OPERATING WITH ONE AND Two Move Waysills

THE WILMINGTON AND NORTHERN RAILROAD

DAVE HUSMAN, OMAHA, NE

What we are going to cover

- Overview of CC&WB
- Overview of W&N and why my waybills look different
- Blocking as a car forwarding tool
- Types and functions of one and two move waybills
- How I restage between sessions

- Focus will be on owner rather than operator
- Not complicated on YOUR layout

Overview of Car Cards & Waybills

- CC&WB represents a prototype waybill
- Split into two parts in order to recycle/reuse paperwork on a model railroad
 - Car card carries car information
 - "Waybill" carries shipment information
- Four move waybills were standard since the waybill has four possible positions
- Generally two pairs of empty-load or load-empty shipments
- Four move standard, but not required

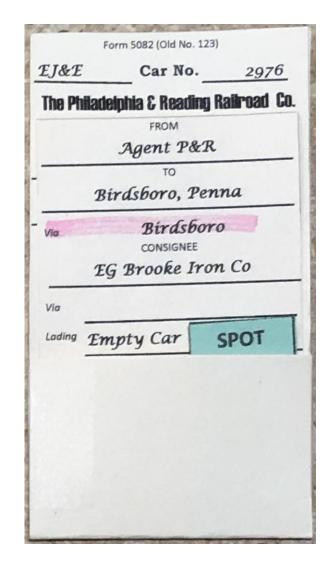
W&N Railroad

- Built 1870's between Wilmington, DE and Reading, PA - 72 miles
- Leased by Philadelphia and Reading Rwy in 1895
- Bought by P&R in 1900
- Interchanges
 - B&O at Wilmington (Elsmere Jct)
 - PRR at Wilmington, Chadds Ford, Coatesville, Suplee and Birdsboro
- After purchase, junction with P&R moved Reading to Birdsboro
- Layout set in Oct, 1903

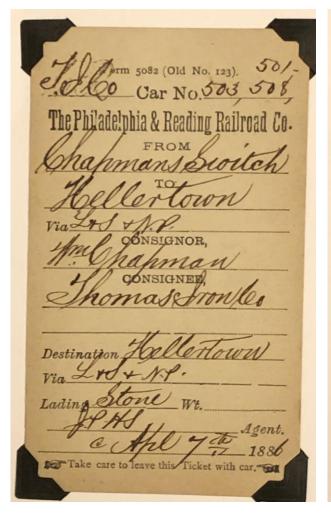


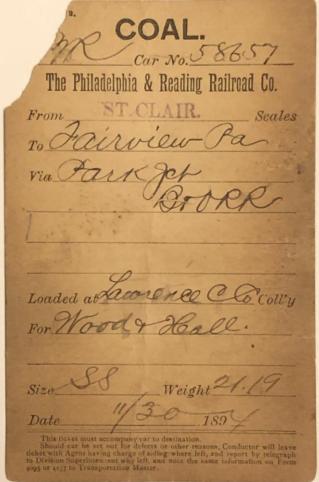
Why do my CC&WB look different?

- 1903 Waybill form hadn't been standardized
- "Car tickets" or memorandum waybills
 - Used 1880's-1900's
 - Various sizes
- Car tickets closely resemble CC&WB used on model railroads
- Empty car tickets/waybills used to the end of paper waybills



P&R Car Tickets





Form 4082 PHILA. & READING RAILWAY CO. CAR DICKET Owners Editals Little In Little Car Number 4767 From 1 Charles Car Number To A Charles Car Number	PHILADA. & READING RALLWAY CO. EMPTY CAR Owner's Initials Line Initials Car Number 1152
Contents Contents Contents Contents Contents Consignor Consi	To Sharror Via
Final Destination Via Shipment is Billed via (Give name of Fast Freight Line) Agent. Agent. Agent. Lied on this car ticket, giving number and initials of car stered to, and at what station.	Consigner Agent. Agent.

Model W&N Operation

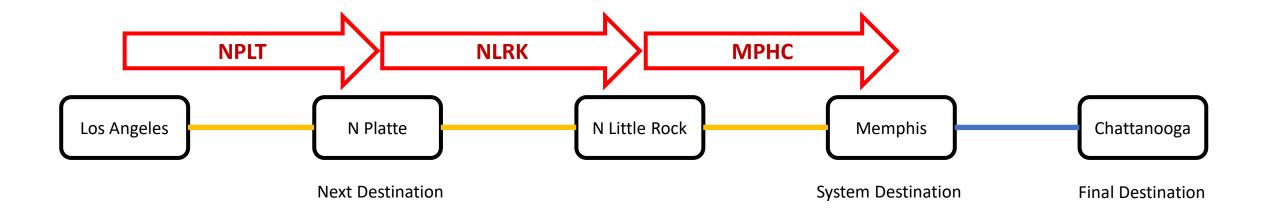
- Dissatisfied with 4 move waybills
 - Lack of control over local work and train size
 - Hard to maintain blocking
 - Routings not appropriate to car
- Car ticket form lent itself to two move waybills
- Evolved to two waybill types
 - Two move normal revenue moves
 - One move special situations and everything else
- Interchanges/junctions as staging tracks
- One and two move waybills can be used with standard CC&WB formats, doesn't have to be 1900 era operation

Blocking as a tool

- Fundamental method of managing car movement on prototype RR's
- Block a group of cars that will be handled together to the next location they are processed
 - Yard, interchange, connection, station, industry
 - Next destination (block), system destination, final destination
 - Cars ride in many different blocks during a trip
- Utilized the "VIA" line for blocking
- Color coding to help operators
- Sub blocks to help yard and industry jobs
- Helps operators know how to route and group cars

PROTOTYPE BLOCKING

Example: Car on UP at LA going to CSXT at Chattanooga, TN



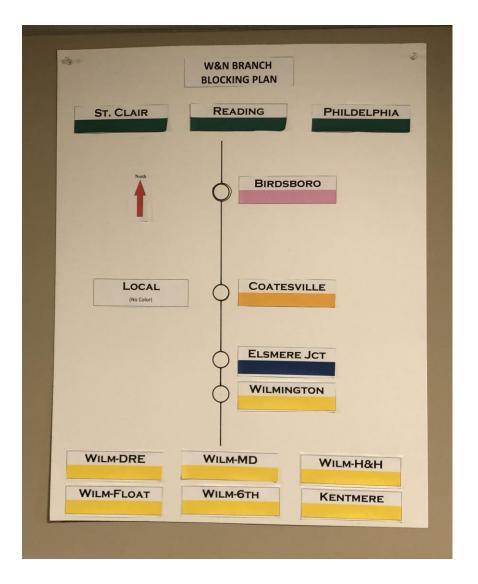
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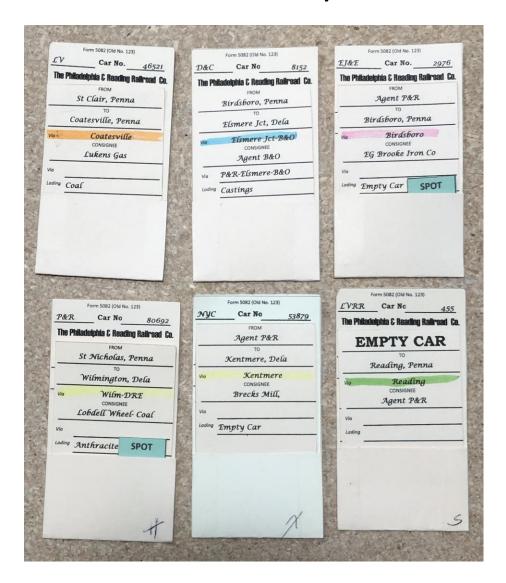
Object is to eliminate the "What do I do with this car?" questions so operators can focus on tasks rather than geography

Block coding

Block Code Poster

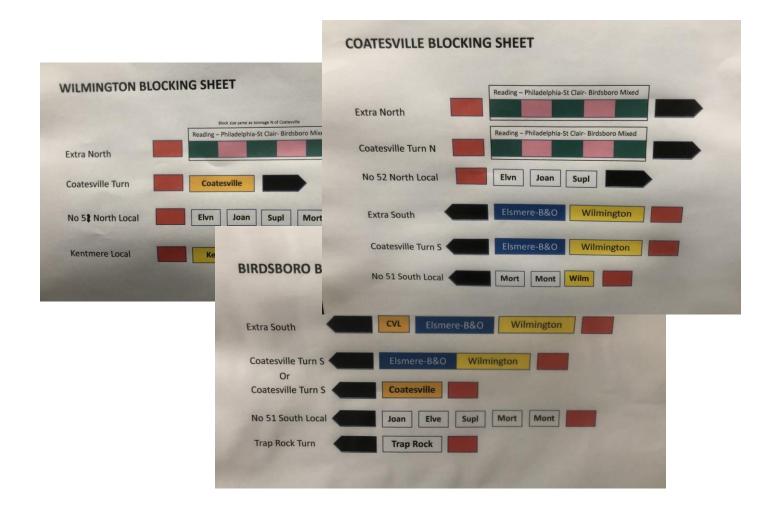


Block Codes on Waybills

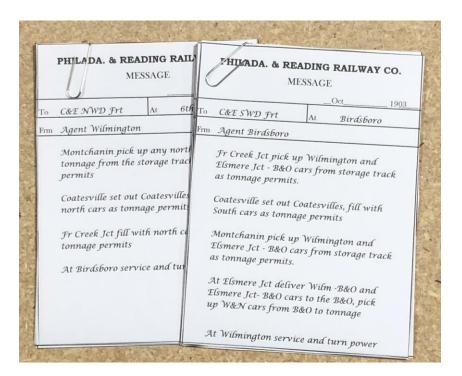


Blocking Info

Train Blocking Sheets-Yardmasters



Agent Messages to Trains

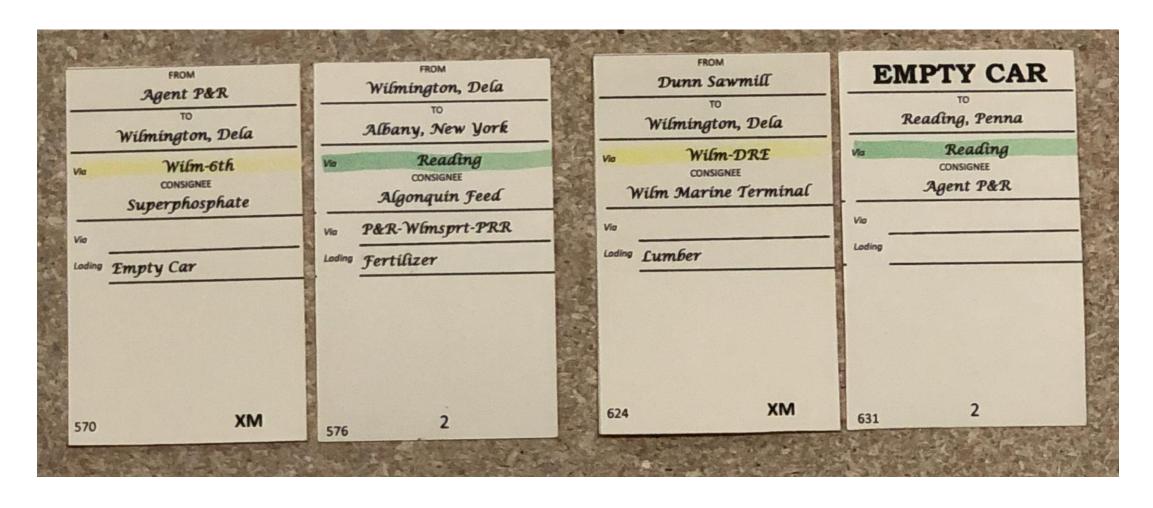


Two Move Waybills

- Normal movement
- Origin Load : Empty in Loaded out
 - Move 1 Empty car order to on line industry
 - Move 2 Loaded move to industry, interchange, junction or staging
- Inbound Load : Loaded in Empty return
 - Move 1 Loaded move from interchange, junction, staging
 - Move 2 Empty return move, usually reverse route

Origin Load Move 1 Empty - Move 2 Load

Inbound Load Move 1 Load - Move 2 Empty



One Move Waybills

- Balance traffic flows to and from staging, handle excess cars
 - Overhead loaded moves to/from interchange/junction
 - Empty return to interchange/junction
 - Hold for local loading
 - Actions
 - Cleaning
 - Weighing (not used)
 - Icing (not used)
 - Spot tags

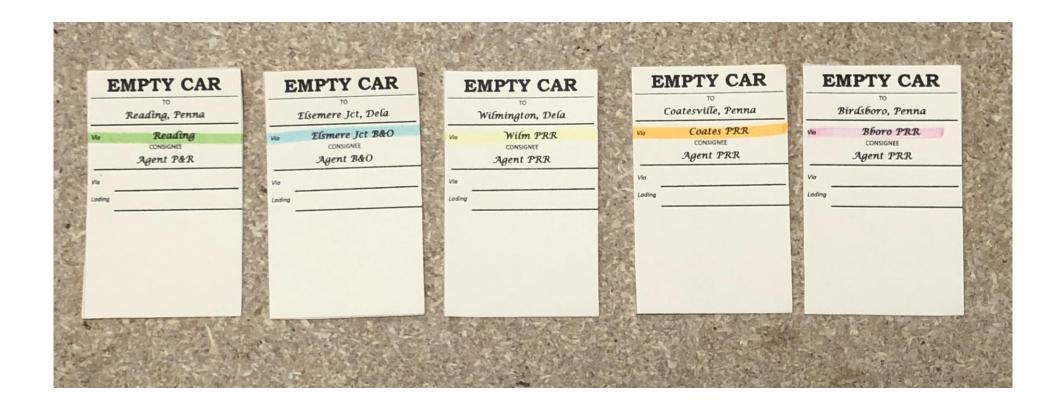
Overhead loaded moves to/from interchange

- Balance traffic flows out of staging, resolves excess cars
- To and from "Agent", no specific lading, destination or consignee



Empty return to interchange/junction

- Balance traffic flows out of staging, resolves excess cars
- To "Agent", no specific destination or consignee



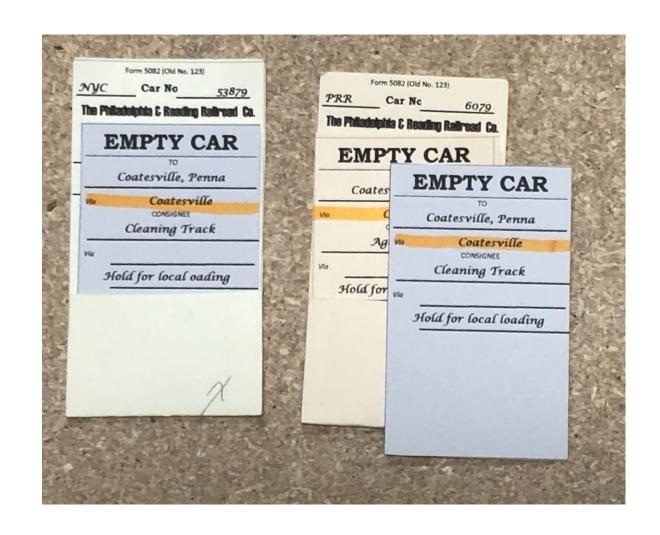
Agent hold for local loading

- Accumulate empties to protect local industry loading
- On W&N: Gons to protect iron and steel mill loadings
 - System gons
 - Connecting road gons
 - Empty gons at mills



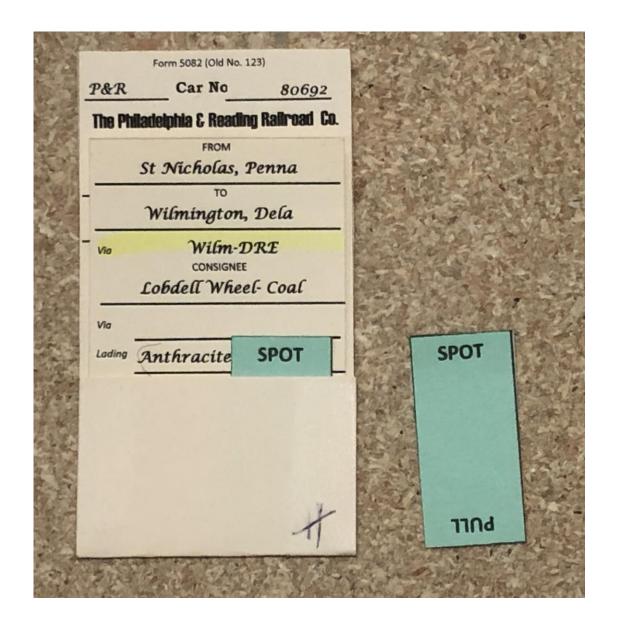
Actions: cleaning, weighing, icing

- Intermediate stops in a move
- Mostly cars that were spotted at industry
- Adds switching, doesn't require staging space



Spot tags

- Yards receive flow of inbound industry cars, don't want switchers spotting and respotting industries
- Inbound cars for next shift
- Concept is agent has created a "switch list" at start of shift to tell crew which cars to spot, tags mean car is on list



Using these waybills: Restaging

Assume all the trains to be operated in the previous session have run

- 1. Pull all waybills in interchange/staging
- 2. Turn/pull waybills at industry (cleaning, agent hold, empty return)
- 3. File waybills by station and industry
- 4. Select waybills to meet next session local/industry demand (trains)
- 5. Apply waybills to interchange and staging based on origin of move one or destination of move two
 - a. Apply normal movement waybills
 - b. Apply agent hold and cleaning waybills
 - c. Apply empty and overhead waybills to what's left
- 6. Apply spot tags

Pull all waybills in interchange/staging*

* Unless cars are in an assigned service and always come back to the same industry



Turn/pull waybills at industry



Don't have to turn all the waybills, can leave some on inbound move to represent cars loading or unloading Also pull Spot Tags



Pull the waybills whose return doesn't make sense Ex: System car empty returned offline

Apply agent hold and cleaning waybills

Cars released empty at industry may be candidates to reload at local industries

Empty cars may get a cleaning waybill (if they were loaded with something that would leave debris in the car) or an agent hold if they don't need to be cleaned

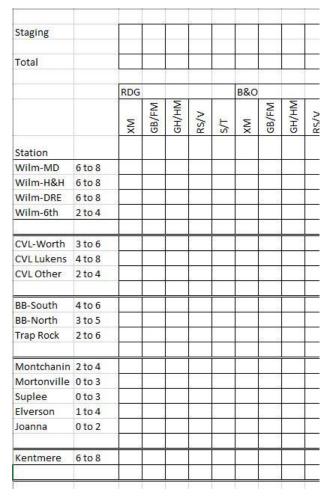


File waybills by station and industry

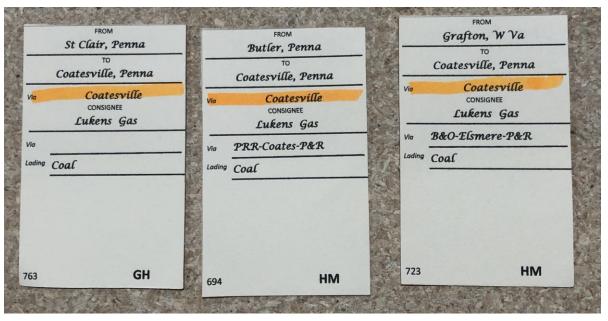


Select waybills for next session

Select waybills by switching area



After selection sort by interchange or staging yard Reading Coates-PRR Elsmere-B&O

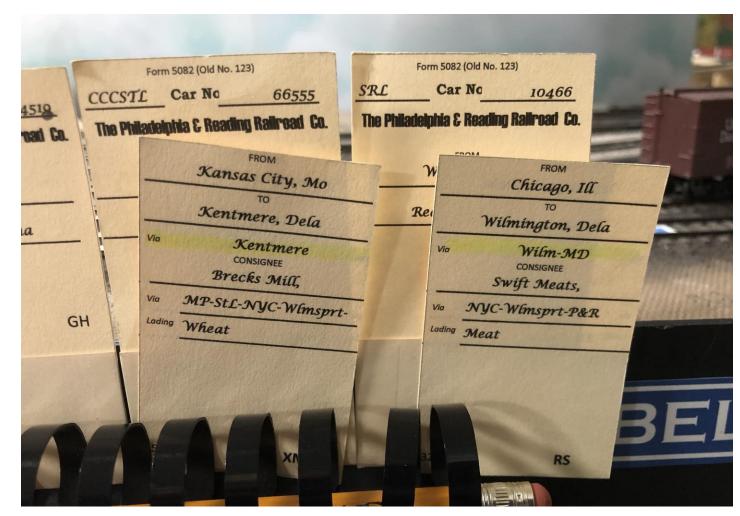


Apply waybills

Work each interchange or staging yard, preference to loaded moves.

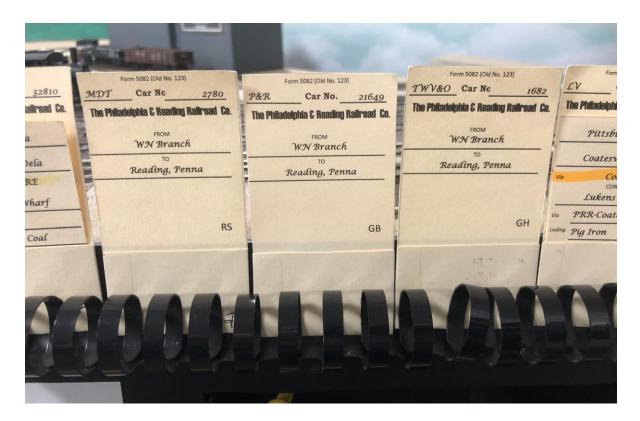
Select appropriate car type and car consistent with car service rules to whatever degree you follow them

Left over empty car orders apply to empties released from industry or in yards.

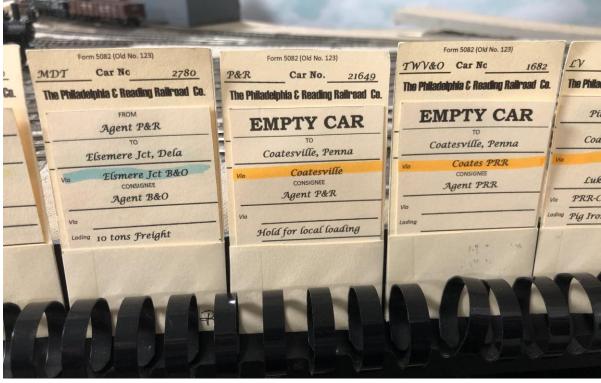


Apply empty and overhead waybills

Three cars I that didn't have loads or car orders applied



MDT-Overhead, P&R-Empty agent hold, TWVO-Empty return



Apply Spot tags

Spot tags go on cars in yards for industries served by the yard's switchers which will be spotted that session.

Spot tags can go on cars in inbound trains, but depending on when they are classified, the industry may have to wait or be switched twice.



HOW LONG DOES THIS TAKE?

Timed how long it took to restage after last op session (223 cars on layout)

Ti I dii Waybiiis iii Stagiiig / iiitci ciidiige / 5 cais	1.	Pull wavbills in	n staging .	/interchange - 73 cars	4 mir
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- 2. Turn/pull waybills at industry -59 of 71 cars* 28 min
- 3. File waybills 8 min
- 4. Select waybills 42 new bills 17 min
- 5. Apply waybills* 36 min
- 6. Spot tags 35 cars 5 min

Total 1 hr 38 min

^{*} Includes time to change loads in open top cars (about 45% of cars)



QUESTIONS?