

Thorny Point Yard Sequence

For use with timetable #19

5:30am

1. Pickup the yard switcher and move under the coal platform on the north turntable access track. Take on coal and water.
2. Locate the blue "Pending BOLs" card holder for the Easton Potomac Steamship Company (EPSCO) and pull the enclosed BOLs. For each BOL determine the type of car required. Locate the car cards for each required car type. Pull the MTY (purple) BOLs for each required car and give to the White Hall yardmaster. (This will initiate the process of replenishing these cars in your yard.) **(Multiple BOLs for a given car type can be treated as LCLs and loaded into the same car.)**
3. Place any BOLs for which you can not locate a corresponding car type back into the blue "Pending BOLs" car holder for the Easton Potomac Steamship Company (EPSCO).
4. If the private car Easton is in the yard, check its car card for destination. If the car is leaving Thorny Point, turn it on the turntable, if required.
5. Turn the observation car White Hall on the turntable.
6. Proceed to Brooke and work the RF&P interchange and team track.
7. Proceed back to Thorny Point and either place the Brooke cars in the yard or spot in Thorny Point as necessary. (The consist for the Thorny Point Extra must be sorted by route before leaving Thorny Point.)

7:00am

8. Make up the consist for #11 as follows; starting at engine - RPO, Baggage, Coach, Parlor, Observation, private car Brooke, private car Easton. (Not all cars may be present.)
9. Pickup passenger carrying cars (cars with names) and spot at station for 10 minutes and then spot on the pier.
10. Pickup non-passenger carrying cars (cars with numbers) and spot at the station for at least 10 minutes.
11. Using the non-passenger carrying cars, pickup passenger carrying cars from the pier and spot at the station.
12. Spot the non-passenger carrying cars on the pier for at least 10 minutes.

7:29am

13. Have the engineer for #11 move his motive power to the west end of Thorny Point.
14. Move the non-passenger carrying cars back to the station and make up the consist for #11.
15. Have the engineer for #11 couple his motive power onto the consist at the passenger station.
16. Pull the freight cars identified in step 2 from the yard and place on the pier. **(The engine must not travel on the pier. Use an idler car if necessary.)**

7:59am

17. #11 departs.
18. After a minimum forty five minutes on the pier, place the BOLs you got from the blue "Pending BOLs" card holder for the Easton Potomac Steamship Company (EPSCO) into their corresponding car cards for the freight cars spotted on the pier and place these cars either in the yard or add them to the consist for the Thorny Point Extra. (The consist for the Thorny Point Extra must be sorted by route before leaving Thorny Point.)

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19. Proceed to Brooke and wait on the team track spur for #110 to pass.

8:28am

20. #110 passes Brooke.

21. Follow #110 into Thorny Point and pull the consist away from the assigned power so the engineer can proceed to the engine service area.

22. Find some place to store the consist from #110 while you finish sorting the consist for the Thorny Point Extra by route, if necessary. (The consist for the Thorny Point Extra must be sorted by route before leaving Thorny Point.)

23. After the engineer has completed turning and servicing his engine have him place the engine west of Thorny Point.

24. Assemble the consist for the Thorny Point Extra along with the caboose from #110.

25. Have the engineer couple onto the consist for the Thorny Point Extra.

9:53am (approximate)

26. The Thorny Point Extra departs. (The Thorny Point Extra can depart as soon as it is ready. You do not need to wait until 10:00am)

27. Pull the freight cars from #110 that are destined for the Easton Potomac Steamship Company and place on the pier. **(The engine must not travel on the pier. Use an idler car if necessary.)**

28. Sport the remaining freight cars from #110 including those destined for the RF&P interchange and team track in Brooke.

29. After a minimum forty five minutes on the pier, pull the BOLs from the associated car cards, pull the freight cars and place in the yard. **(The engine must not travel on the pier. Use an idler car if necessary.)**

30. Move the engine to the coal platform on the north turntable access track in the engine service area and shutdown.

This is the end of the AM assignment. Proceed to the crew lounge for additional assignments.

This is the beginning of the PM assignment.

3:26pm

31. Move the switcher out of the engine service area and proceed to the team track at Brooke and wait for #10 to pass.

4:28pm

32. #10 departs Brooke.

33. Follow #10 into Thorny Point.

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4:33pm

34. #10 arrives at the Thorny Point passenger station.
35. After a minimum five minute station stop, break the #10 consist between the coach and baggage cars and place the observation (if present), parlor (if present) and coach on the pier. **(The engine must not travel on the pier. Use an idler car if necessary.)**
36. Return to the passenger station and pull the baggage and RPO cars and return to the pier area.
37. Have the engineer of the assigned power for #10 turn his engine and shut down on the south turntable access track.
38. After a minimum five minutes on the pier, pull the passenger cars on the pier and place at the passenger station. **(The engine must not travel on the pier. Use an idler car if necessary.)**
39. Return to the pier with the RPO and baggage cars. **(The engine must not travel on the pier. Use an idler car if necessary.)**
40. After a minimum five minute station stop, pull the passenger cars at the station and proceed to the pier.
41. After a minimum five minutes on the pier pickup the RPO and baggage cars and proceed back to the station area.
42. Break up the passenger cars and store as follows; RPO and baggage cars on the station spurs with the baggage south of the RPO, all other passenger cars on the mainline in front of the station.
43. Move your engine to the north turntable access track and shut down.