

Card Order Basics

Card Order Basics

- What is It?
 - An advanced scheme for operating a model railroad
 - Allows for a realistic means of determining what car goes to what location & when
 - Uses individual pieces of paperwork (the "Card Cards") for each rolling stock

Card Order Basics

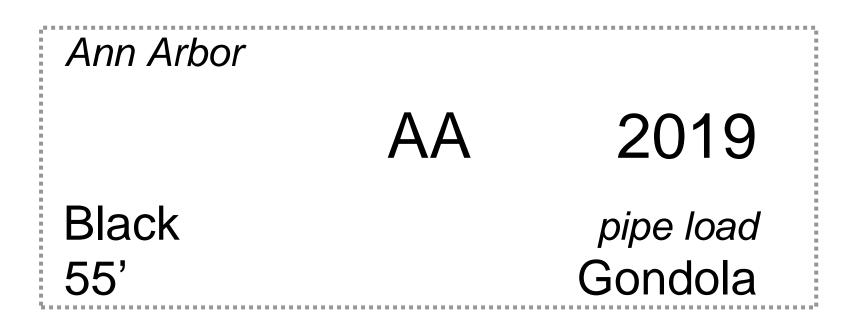
- How does it work?
 - The waybill tells the train crew: what industry in which town to spot the car.
 - The yard sorts cars based on the destinations on the waybills
 - Train crews only work on cars for which they have paperwork
 - Set-out cars with waybills in the train pack
 - Pick-up cars with waybills in the pick-up box

Elements of the Card Order System

- Car Cards
 - Rolling Stock Sleeves
 - Waybills
 - Engine Cards
 - Caboose Cards
 - Train Packs
- Card Pockets in Towns
- Call Board
- Yard Operations

- Rolling Stock Sleeves
 - Provides identifying information for the car
 - Road Name
 - Reporting Marks & Number
 - Type of Car, Color & Length

Rolling Stock Sleeves
 – Let's look at a sample:



- Waybills
 - Provides information about where the car is to be transported
 - Shipper
 - Consignee
 - Type of Load
 - Type of Car
 - Special Instructions

• Waybills

- Let's look at a sample:

WAYBILL 528

Shipper: Consolidated Coal Co. Buckhannan WV Consignee: Royal Oak Ice & Coal Co. Royal Oak SOC

Coal Hopper

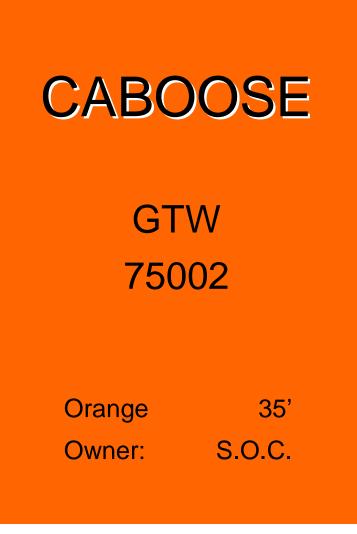
Coal

Note: NO locomotives on coal dock – use idler car

• Engine Cards



Caboose Cards



- Train Packs
 - Collects all of the car cards for a train in a convenient carrying pouch
 - All made-up trains will have a train pack
 - Trains ready for departure will include a caboose card as the last card in the train pack
 - Train crews reporting for duty in Pontiac must collect the appropriate engine card and place it in the train pack of their train
 - Trains in staging will have the engine card already included in the train pack

Elements

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Card Pockets

- Located at each town or industry
- Holds the car cards for each piece of rolling stock spotted at the town
- Split into 3 sections
 - Set-Out
 - Hold
 - Pick-up

Card Pockets

- The "Set-Out / Hold / Pick-Up" box cycles rolling stock through the industries in a realistic manner.
- All of the cars with paperwork in the Pick-Up box are ready to be removed from the industries and taken back to the yard.
- Cars in the Hold box are still in the process of being loaded/unloaded, and should be left at their current locations.

Card Pockets

- When the train crew arrives at the town to be switched:
 - Paperwork for cars in the train to be spotted at industry spurs in town is placed in the "Set-Out" box
 - Cars to be picked up and placed into the train have paperwork in the "Pick-Up" box
 - Cars to remain at their current location are found in the "Hold" box

- You are assigned a train with engine, caboose, and two revenue cars.
 - You would have four card cars in your train pack
 - Two car cars for the revenue cars
 - The engine and caboose also have car cards
 - Each revenue car has a waybill
 - The first car is 'billed' to Birmingham
 - The second car is 'billed' to Royal Oak

- You proceed to Birmingham. . .
 - You set-out the revenue car billed to Birmingham at the industry specified
 - The car card is placed in the Set-out Box in Birmingham
 - Don't 'turn' the waybills just follow the instructions on the waybills
 - The other revenue car is left in the train (remember that it is billed to Royal Oak)

- While in Birmingham. . .
 - If there are car cards in the Pick-up Box in Birmingham, you <u>must</u> place the associated revenue cars in your train.
 - Take the paperwork with you!!!!
 - When you leave town:
 - The number of car cards in your hand matches the number of revenue cars in your train
 - There are no card cards left in the Pick-up Box
 - The card cards for your set-outs are left in the Set-out Box

- Then, you can move on to Royal Oak
 Where you repeat the process . . .
- When you have set-out all of the revenue cars you started with, you return to your originating yard.

Everyone's Job:

 When a card order session has been setup (when there are car cards in the pockets), please do not move trains or cars around

- Unless you also move the paperwork...

 Any new rolling stock or caboose added to the layout <u>must</u> have paperwork created for it – inform Michael McCreight <u>prior</u> to placing new cars on the layout

Everyone's Job:

- Do not 'flip' or change the waybills in the car cards. That is done only by the Trainmaster; or during set-up of a session.
- All engines used during card order sessions must have a blue locomotive card – blanks cards are available

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Call Board

- List of trains & crews
- Shows the order of trains to be 'called' / run during the operating session.
- Allows train crews to 'sign-up' for train assignments, or 'mark-off' to take a break
- Trains should be run in the order posted on the Call Board.

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Yard Operations

- Pontiac Yard is the main classification yard for the layout
- Ferndale Yard is the secondary yard for local consists and storage
- All local crews will go on-duty at the Pontiac Yard office
- Train crews are responsible for 'hostling' their own engines

Yard Operations

- Pontiac Yard Track Assignments
 - Tracks 1 4 Arrivals & Departures
 - Car cards for each train are in a Train Pack, and placed in the appropriate numbered box
 - Tracks 5 8 Classification Tracks
 - Cars being sorted for outbound destinations
 - Car cards placed in appropriate numbered box
 - Track 9 (thoroughfare) no car storage
 - Keep track empty for movement of locomotives

Yard Operations

- Pontiac Yardmaster will classify cars into cuts as follows:
 - Locals, Eastbound (Birmingham, Royal Oak)
 - Locals, Westbound (Waterford, Holly, Linden, Gaines)
 - Ferndale Transfers (Pleasant Ridge, Ferndale, Seven Mile, Chrysler Center, Milwaukee Junction)
 - Eastbound Manifests (to Detroit staging)
 - Westbound Manifests (to Durand staging)
 - Storage / To Be Classified

Card Order Sessions

Crew Assignments (in order)

- 1. Trainmaster
- 2. Dispatcher
- 3. Pontiac Yardmaster
- 4. Pontiac Top Job (switcher)
- 5. Train Crew
- 6. Train Crew
- 7. Train Crew
- 8. Train Crew
- 9. Ferndale Yardmaster
- 10. Pontiac #1 Job (switcher)
- 11. Train Crew
- 12. Train Crew
- 13. Additional train crews...

Whew!

I think that is enough for now.

So . . .

Any QUESTIONS?

This has been a presentation of:



