


# Introduction to Model Railroad Operations


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Potomac Division, NMRA  
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## Welcome!



- **Why Operations?**
  - You've built your empire, what do you do now?
  - Running trains around in a circle, switching cars aimlessly can get boring
- **Today you will learn the basics of model railroad operations.**
- **The clinic session will be followed by optional hands-on operating sessions**

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## Agenda

- Model Railroad Operation Defined
- Car Forwarding Systems
- Railroad Traffic Control Systems
- Model Control Systems
- Communication Systems
  
- What an operator needs to know
  
- Resources
- Operating opportunities

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## Model Railroad Operation

- **Model Railroad Operation is a fun and interesting role playing game where the players (operators) use model trains to simulate the movements of real trains and the actions of real railroad employees**
- **Complexity and realism related to ease of use**
  - Generally, the more realistic the freight forwarding system is, the more complicated it becomes
  - We are here to have fun – at some point the trade off between complexity and ease, realism and fun must be made
  - It's your decision

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## What's to Enjoy?

- **Running trains**
- **Camaraderie — sharing experiences with friends**
- **Intellectual challenge**
  - Conducting the least number of moves to drop off & pick up cars
  - Space on siding to hold some cars while moving others
  - When you have a string of cars temporarily sitting on the mainline and the through freight comes by, what do you do?
- **Adds purpose to car movements**
  - Understanding and simulating prototype railroad operations for specific era & RR
  - Focus on the railroad business and the business of railroading
  - Roles include engineer, conductor, dispatcher, yard master, ...

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## Real Railroad Employees

- **Executives**
  - Leadership
- **Administrators**
  - Records
  - Finance
  - Sales
  - Human Resources
- **Maintenance Workers**
  - Track gangs
  - Bridge Repair
  - Signal Repair
- **Operations Personnel**

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## Operations Personnel On Your layout

- **Positions tend to get filled in following order**
  - Depending on size of layout and number of people available

<u>Road Crews</u>	<u>Administration</u>	<u>Yard Crews</u>
Conductor (4)	Dispatcher (2)	Yardmaster (3)
Engineer (1)	Agent	Conductor
Brakeman	Towerman	Engineer
Fireman		Brakeman
		Fireman
		Hostler (5)

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## Car Forwarding

- **Car Forwarding is the purposeful movement of rail cars from one location to another.**
- **Prototype car forwarding is determined by customer needs.**
- **Types of model railroad car forwarding**
  - Random
  - Wheel reports
  - Markers on cars
  - Car Card & Way Bill
  - Switch List

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## Random Car Forwarding

- **Random Car Forwarding:**
  - Pick up and deliver any car, anywhere, anytime
- **Pros:**
  - Easy to set up
  - Never make a mistake
  - No cost
  - “Outback” ops – no rules – just right
- **Cons:**
  - No purpose – boring
  - Does not simulate the prototype

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## Wheel Report

- **One piece of paper per train**
  - Does not require reading reporting marks
  - Indicates locations to be switched
  - Indicates car types to be switched
  - Pick up like cars to replace cars set out
  - Many ways of organizing the paper, for example:

Train:	Engine:	DCC address:	Origin:	Destination:
Car type	<u>Destination 1</u>	<u>Destination 2</u>	<u>Destination 3</u>	<u>Destination i</u>
Box				
Flat				
Gondola				

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## Markers on Cars

- **Put markers on cars indicating where they are to be delivered**
  - Cardstock: ¼ inch by ½ inch, place on car with tweezers
  - Plastic Tabs: use plastic H-column
  - Thumbtacks: drill hole in car
  - Magnetic strips: magnet or metal glued on underside of car roof
  - Stickies
- **Generally incorporates color coding and lettering**
  - Color can indicate town or train
  - Use single letter code on thumbtacks
- **Very friendly for clubs and new operators**
- **Avoids having to read reporting marks**



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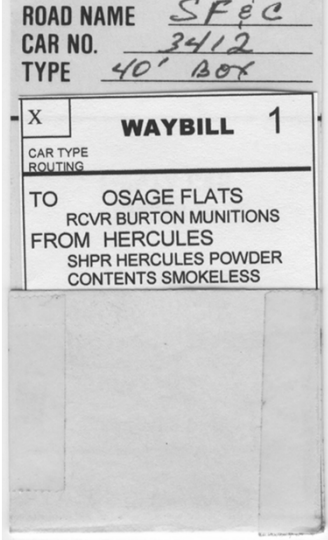
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## Car Card & Waybill

### Car Forwarding

- Car Card & Way Bill:**
  - Each car has an associated envelope labeled with the reporting remarks of the car.
  - A multi-sided way bill is inserted into the envelope that shows the car's destination.
  - Multi-sided way bills can show a sequence of destinations.
  - Cards for cars not in trains are kept in boxes located along the railroad.
- Pros:**
  - Easy to see where to deliver a car
  - Easy to see which cars to pick up
  - Automatic Synchronization
  - Low cost
- Cons:**
  - Decks of cards are awkward to handle/sort during operations
  - No "look ahead" capability
  - Requires holding boxes and sorting racks



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## Switch List Car Forwarding

- Switch List Car Forwarding:**
  - A single sheet of paper lists all switching activity
- Pros:**
  - Easy to see where to deliver a car
  - Easy to see which cars to pick up
  - Only one paper to handle
  - Easy "look ahead" capability
  - No racks or holders required
  - Follows prototype practice
- Cons:**
  - Significant set up time (manual or computer)
  - Manual synchronization

<u>PickUps (4)</u>					
Truck Terminal	BELX	3654	Box	Yellow	RACO Bell
Truck Terminal	ARE	254	Flat	Tuscan	
Roy's Place	GATX	39617	Tank	White	Michigan Akali
Roy's Place	NJDX	1035	Box	Yellow	
<u>SetOuts (2)</u>					
Truck Terminal	N&W	44657	Box	Black	
Truck Terminal	ATSF	90306	Flat	Green	TOFC

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## Sample Switch List Printout

**Manifest for Train 420 -- 7:57 AM 1/17/2008**

**Castle Rock and Pacific RR Co.**  
**MANIFEST for TRAIN 420**  
**Train --Local North**  
 NorthBound FROM: Gal Yard TO: CR Yard  
 Departing at 6:52 on Route GA-CR Local

**INSTRUCTIONS TO CREW**

- If you have or pick-up a car for Muleshoe, it must be the first car after the locomotive to make switching easy!
- Stock cars moved to the cow track in Santa Rosa go to the far end of the track, behind existing cars.

**Gal Yard**

Engine(s)  
 (DRGW GP7 # 5101 ) Consist 5101  
 (DRGW GP7 # 5103 ) Consist 5101

**PickUps (8)**

#1 track	ATSF	MT Tank,	98016	to IG
#1 track	GATX	MT Tank,	16102	to IG
#2 Track	CTTX	MT Tank,	8506	to IG
#1 track	NYC	MT Box	167003	to MS
#1 track	DRGW	MT Box	69572	to SR
#2 Track	RI	MT Box	262953	to SR
#1 track	C&N	MT Box	108102	to TRN

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--Depart at 9:34,  
 10 Cars Out, 602 Ft, 998 Tons, Power 3500 Tons

**Santa Rosa -- Arrive at 9:40**

**Local Moves (6)**

#1 Track	CGW	MT Stock	823	to Cow Track
#1 Track	ATSF	MT Stock	26385	to Cow Track
#1 Track	ATSF	MT Stock	26417	to Cow Track
#1 Track	DRGW	MT Stock	36485	to Cow Track
#1 Track	D&RGW	MT Stock	39212	to Cow Track
#1 Track	DRGW	MT Stock	64124	to Cow Track

**PickUps (2)**

Junk Yard	MKT	MT Gondol	43001	to CRy
Junk Yard	P&LE	MT Gon-sc	S47999	to CRy

**SetOuts (2)**


Transfer	DRGW	MT Box	69572	
Transfer	RI	MT Box	262953	

--Depart at 10:28,  
 10 Cars Out, 602 Ft, 998 Tons, Power 3500 Tons

**Trinidad -- Arrive at 10:40**

**PickUps (3)**

#1 Marble	ATSF	MT Gondol	172249	to CRy	CASWELL
#1 Marble	ATSF	MT Flat	297012	to CRy	15



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## Traffic Control

- **Traffic Control is the purposeful movement of trains from one location to another**
- **Prototype traffic is determined by customer needs**
- **Some other scheme required for the model**

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## Model RR Traffic Control Systems

- **Random** – Run anything, anytime
  - Free Form
- **Sequential** – Trains run in a specific order
  - Track Warrant
  - Centralized Traffic Control (CTC)
- **Scheduled** – Trains run by time (fast clock?)
  - Track Warrant
  - Time Table & Train Order (TT&TO)
- **Real Time** – Trains are generated as needed
  - Train order
  - TT&TO (Extras)
  - CTC

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## Free Flow Model Traffic Control

- **Free Flow Traffic Control:**
  - Operators run trains freely, without permission from a central authority
  - Operators are responsible for avoiding collisions and coordinating track usage
- **Pros:**
  - Easy to set up
  - No cost
  - No personnel overhead
- **Cons:**
  - Does not simulate prototype



## Time Table & Train Order (Prototype & Model) (1 of 2)

- Operators run trains according to a time table
- A fixed schedule is drawn up with which every train crew must be familiar.
  - Trains may only run on each section of track at their scheduled time, during which they have 'possession'
  - No other train is permitted to use the same section.
- Right of way is determined by train class (1<sup>st</sup> class has priority over 2<sup>nd</sup> and 3<sup>rd</sup> class; 2<sup>nd</sup> class has priority over 3<sup>rd</sup> class) and direction (East bound trains have priority over westbound trains of same class)
- Right of way may be superseded by written train orders, introduced in 1851 on advent of telegraph
- All unscheduled trains (extras) are run exclusively by train order
- Follows prototype rule book for many situations



## Time Table & Train Order (2 of 2)

- **Pros:**
  - On-time scheduled trains run without oversight
  - Low cost
  - Simulates prototype operations for the chosen years
- **Cons**
  - Requires person to act as central authority
  - Lots of rules can be challenging
  - Paperwork intensive
  - Requires some pre-session effort
  - Error or malfunctions can cause extensive idle time

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## Track Warrant & Train Order (1 of 2)

- **Track Warrant / Train Order**
  - Operators run trains with specific privileges over specified routes
  - Authority to move conveyed by tower operator
  - Written orders in telegraph/telephone era
  - May incorporate schedules
- **Direct Traffic Control (DTC)**
  - Oral order from central dispatcher by radio
  - Repeated by the train crew to confirm accuracy
  - May incorporate schedules and signals

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## Track Warrant & Train Order (2 of 2)

- **Pros:**
  - Can be easy to set up & low cost
  - Cost & complexity increase if communications added
  - Simulates prototype operations
- **Cons**
  - Requires person to act as tower operators or central dispatcher
  - Requires some pre-session effort

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## Car Forwarding & Traffic Control Pairings

• <b>Car forwarding</b>	• <b>Traffic control</b>
– Random	– Random

- **Any of the following car forwarding methods works with any of the traffic control methods**
  - Pick one method from each column

– Wheel reports	– Sequential
– Markers on cars	– Scheduled
– Car Card & Way Bill	• Track Warrant
– Switch List	• Time Table & Train Order (TT&TO)
	– Real time
	• Train order
	• TT&TO (Extras)
	• CTC

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## Model Control Systems

**Track Control (Analog or DC):** Sections of track are assigned to a controlling device. All trains on that track are controlled by the assigned device. Control of multiple trains requires independent control of multiple track sections. Example: Multiple MRC Power Packs


**Train Control (Hybrid or DCC):** Trains are controlled independent of each other on the same section of track.

Examples:

Hybrid: Rail Command

Digital Command Control: Digitrax

**Both Track Control and Train Control may support forms of walk-around control and wireless control.**




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## Railroad Communication Systems


**Communications are required:**

- To convey authority to occupy tracks
- To convey authority to move
- To report location (OS)
- To report problems or status other than location

**Always keep communication clear and concise**

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## Railroad Communication Systems

- **Verbal**
  - Telegraph
  - Telephone
  - Radio
    - 5-Channel (Maxon)
    - FRS (GMRS)
  - Pre and Post Brief
- **Written**
  - Time Table
  - Train Order
  - Rule Book
  - Operators Handbook

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## What an Operator Needs to Know About the Model Railroad

- Car Forwarding System
- Railroad control system
- Traffic control system
- How to operate a throttle
- How to acquire & dispatch a locomotive
- How to terminate a train
- When to communicate
- How to communicate
- How to operate turnouts?
- Track names (fascia information)
- Sequence of towns/stations
- Railroad direction (N, E, S, W)
- Locations and capacities of sidings
- Locations of Operators and Registers

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## What an Operator Needs to Know About the Train

- Train Name/Number/Type/Class
- Starting point
- Destination
- Current location
- Can I go? How far?
- Location of next work? Next stop?
- How to couple and uncouple cars
- Any special actions for this train? Speed? Coal? Water?
- What to do in case of a derailment or other problem

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## Hints for Better Operations

- Always check the track alignment around your train
- Count your cars before leaving every station!
- Compare car count to manifest before leaving every station
  - Resolve differences before continuing!
- Check where you are permitted to set down your drink

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## Operator Etiquette

- Arrive on time & stay for the entire session!
- Eat before you arrive – don't bring a meal!
- Tune radio before arrival – fully charged or install fresh batteries
- Follow communications standards!
  - Minimize chatter
- Monitor the communication system!
  - Listen for your call sign!
- Don't visit with other operators and distract them!
- Stay with your train!
- Treat rolling stock and other equipment with care!
- If you make a mess, clean it up!
- If something breaks – notify the owner!
- "Thank you" is always appreciated!
- If you don't know – ask!

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## Host Etiquette

- **Make sure the system is fully operational**
  - Check for DCC gremlins
  - Clean you track and engine wheels beforehand. Dirty track and dirty wheels will result in poor operation and operator frustration.
- **Check all your turnouts and make sure they are operating properly**
  - Make sure the points fully throw
  - Roll a few cars over them to make sure everything is in gauge



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## Internet Resources

- **Operations Special Interest Group (Op SIG) – membership open**  
<http://www.opsig.org>
- **Op SIG PRIMER (FAQ)** <http://www.opsig.org/reso/primer/>
- **Op Sig Resource page** <http://www.opsig.org/reso/>
- **Gateway Division Operations articles**  
<http://groups.yahoo.com/group/CarCards/links>
- **Yahoo Car Cards group links ) – membership free**  
<http://groups.yahoo.com/group/CarCards/links>
- **Freight Forwarding Operations (multiple resources)**  
<http://home.cogeco.ca/~trains/rrfrtops.htm>
- **Basic Guide to Design Model Train Operations**  
<http://knol.google.com/k/model-railroad-operations#>



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## Products

- **Car cards**
  - Car Cards Operations Group (CCOG) @ Yahoo  
<http://groups.yahoo.com/group/CarCards/>
    - Discussion, ways to create cards, links
  - MrTrains <http://mrtrains.com/rr/layout/operations.html>
    - Information, download templates
  - Micro-Mark <http://www.micromark.com/>
    - Car card system
- **Software**
  - Lists of products by category  
<http://home.cogeco.ca/~trains/rrsoft.htm>

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