

Westbound Daily Mixed

This train originates in MC Yard
Pick up required freight cars on switchlist
Attach combine or passenger car to end of train
Obtain clearance and orders before departing, sign register
Train stops at all stations for minimum of 3 1:1 minutes
Work industries as required using switchlist, respot moved hold cars as required
Do NOT use passenger car for switching movements
If work required at Camp 4 with rod loco, use camp switcher to spot cars
At Oly Station after 3 minute stop, detach passenger car and leave at station
Upon arrival at Oly Yard Limit, check in with Yardmaster and sign register
Remaining freight cars place in Yard tracks.
Service and turn loco
Store loco in shed or as designated by trainmaster.
Job complete

Eastbound Daily Mixed

This train originates in Oly Yard
Pick up required freight cars on switchlist
Once clearance and/or orders obtained attach combine or passenger car to end of train at Oly station
Before departing station, sign register
Train stops at all stations for minimum of 3 1:1 minutes
Work industries as required using switchlist, respot moved hold cars as required
Do NOT use passenger car for switching movements
If work required at Camp 4 with rod loco, use camp switcher to spot cars
Upon arrival at MC Yard, check in with Yardmaster, Detach passenger car and leave at station spot, sign register
Remaining freight cars place in Yard tracks
Service and turn loco
Store loco in shed or as designated by trainmaster
Job complete

Westbound Freight

This train originates in MC Yard
Pick up required cars on switchlist, block if needed
Attach designated caboose to end of train
Obtain clearance and orders before departing, sign register
Work industries as required using switchlist, respot moved hold cars as required
Take water at Mill Siding, 3 minutes 1:1 time minimum
If work required at Camp 4 with rod loco, use camp switcher to spot cars
Upon arrival Oly Yard, check in with Yardmaster and sign register
Leave remaining cars on open yard tracks, store caboose on caboose track
Service and turn loco
Store loco in shed or as designated by trainmaster
Job complete

Eastbound Freight

This train originates in Oly Yard
Pick up required cars on switchlist, block if needed
Attach designated caboose to end of train
Obtain clearance and orders before departing, sign register
Work industries as required using switchlist, respot moved hold cars as required
Take water at Mill Siding, 3 minutes 1:1 time minimum
If work required at Camp 4 with rod loco, use camp switcher to spot cars
Upon arrival MC Yard, check in with Yardmaster and sign register
Leave remaining cars on A/D track, store caboose on caboose track
Service and turn loco
Store loco in shed or as designated by trainmaster
Job complete

Logging Turn

This train runs as an extra from Oly Yard.
Caboose, clearance and orders required before departure.
Sign register at Oly on departure
Pick up all empties at log dump.
Run to MC Yard, check in with YM at Yard Limit.
Drop off all Empties. Pick up all loaded log cars.
Deliver loaded cars to log dump.
Cars must be unloaded one at a time at log dump.
You can use your 0-5-0 crane to hoist logs to the log rack
Store empty cars on log dump track.
Return to Oly Yard, sign register, store caboose and service/turn loco.
Store loco in shed or as designated by trainmaster
Job complete.

Camp 4 Local

This train originates at Camp 4 and runs to Oly and back
Pick up required cars on switchlist, keep main clear for any traffic, rule 99 applies
Attach caboose and stage train on back track behind freight house, do not foul main
Call DS and obtain clearance and orders
At Oly, check in with Yardmaster and sign register
Drop off and pick up cars as required on switchlist
Service loco, do not turn.
Reassemble train with caboose.
Obtain clearance and orders before departing, sign register on departure
Return to Camp 4 and drop off cars as required on switchlist
Rule 99 applies when switching on main track
Store caboose on Camp track D
Service loco and store in shed
Job complete

Line up

(Run all trains as extras until time line can be established)

EB Mixed

WB Freight

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Logging Turn

WB Mixed

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Camp 4 Local

EB Freight

Once timeline figured out, run Mixed as 1st class and Freights as 2nd class, others extras