map Key	Industry	Loads In	Loads Out
A	Commonwealth Paper	Paper	Boxes
B	Baker Iron & Metal	MTY	Scrap
C	GP / Dixie Cup	Paper, PEG	Dixie Cups
D	JIF (J.M. Smucker)	Peanuts, Oil, Sugar	MTY
E	GAF Roofing Products	Asphalt, Minerals, Paper	Shingles
F	84 Lumber	Lumber	MTY
G	West 6 <sup>th</sup> Brewing	Grain, Alcohol, Bottles	Beer
H	Young Storage Co.	Misc	Misc
J	Pepsi Co.	HFCS	MTY
L	Standlee Forage	Hay	MTY



# Locations Along the Main

Location	Siding Length (Cars)	Physical Location	Note
Winchester	19 – 24	North Staging	
JIF	9 – 11	JIF Plant	
Young Siding	13	Young Warehouse	
Clay		Branch Line Jct.	
Dixie		Dixie Cup Spur	
KY River	9 – 11	JIF Plant	
Standlee		Standlee Forage	
Frost River Yard	16-20 / 7-10	Yard	
Bend		Branch Line Jct.	
McKee	9 – 11	JIF Plant	
Berea	19 – 24	South Staging	



# General Operating Rules

- Speed Limits:
  - Max 30smph Main / 15smph all others
- Main Line Track Authority
  - Dispatcher-issued Track Warrants *only*
- Train Directions
  - Northbound=Even, Southbound=Odd
- Car Forwarding
  - Car Cards & Waybills (see below)
  - Train Manifests & Switch Lists



# Dispatching

- Monitor train movements
  - Magnets and Magnet Board
- Issue Track Warrants to move trains
- Timetable is for reference only
  - You can move any train at any time if needed



# Train Crew Instructions

- Main Line Authority
  - Do not move without Track Warrant
  - Report to Dispatcher at end of TW authority
  - Request “time & track” for main line switching
- Staging Entry/Exit
  - Monitor occupancy signals for stopping
- Train Start and End
  - Cross-check consist with Car Cards
  - Dispatch locomotives when finished



# Car Cards

- Represents the car
    - Type, Color, Length
  - Color Coded
    - Green = Freight
    - Pink = Passenger
    - Blue = Caboose
    - Orange = MOW
  - Empty Car
    - Return to indicated location

<b>HT</b>	<b>CHFR 120143</b>
Type:	Hopper N&W H11
Color:	Black
Length:	45 ft
<b>EMPTY CAR</b>	
<b>RETURN TO</b>	



# Waybills

- Show Load and Route
  - To: Location
  - Rcvr: Industry
  - Via: Routing hint
- Color Coded
  - Matches Car Cards
- *Do not flip or turn*

XM	WAYBILL	1
CAR TYPE	VIA: Cincinnati	
TO	Louisville, KY	
RCVR	GE	
FROM	Frost River	
SHPR	Corrugated Products	
CONTENTS	Boxes	
Card#	7	
TO	Frost River	
RCVR	Young Whse	
FROM	Louisville, KY	
SHPR	GE	
CONTENTS	Applicances	
CAR TYPE	VIA: Cincinnati	XM
WAYBILL	2	



# Train Cards

- Describes the train
  - Important locations
  - Helpful notes
- For information *only*
  - Does not convey authority
- Color coded
  - (Usually) matches Car Cards

<b>309 / 310</b>
<b>Branch Turn</b>
Depart: Frost River Yard
Arrive: Frost River Yard
Turn: Corrugated Products
Notes:
Proceed SB (CCW).
Enter Branch Line.
Turn at CP.
Request clearance from Dispatch to re-enter Main.
Return NB (CW).



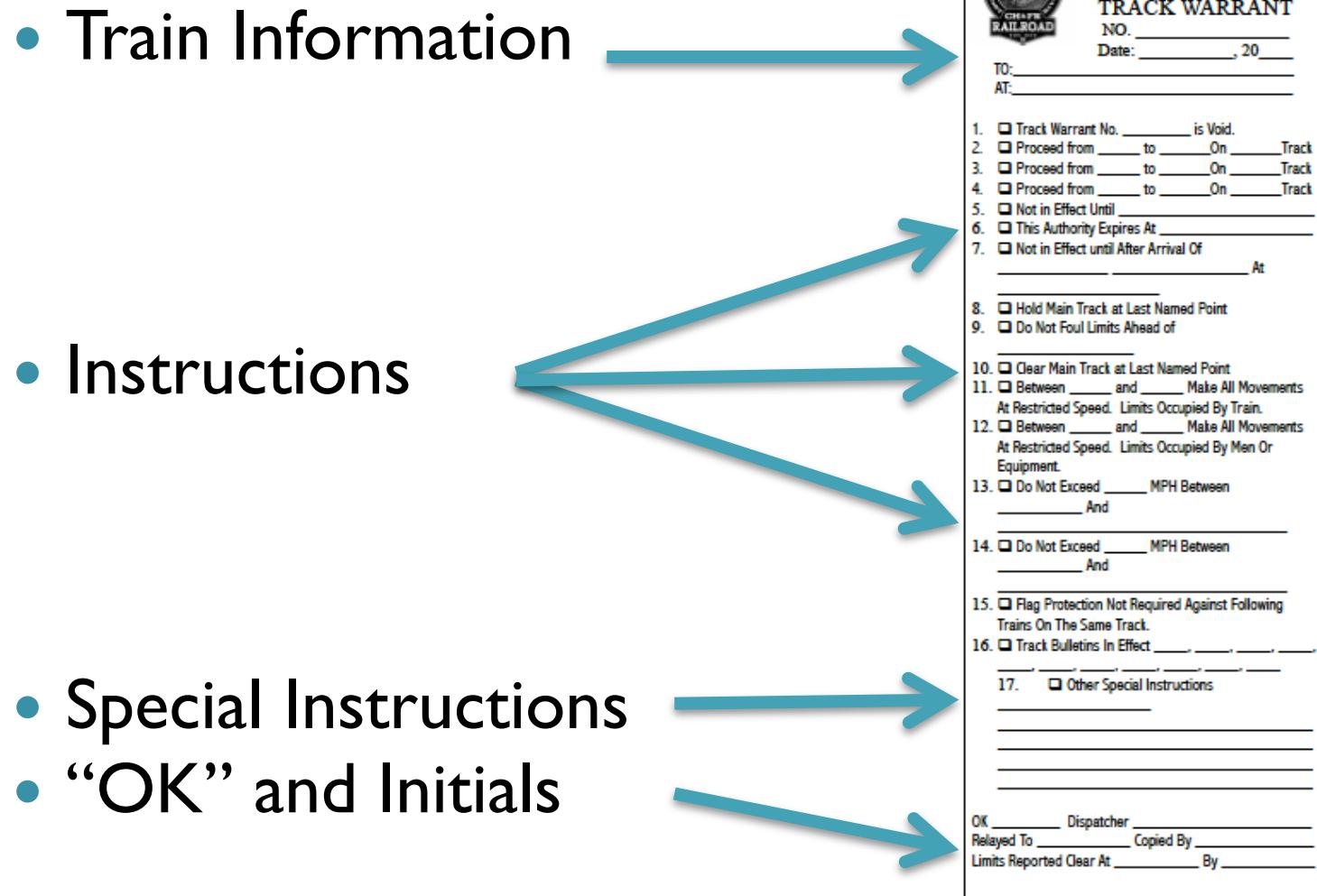
# Track Warrants

- Forms are available in the Crew Lounge and at the Dispatcher's desk
- Dispatcher:
  1. Read Track Warrant to Crew
  2. Verify Crew's readback
  3. Give "OK <initials> <time>" if correct
- Crew:
  1. Fill out Track Warrant form as read by Dispatcher
  2. Read back Track Warrant to Dispatcher
  3. Record "OK <initials> <time>"
  4. Turn in Track Warrant forms at end of run in Crew Lounge

***Track Warrant is not valid until OK is recorded***



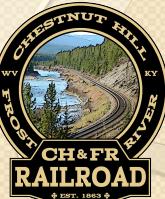
# Track Warrants





# Car Cards & Waybills for Crews

- *Do NOT turn or flip the waybills*
- Set-outs and Pickups
  - Indicated by the Car Card's position
  - Pick-ups: Grab only cards facing you
  - Set-outs: Place cards facing away from you
- Yard ops are for Yardmasters only
  - Give cards to Yardmaster on arrival
  - Receive cards and check train before departure



# Yard Operations

- Yardmaster controls all movements within Yard Limits
- Car Cards
  - Collect card stack from arriving trains
  - Build new train, arrange cards to match
  - Give new card stack to departing trains
- Train Movements
  - Coordinate access to/from Main with Dispatcher
  - Trains must ask permission to enter or leave yard limits



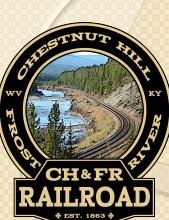
# Main Line Switching

- Coordinate with Dispatcher
  - Request Time & Track
  - Request Dispatcher unlock main line switches as needed
  - Report when switching completed
- *Do not exceed Track Warrant limits*



# Branch Line Operations

- Coordinate with Dispatcher
  - Report clear of Main
  - Request access to Main
  - *Do not enter the Main without a Track Warrant*
- Dark Territory
  - Max speed 15mph
  - Watch for other trains, obstructions
- Leave all switches in “normal” position



# Realism

- Observe realistic operations
  - Allow time for conductors to walk trains, throw switches, etc.
  - Keep speeds slow. What's the rush?
  - Stop at switches to pick up/drop off your conductor
- Air Brake Checks
  - Simulate: Pull slack out of train to check couplers before leaving a location
  - Not required while actively switching



# Horn and Bell Signals

Signal	Meaning
= (one long)	Train Stopped, brakes applied
= = (2 longs)	Brakes released, train moving
O O (2 shorts)	General “acknowledge” other signal
O O O (3 shorts)	When stopped, Backing Up
O O O O (4 shorts)	Request to repeat signal
= = O = (long long short long)	Approaching Crossing
= O (long short)	Approaching People on Track (follow with intermittent “O” until head of train is past people)

- Use Bell when starting or when moving in yard or near people