

Extra 32 North
Burnt Hills Local North

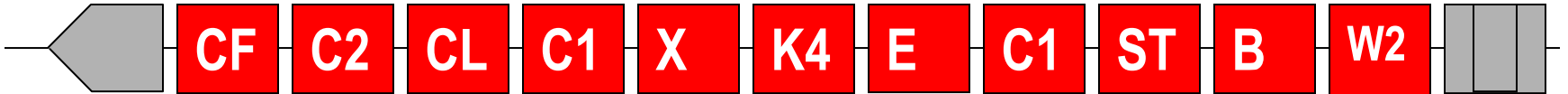
As run during the
January 31, 2012
Session, Updated to 2018 Trackage

Train as it leaves Mayfield

- Loco 32 and 20
- Red CF
- Red C2
- Red CL
- Red CT
- Red C1
- Red X
- Red K4
- Red E
- Red C1
- Red ST
- Red B
- Red W2
- Caboose

Train Leaving Mayfield

<- North



Form 19	Burnt Hills & Big Flats Railroad	Form 19
Order No. <u>22</u> Date: <u>June 5, 1970</u>		
FO: C&E <u>Eng 32</u> AT <u>Mayfield</u>		
Eng 32 run extra Mayfield to Sidney		
Operator: <u>SSP</u> Time <u>7:30 AM</u>		

General Directions

- At Each Town
 - Setout cars with tacks for that town
 - Pickup cars heading the direction the train is going (North)
 - Yellow, Blue, and Green
 - Move cars within town
 - If a Red tack on a car does not match siding designation on map, it is likely a pickup or a movement.
 - Train terminates in Sidney
 - Drops all cars in Sidney Yard – in the proper tracks

Strategy

- Review train crew card and town map
- Identify pickups and setouts
- Identify cars that must be moved from one spot to another within the town
- Do all of the trailing points
- Run around train
- Do all of the facing points
- Run around train

Leaving town

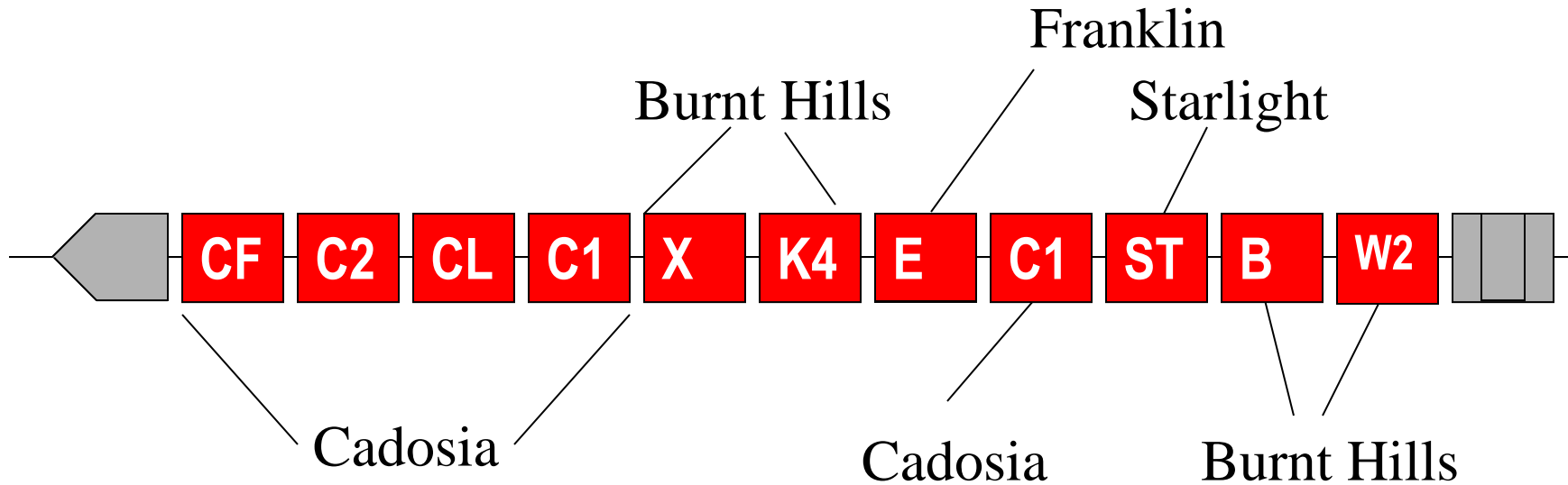
- Double check all work completed
- Put train in engine, cars, caboose order
 - Block train if needed
- Align turnouts to the main
- Do you have clearance to leave?
 - Check your Clearance Form A and Train Orders
 - Check schedule for opposing trains

The Towns

- ST = Starlight
- C-something = Cadosia
 - If Mayfield Yard blocks the cars properly, Starlight and Cadosia cars will be at front of train
- E and FN are in Franklin
- G is South Unadilla
- Other Single letters are Burnt Hills

Towns

<- North



Blocking by the Mayfield Yard Crew was not perfect, but gives us a start. Yard time is more limiting on the model than the prototype.

Starlight

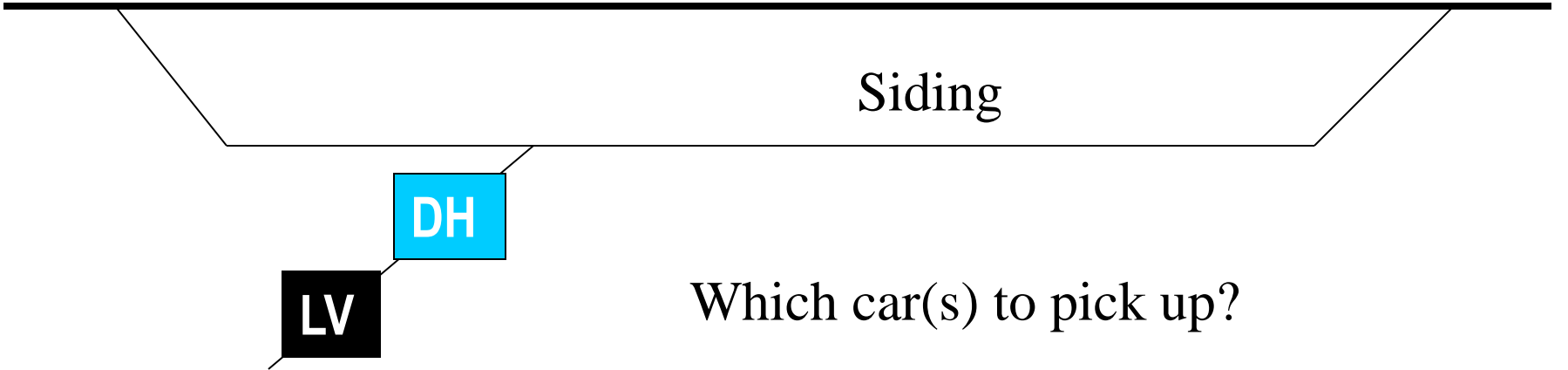
Main

Siding

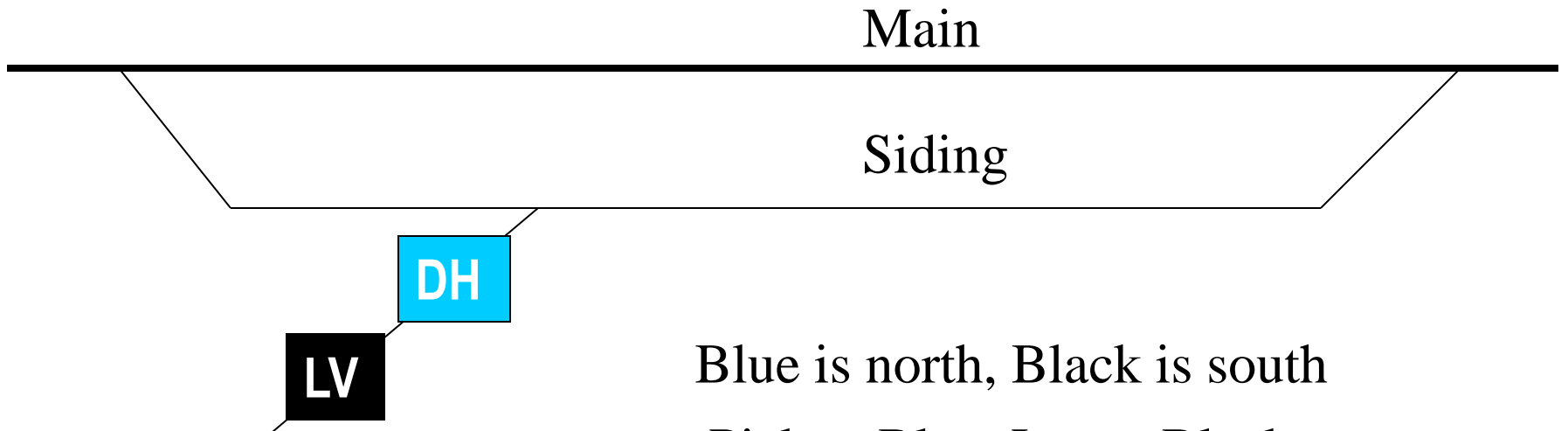
DH

LV

Which car(s) to pick up?



Starlight



Main

Siding

DH

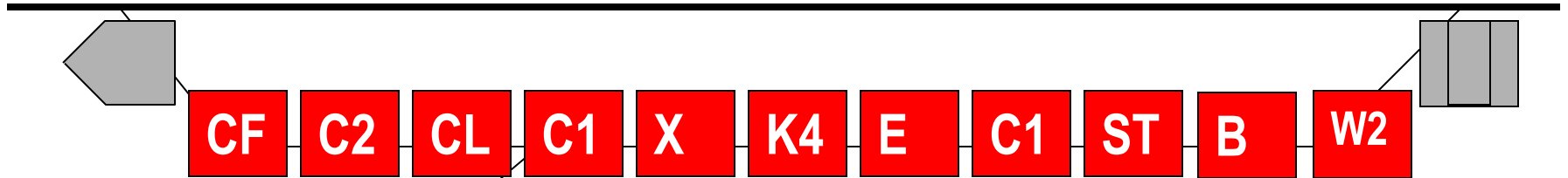
LV

Blue is north, Black is south

Pickup Blue, Leave Black

Starlight

Main



Siding

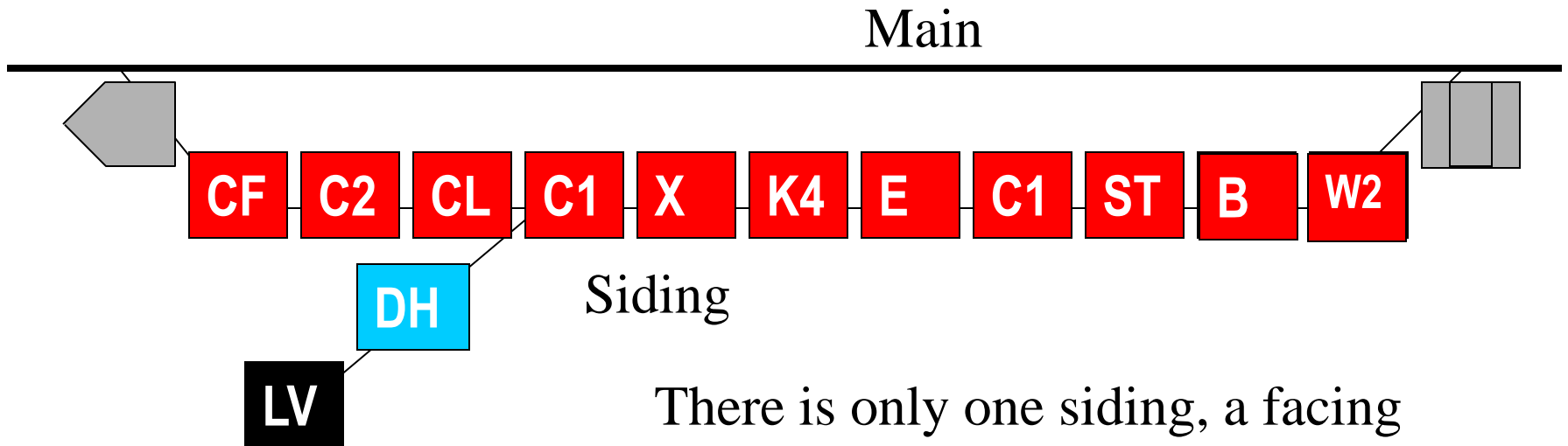
DH

LV

Pull into Siding

What is strategy?

Starlight

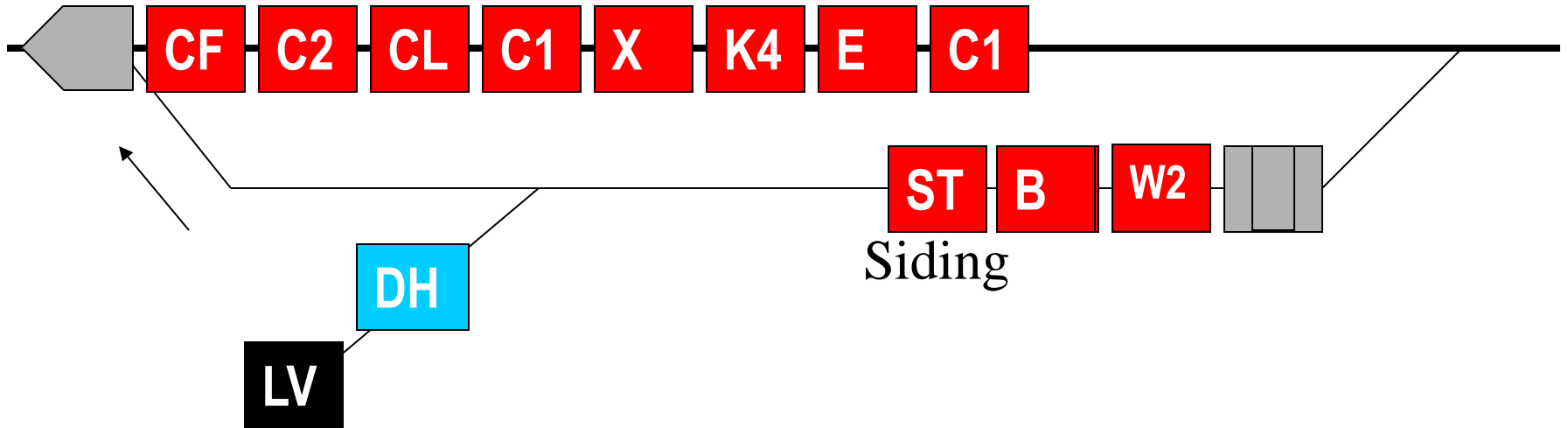
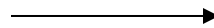


There is only one siding, a facing point. We need to run around the train.

Split train in front of ST car for runaround

Starlight

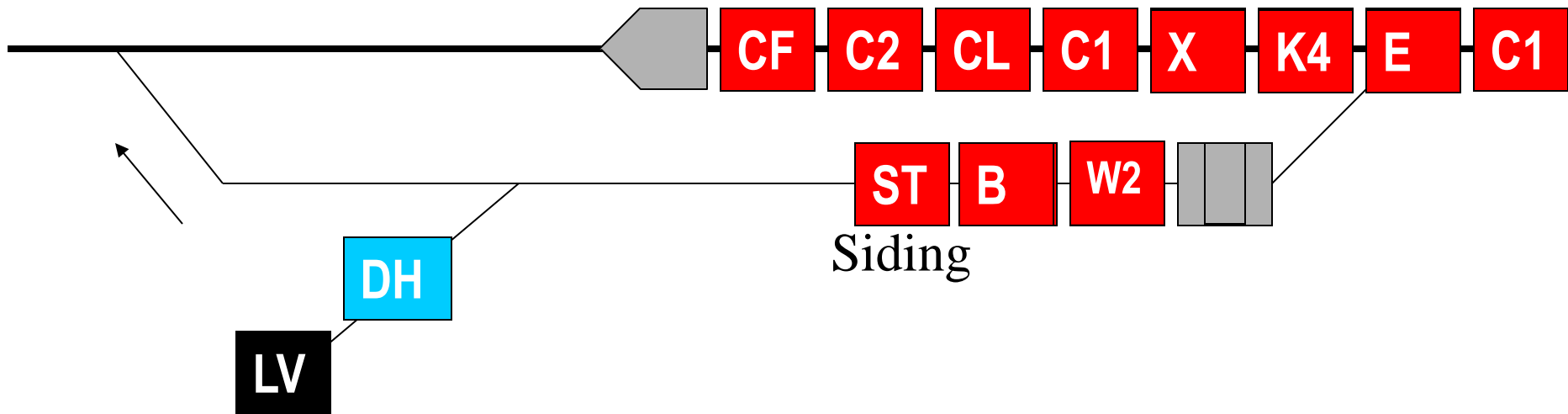
Main



Use main to runaround

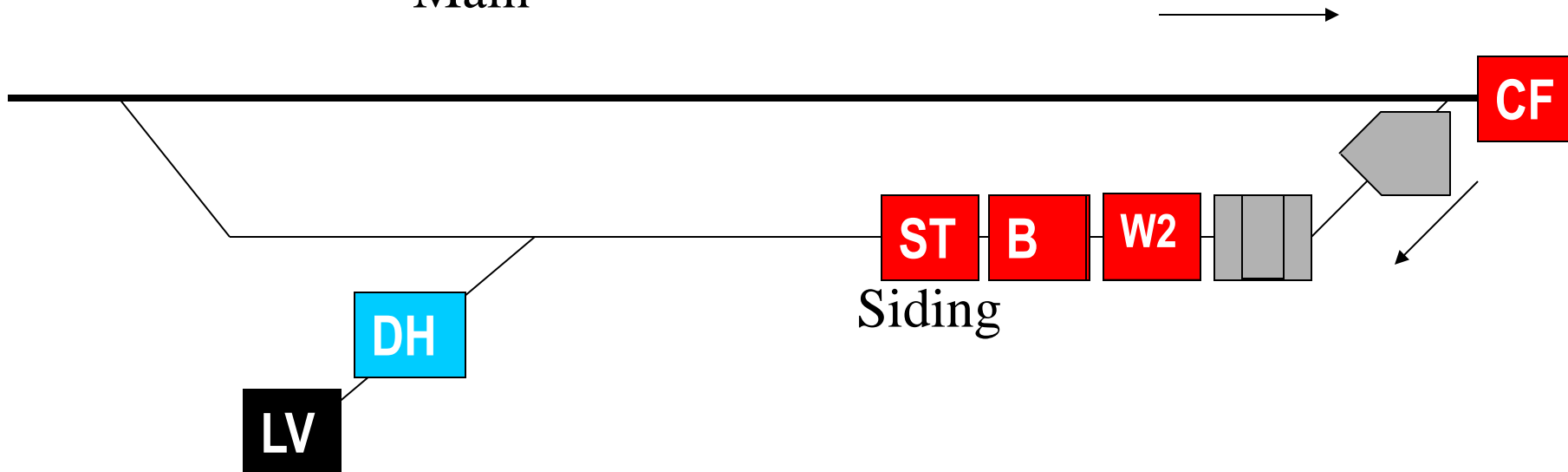
Starlight

Main



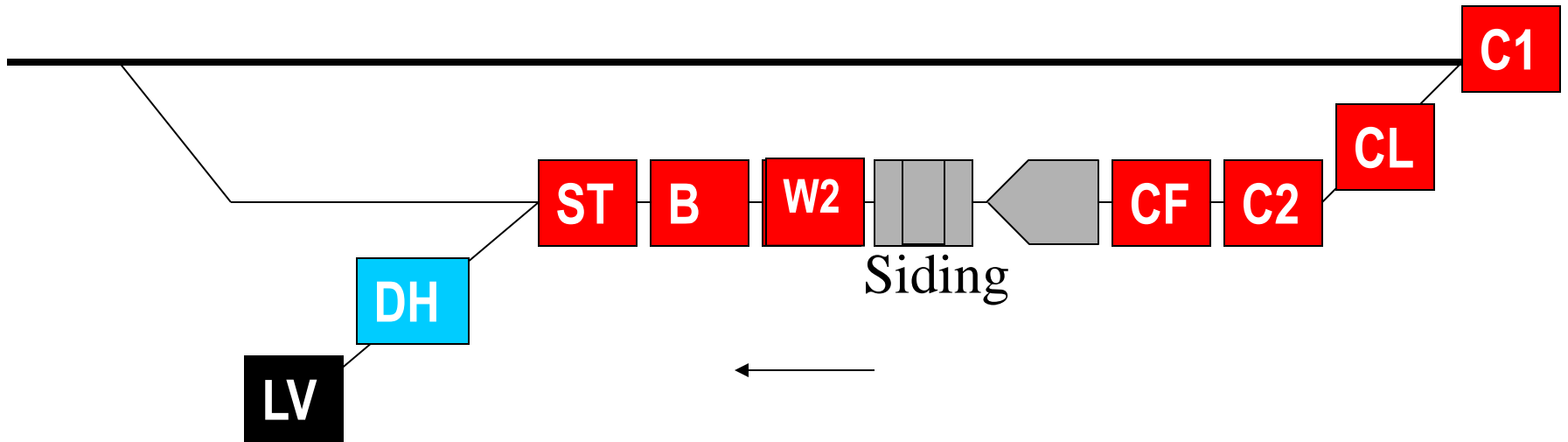
Starlight

Main



Starlight

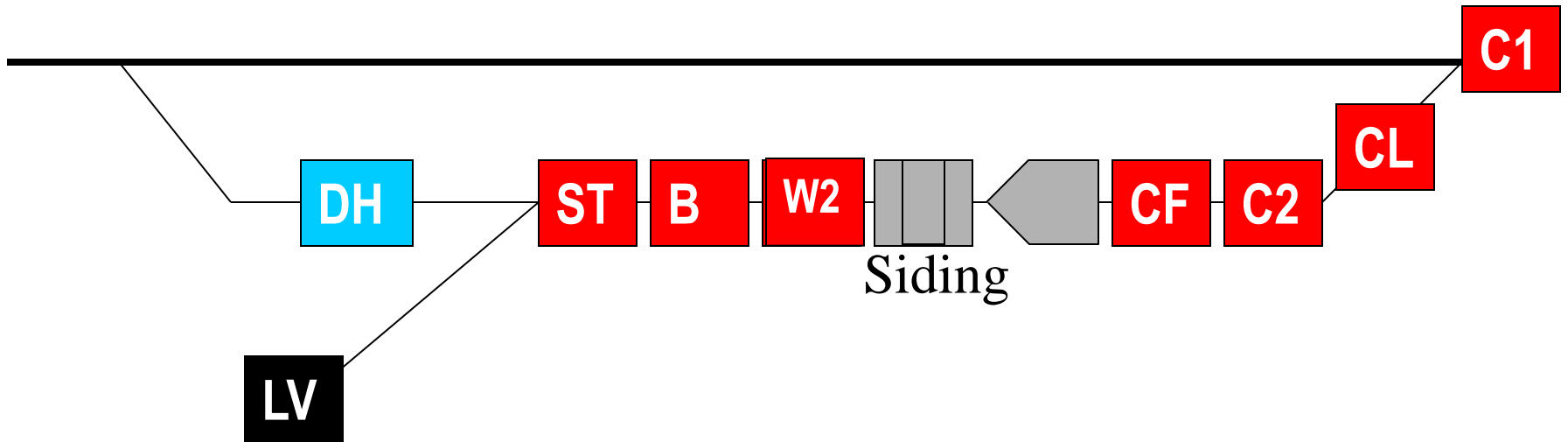
Main



Pickup Blue Car

Starlight

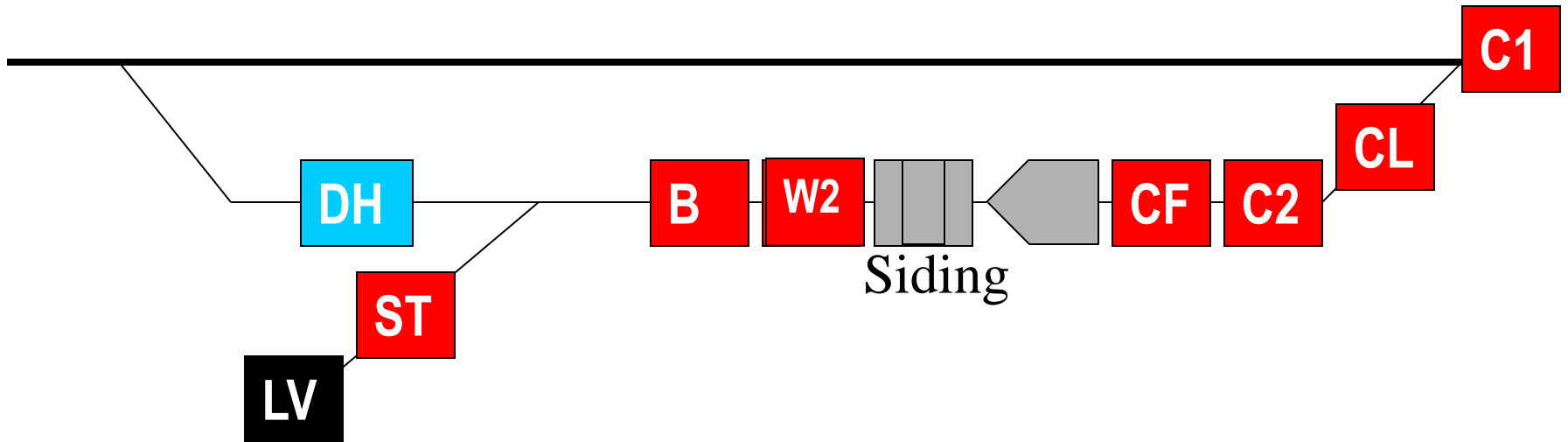
Main



Pickup Blue Car

Starlight

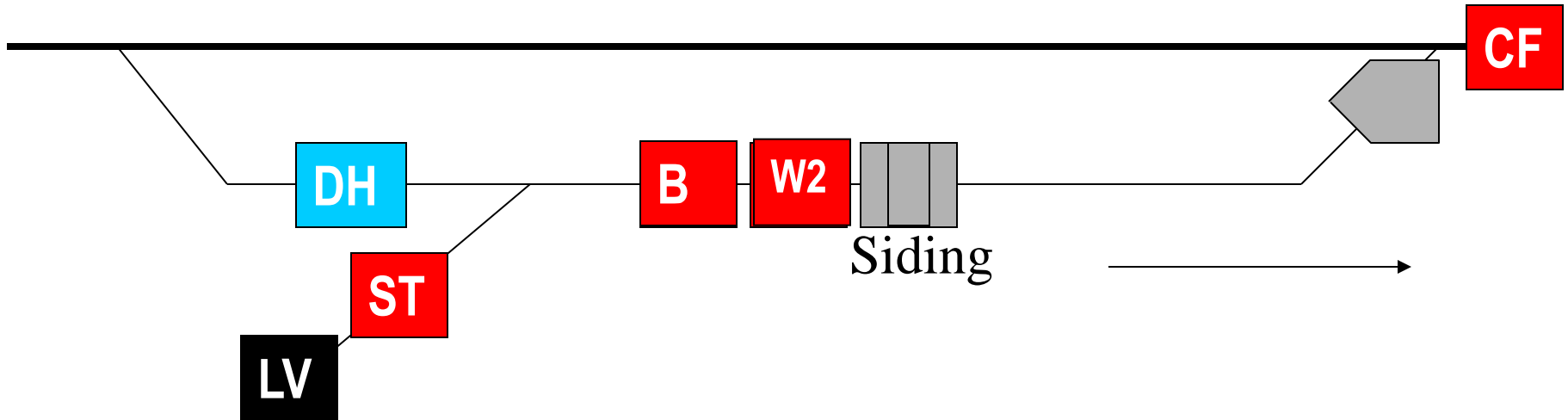
Main



Setout ST car

Starlight

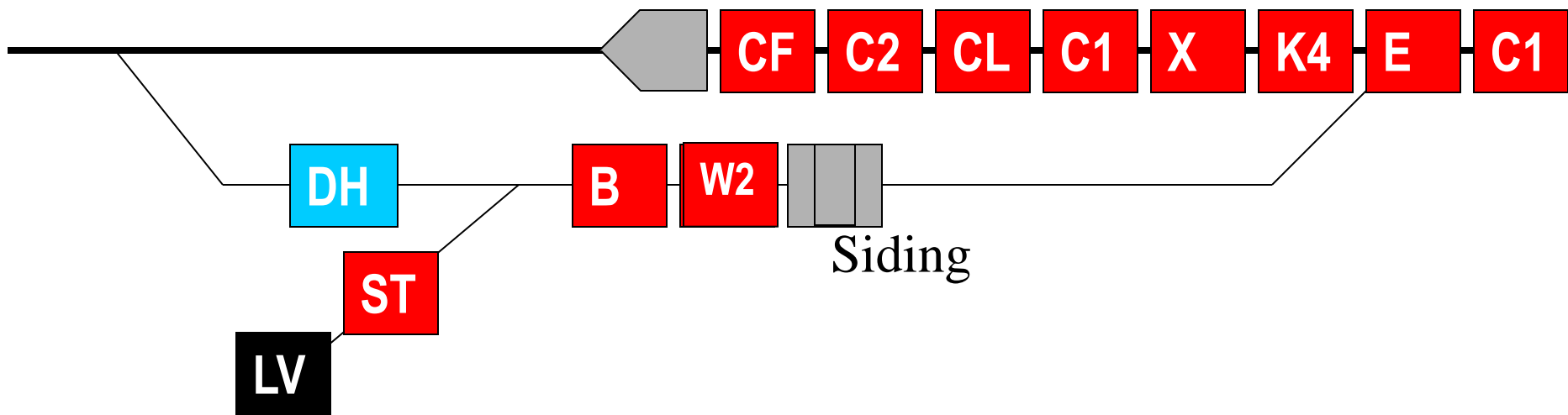
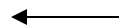
Main



Uncouple from caboose and re-runaround

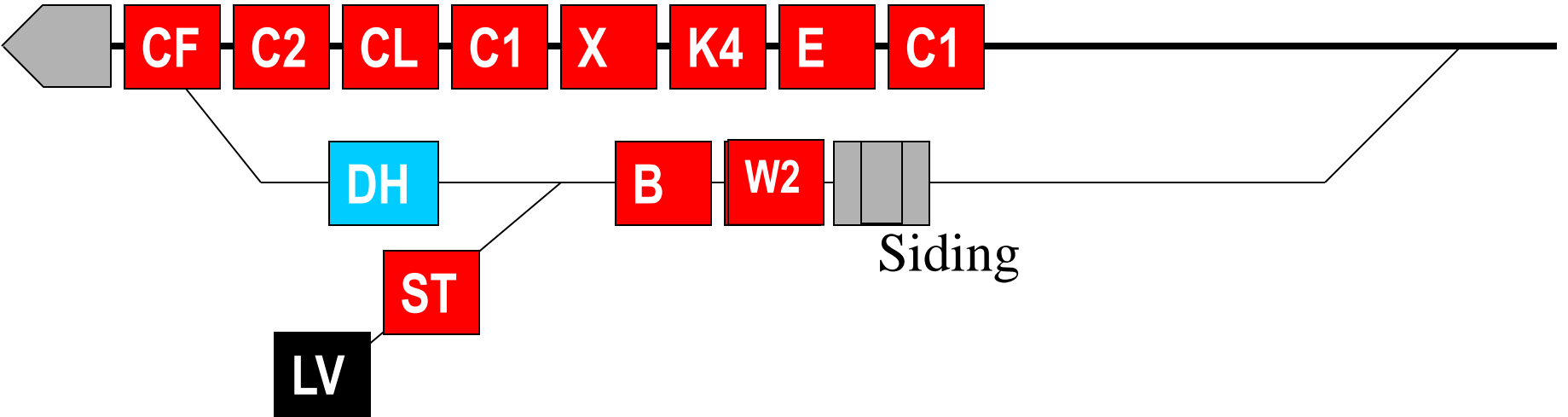
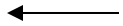
Starlight

Main



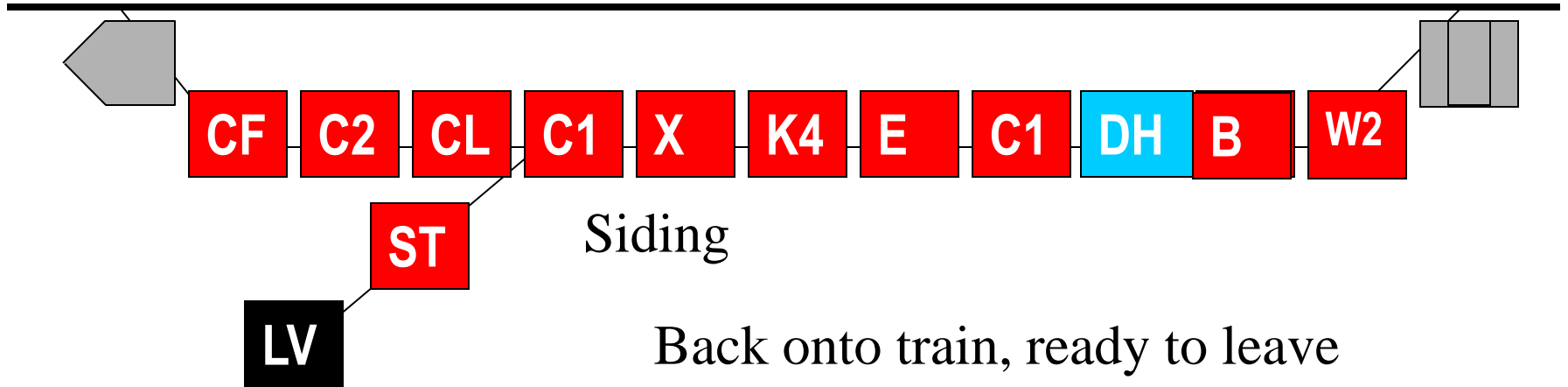
Starlight

Main

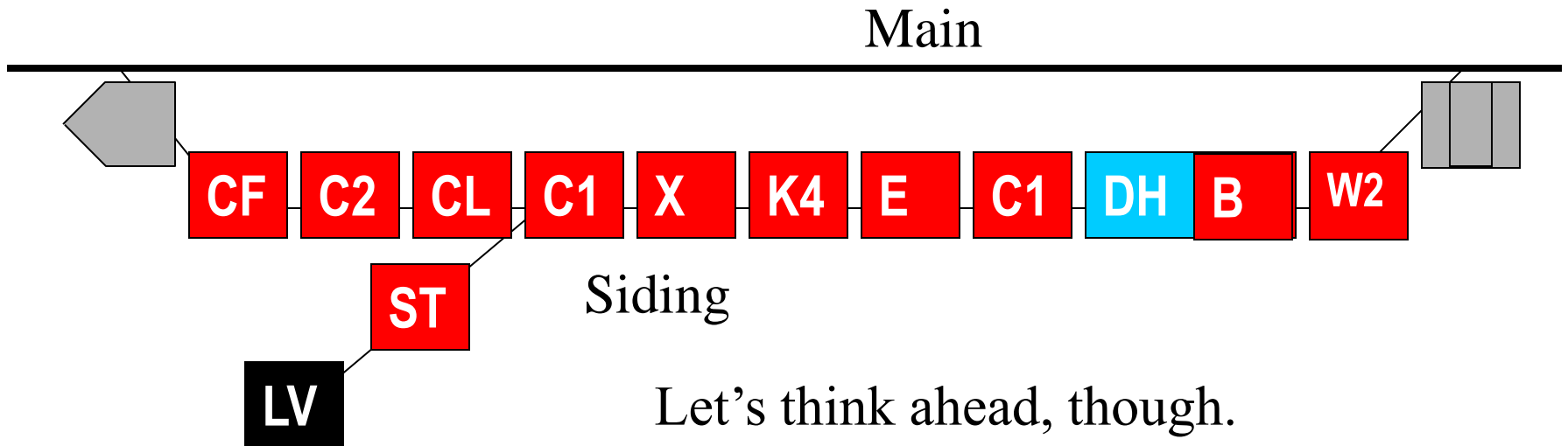


Starlight

Main



Starlight

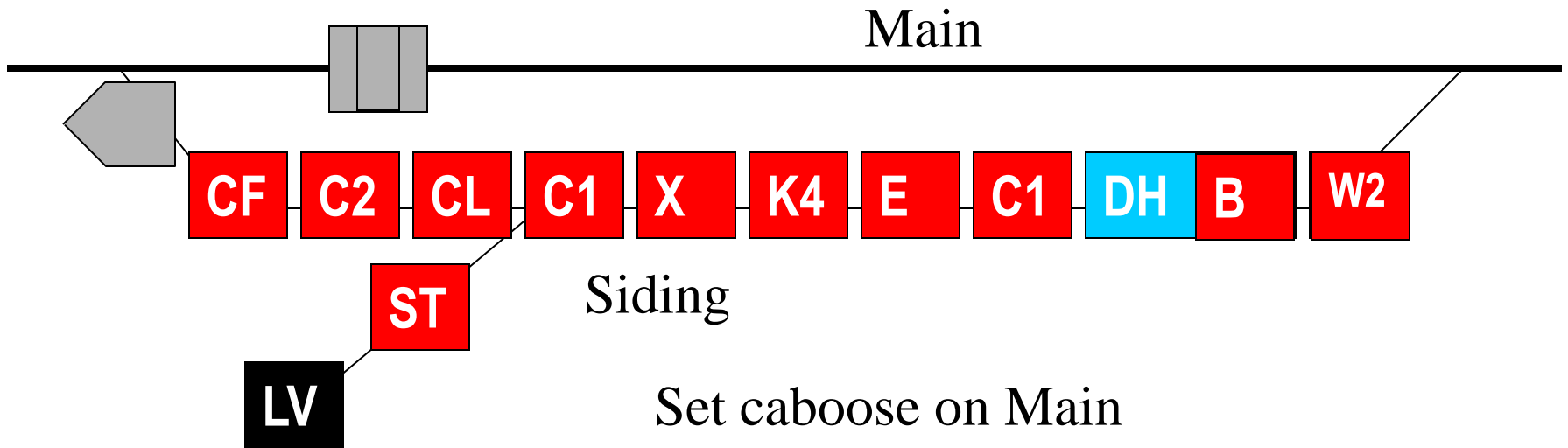


Let's think ahead, though.

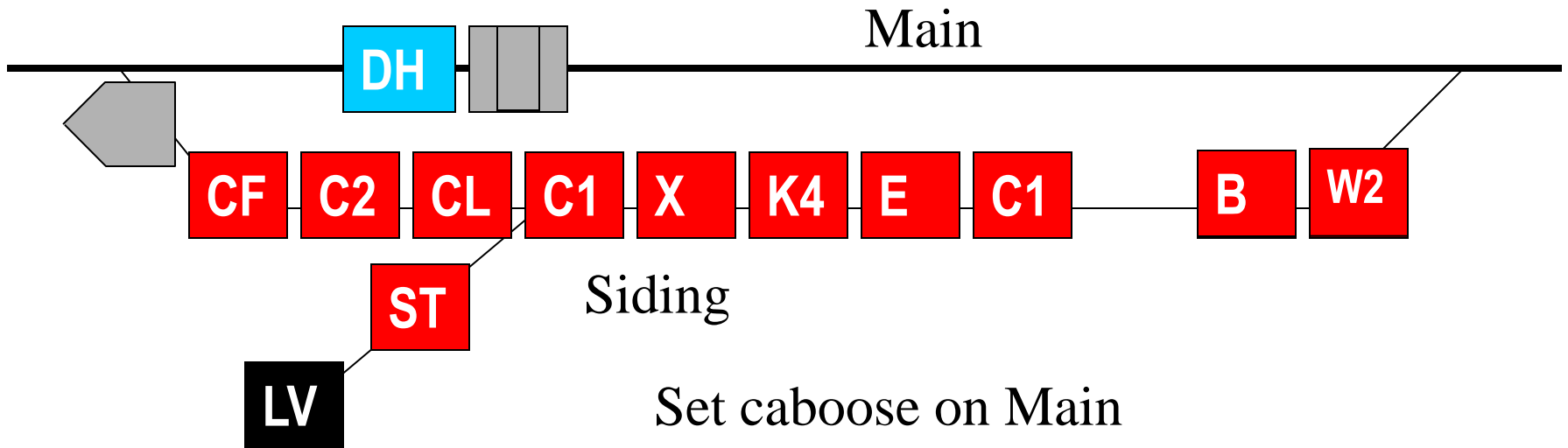
Cadosia is cramped, and we have the two C1's split.

Let's block the train here.

Starlight



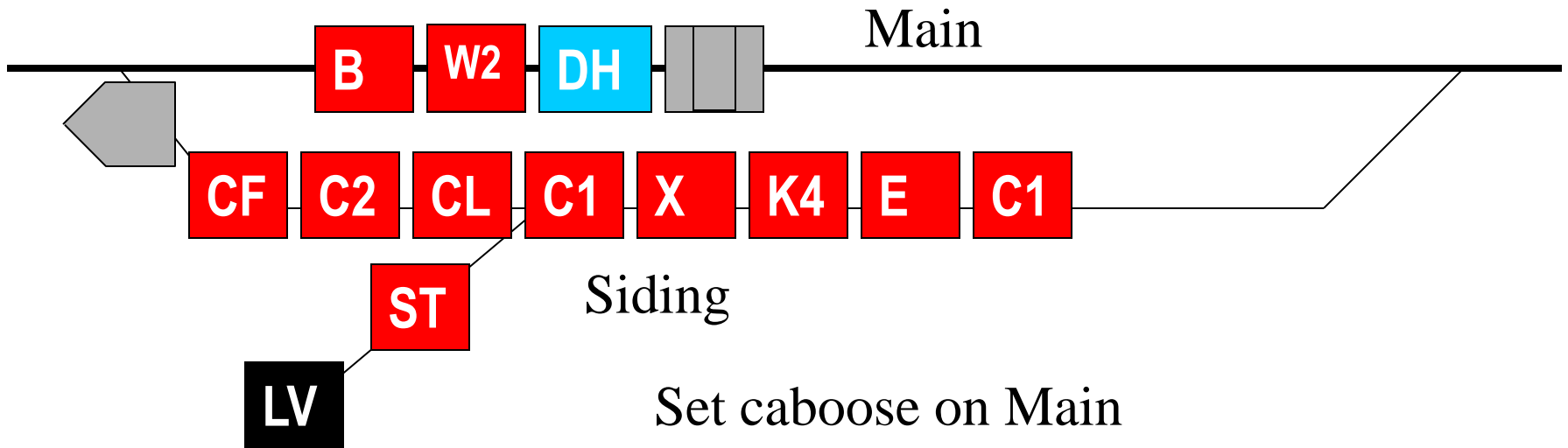
Starlight



Set caboose on Main

Put DH pickup near caboose

Starlight

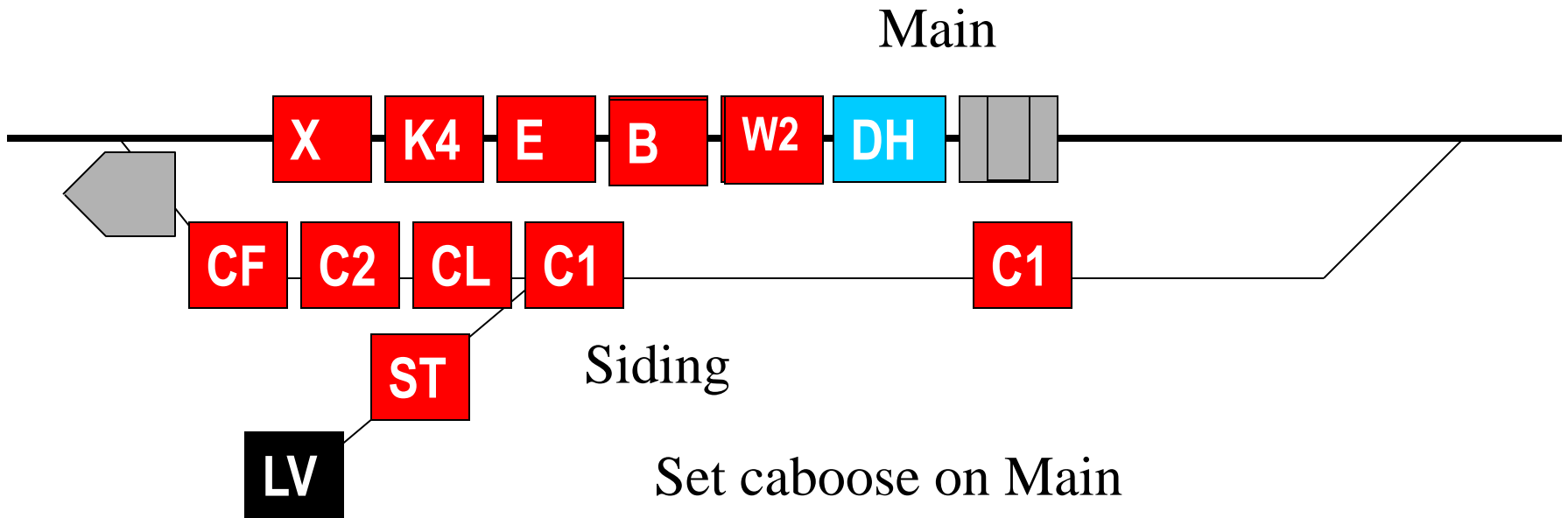


Set caboose on Main

Put DH pickup near caboose

Burnt Hills cars next

Starlight



Set caboose on Main

Put DH pickup near caboose

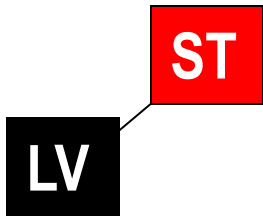
Burnt Hills cars next, then
remaining Burnt Hills cars

Starlight

Main

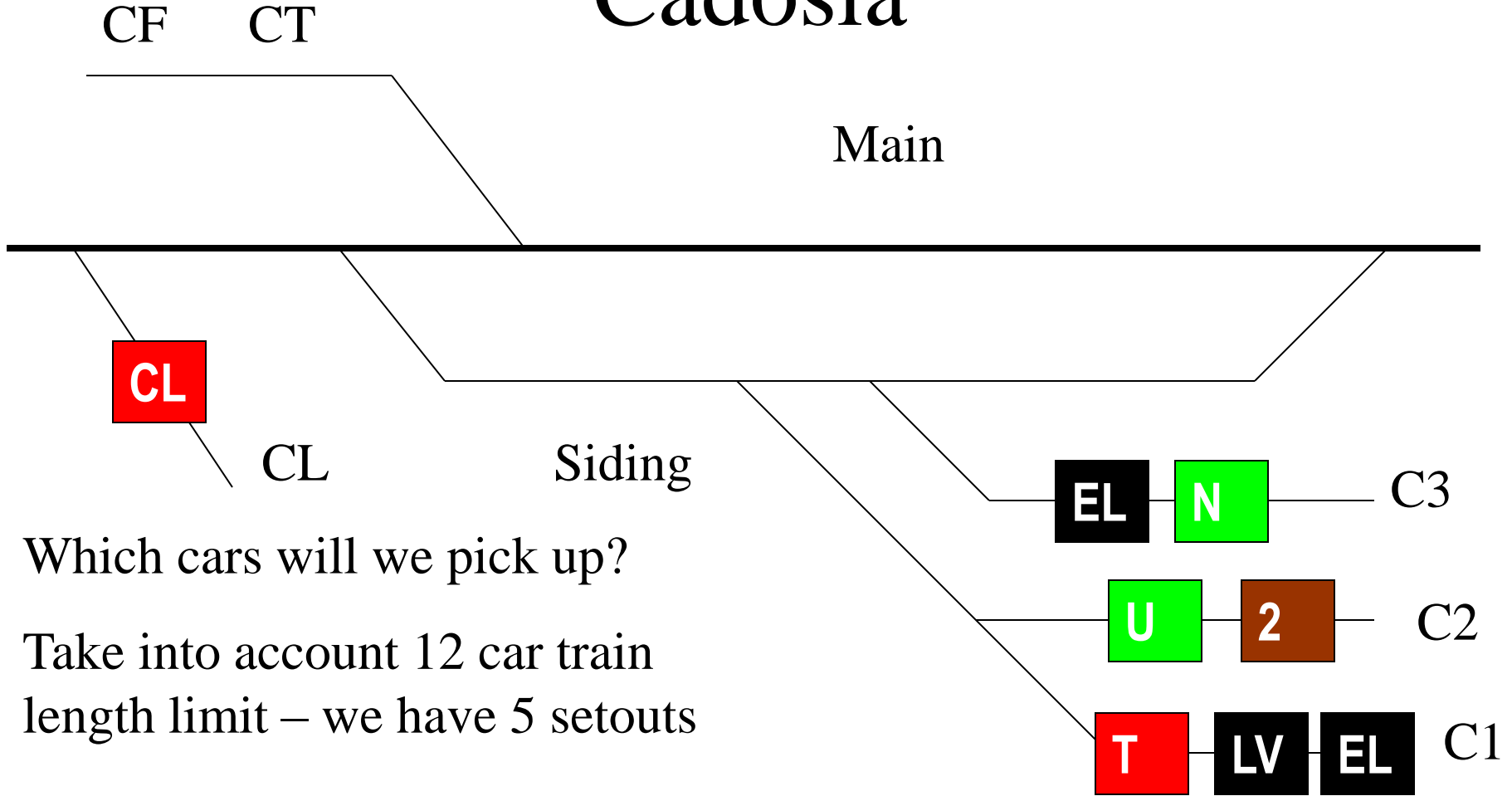


Siding



Couple up and leave!

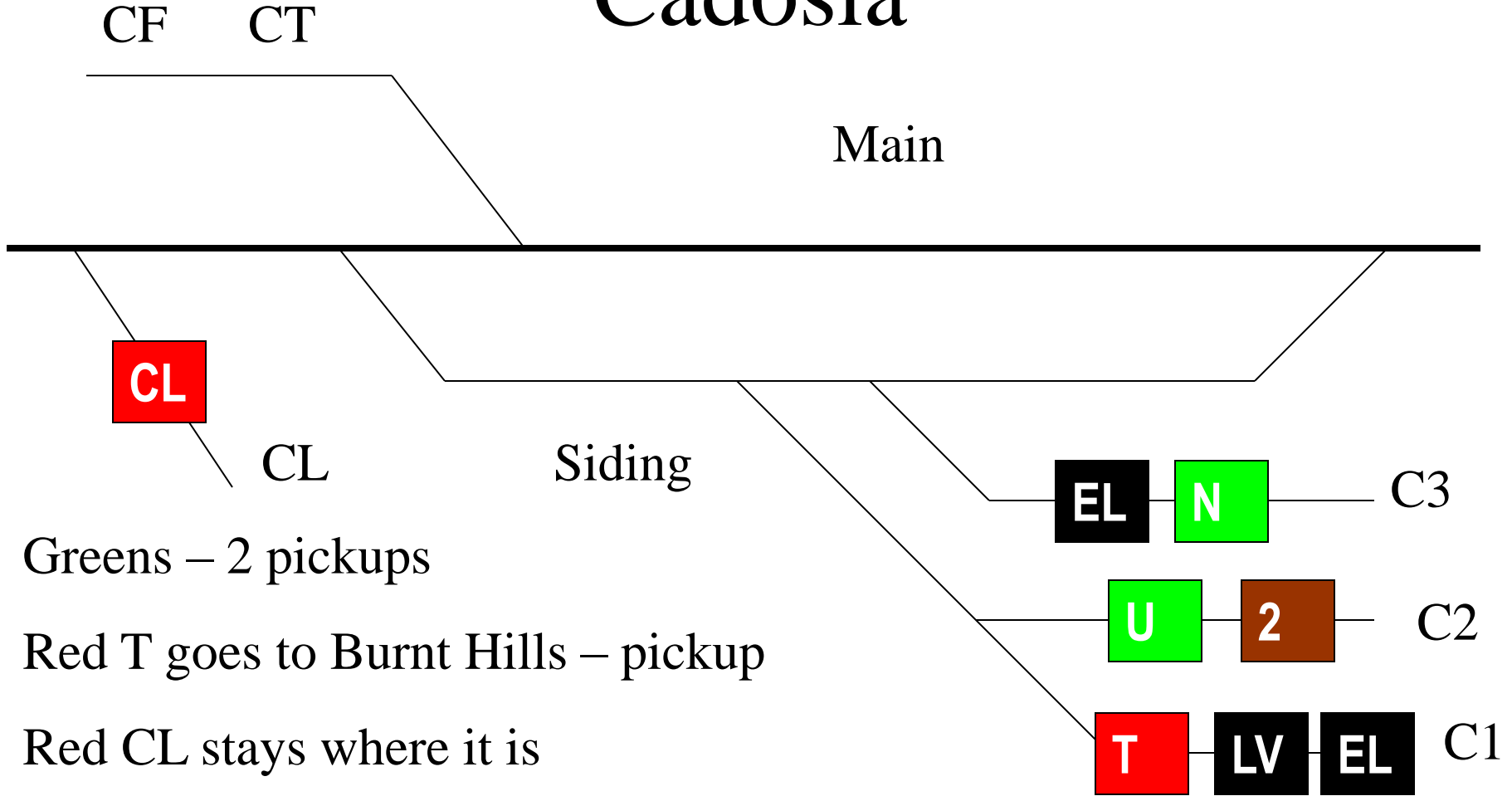
Cadosia



Which cars will we pick up?

Take into account 12 car train
length limit – we have 5 setouts

Cadosia



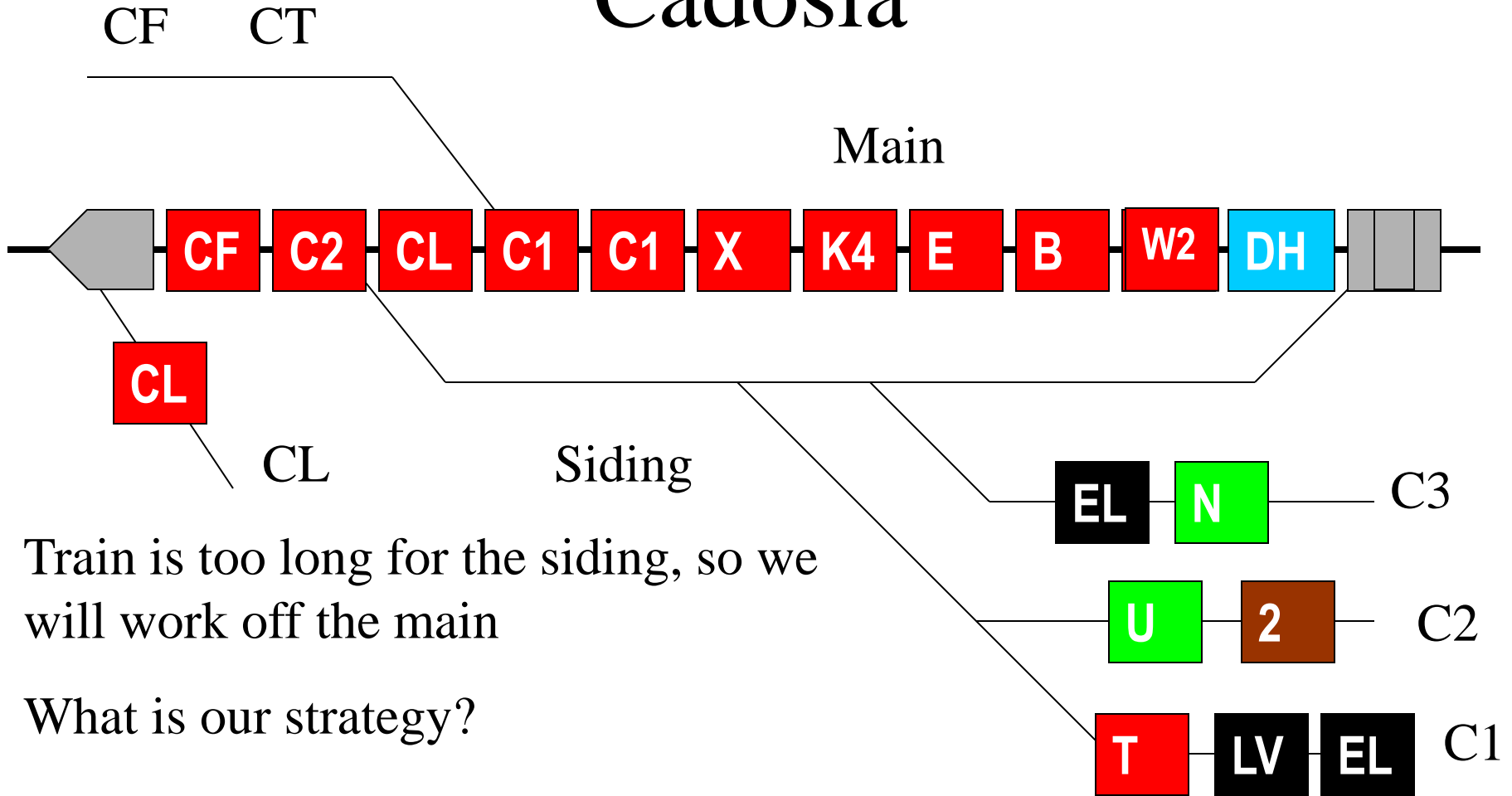
Greens – 2 pickups

Red T goes to Burnt Hills – pickup

Red CL stays where it is

Only 3 pickups, train length will be okay

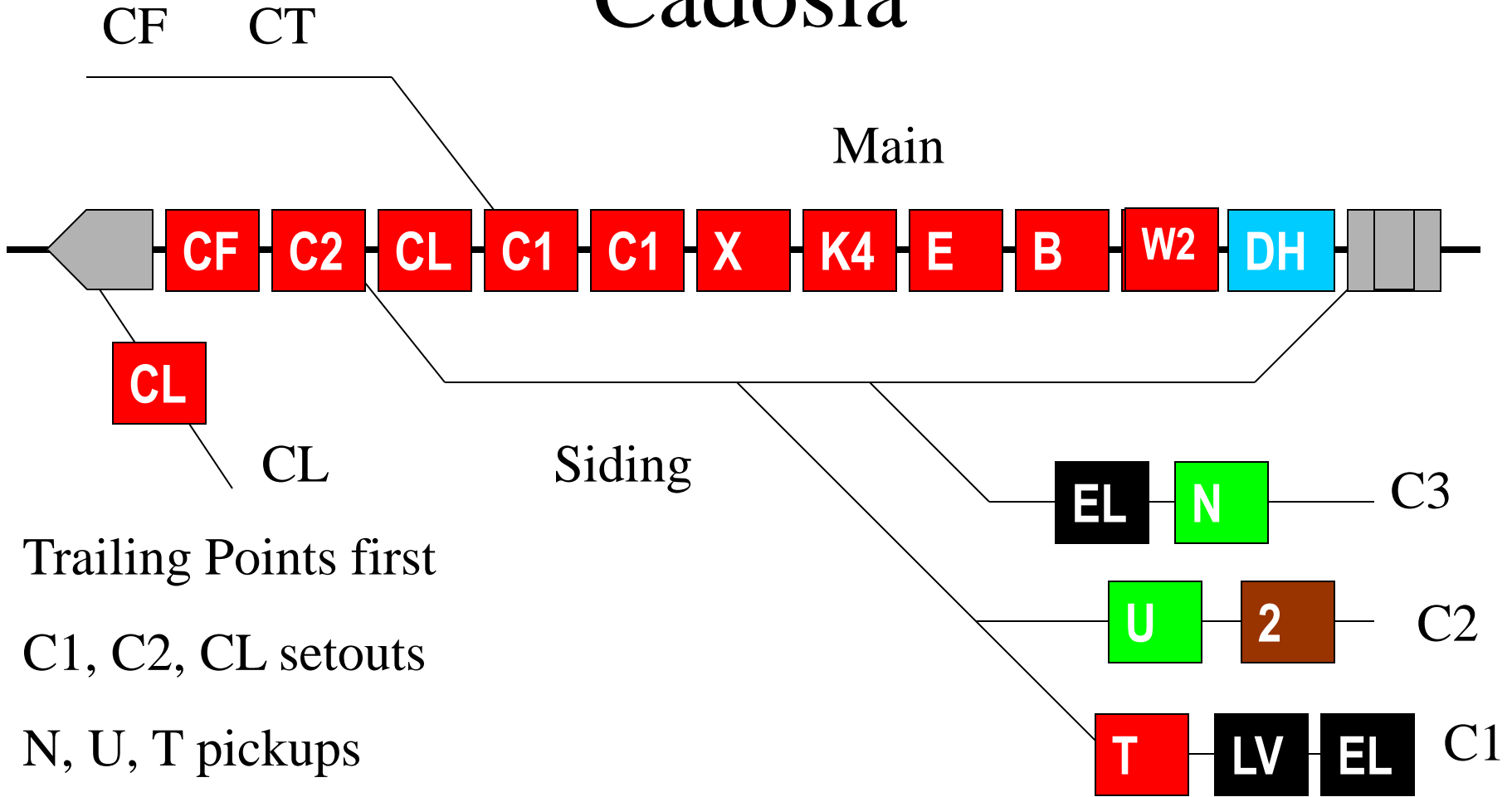
Cadosia



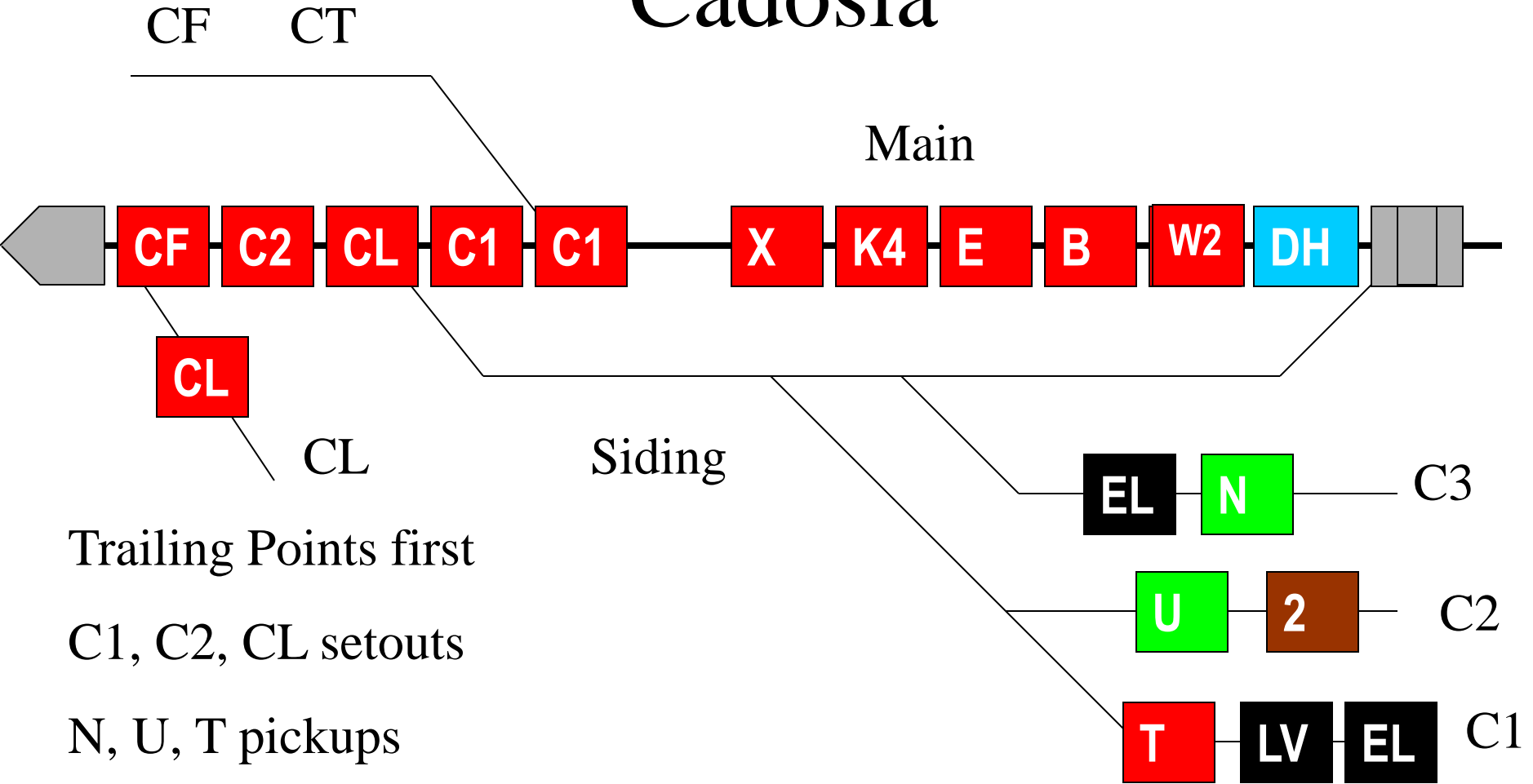
Train is too long for the siding, so we will work off the main

What is our strategy?

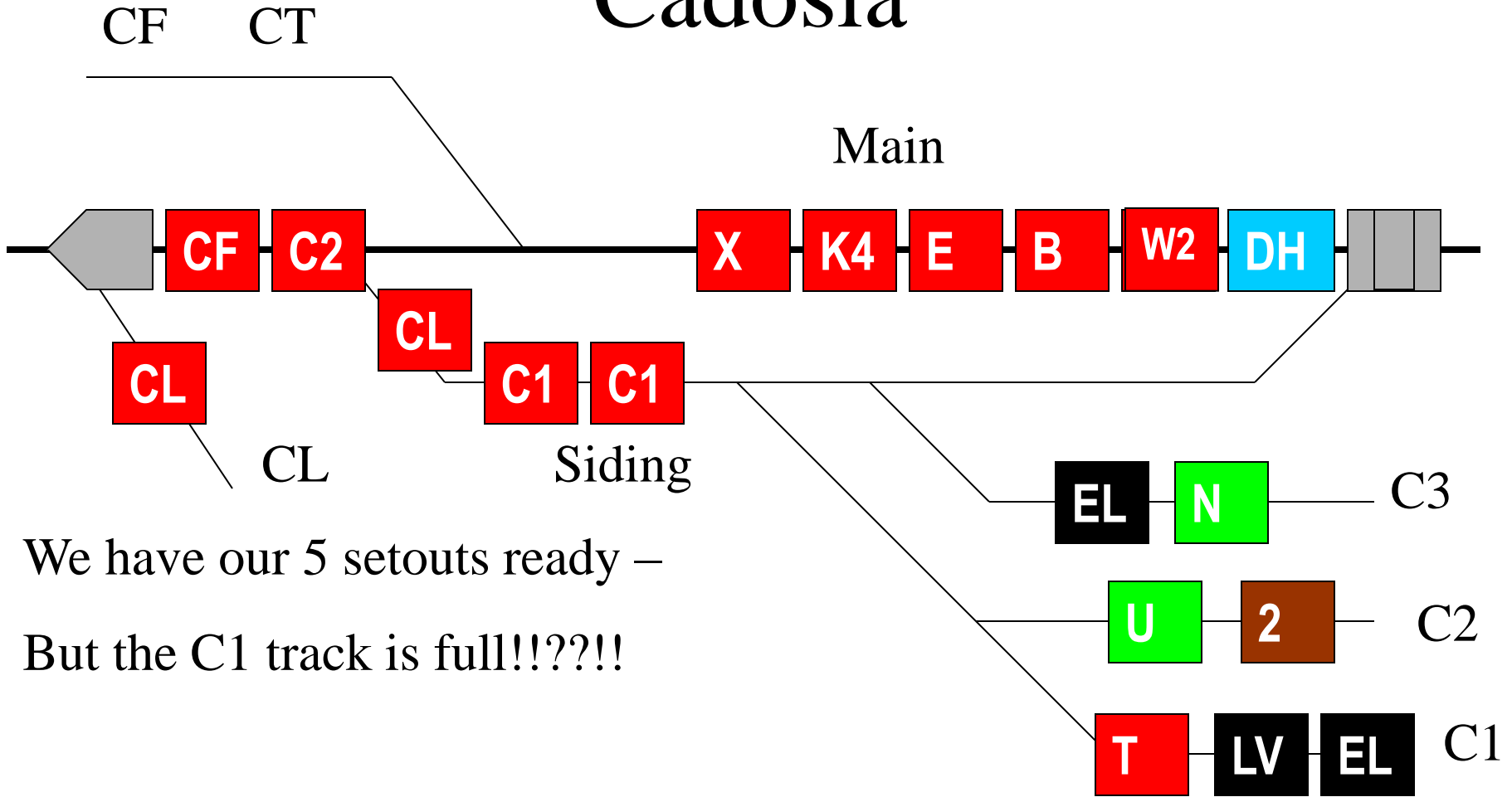
Cadosia



Cadosia



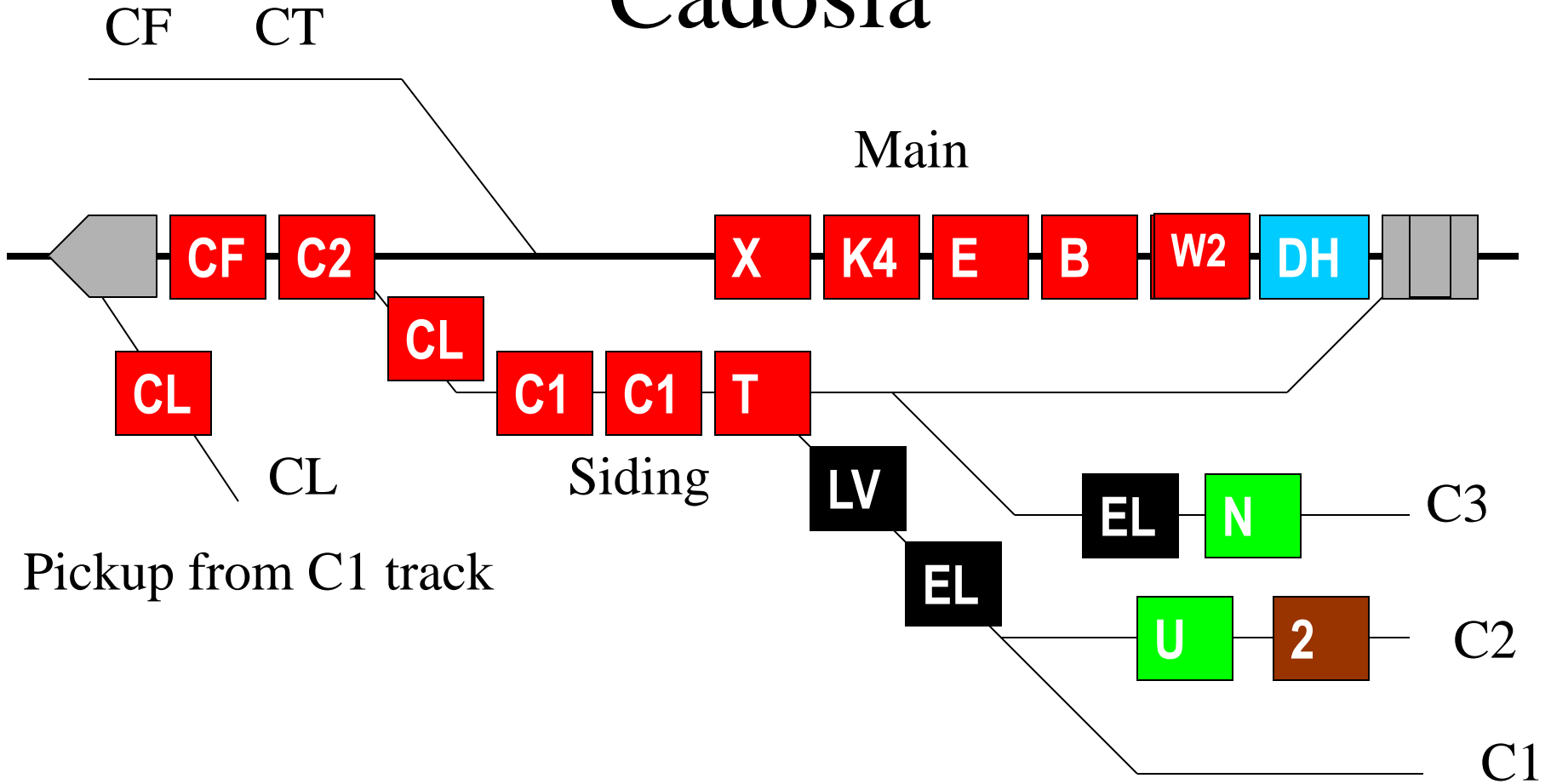
Cadosia



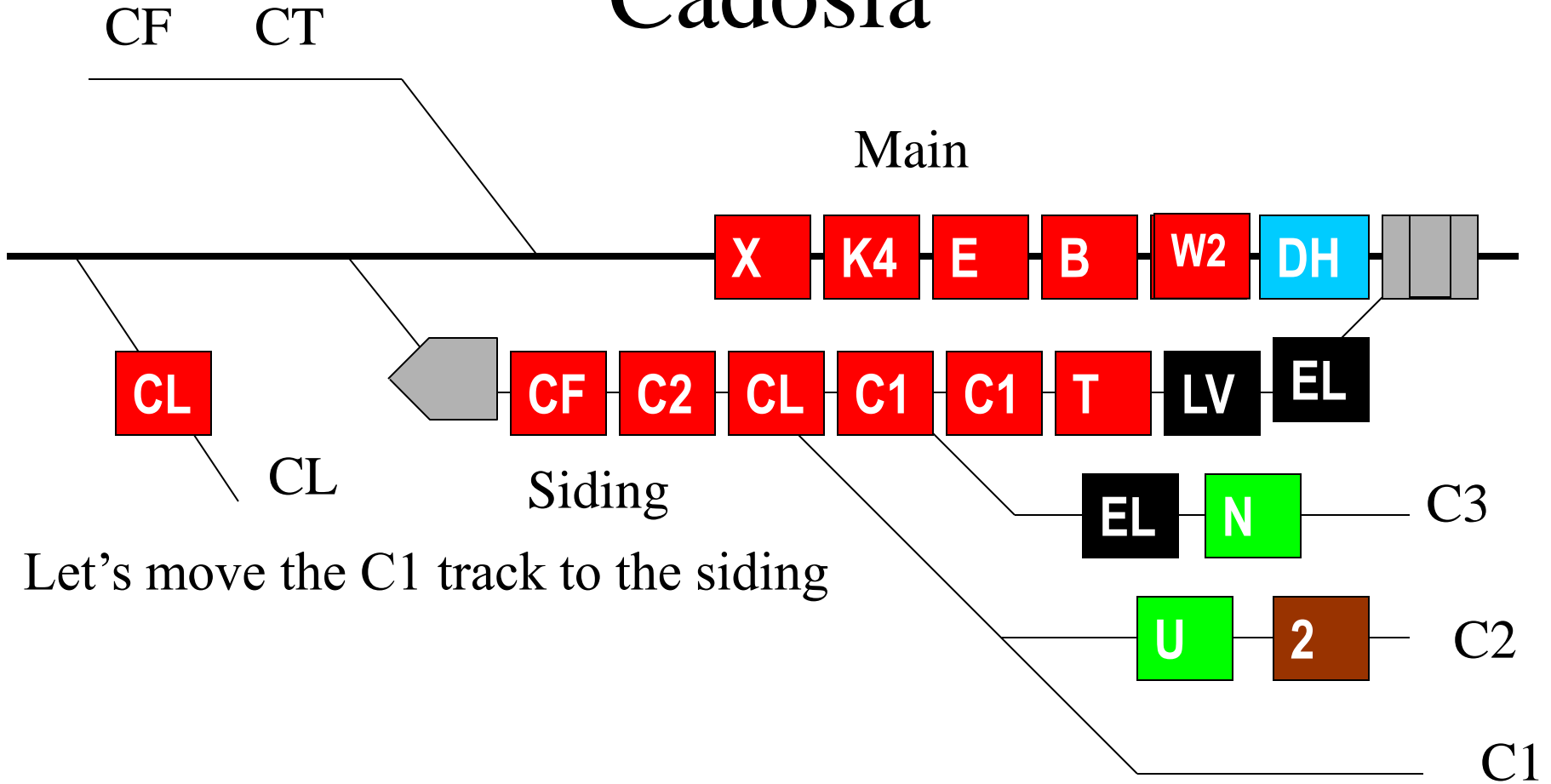
We have our 5 setouts ready –

But the C1 track is full!!??!!

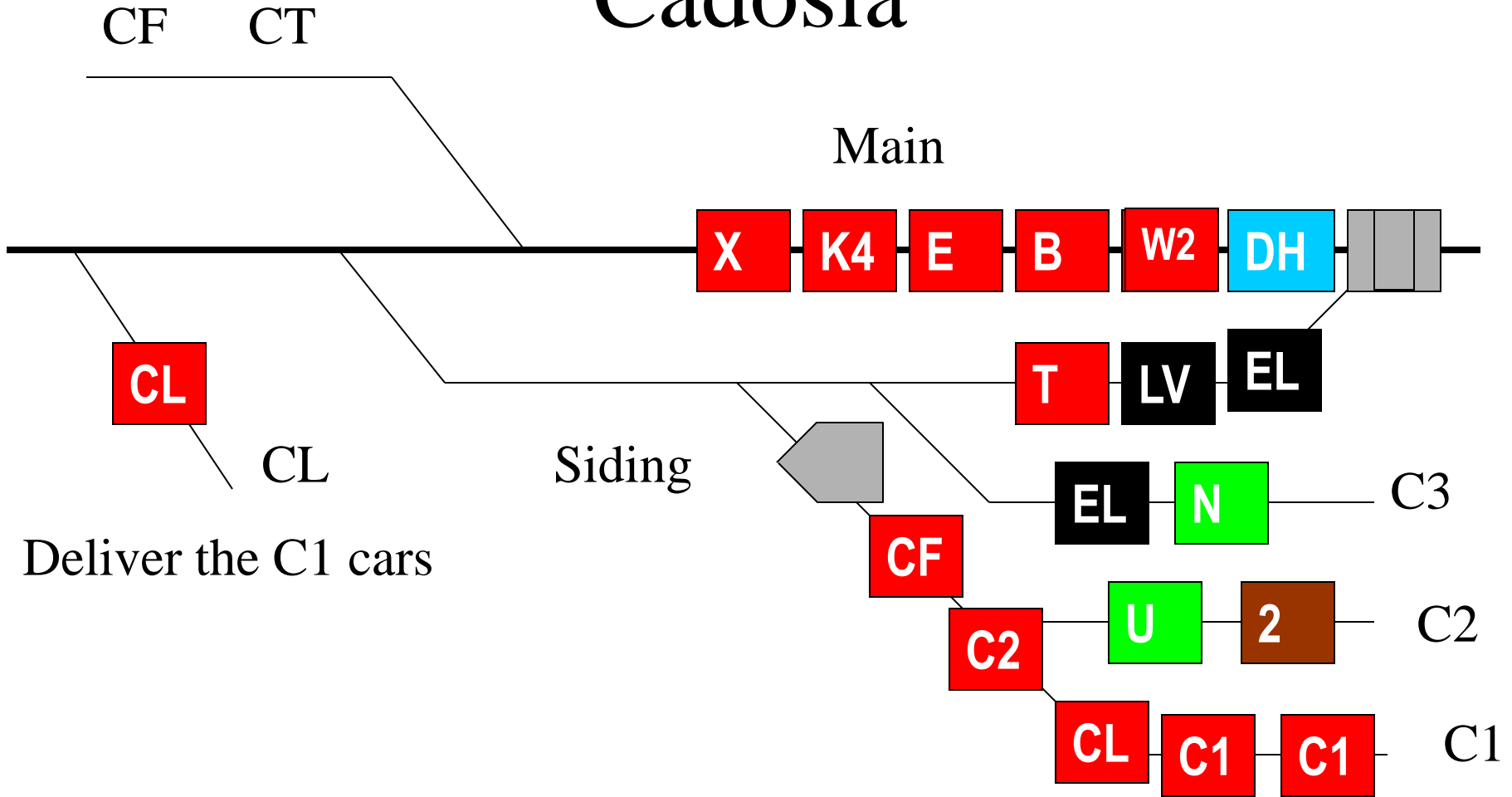
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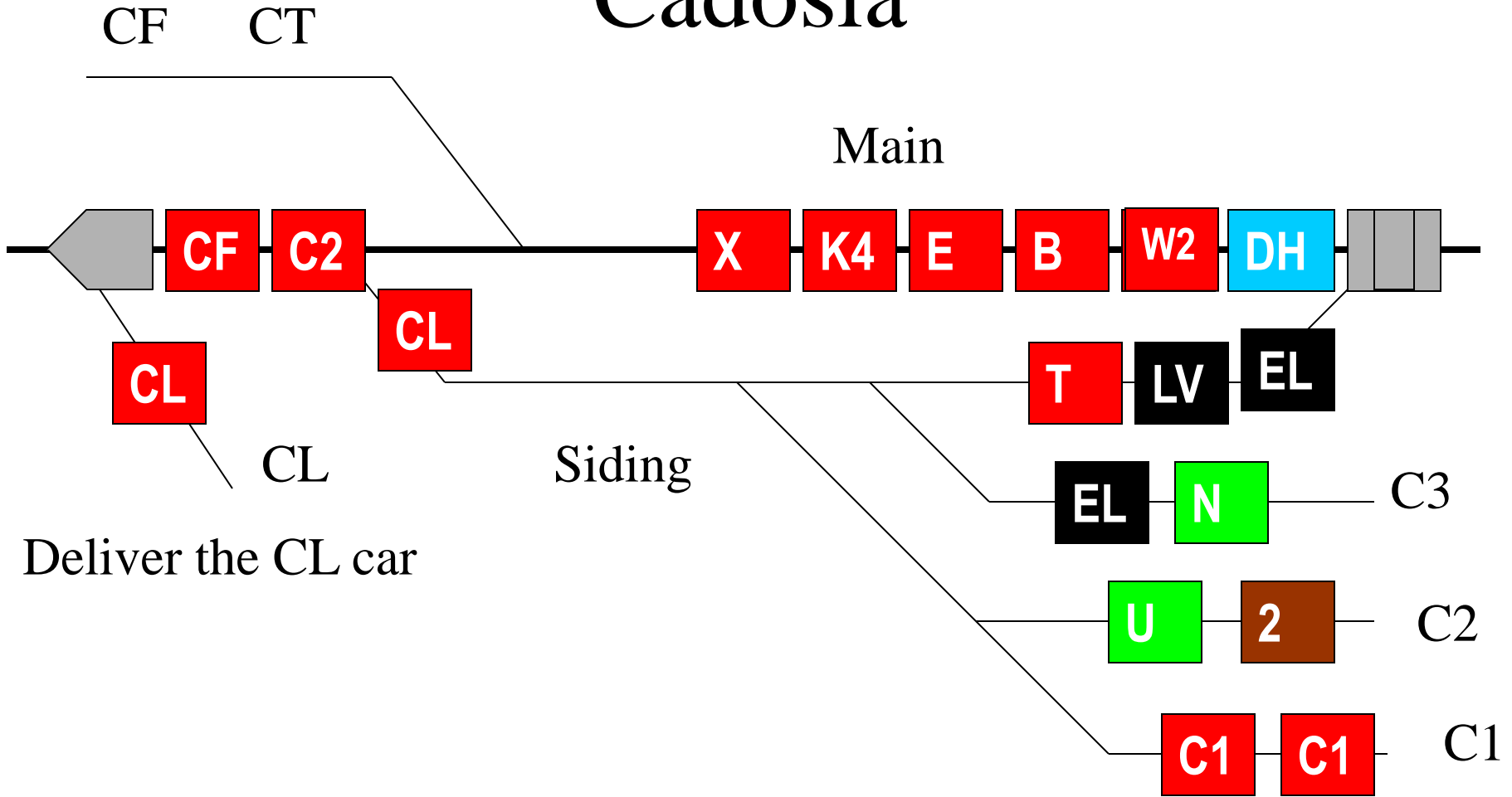
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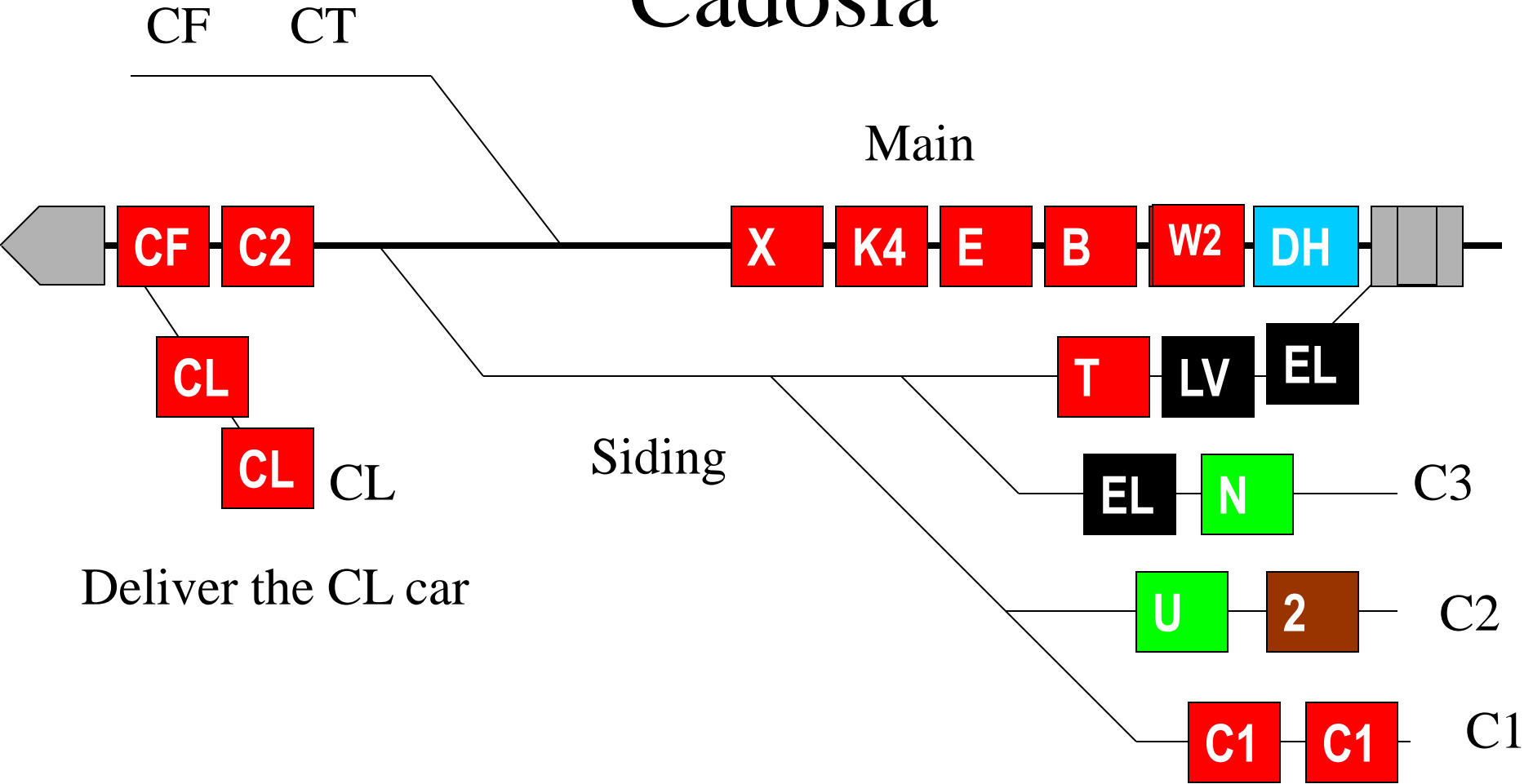
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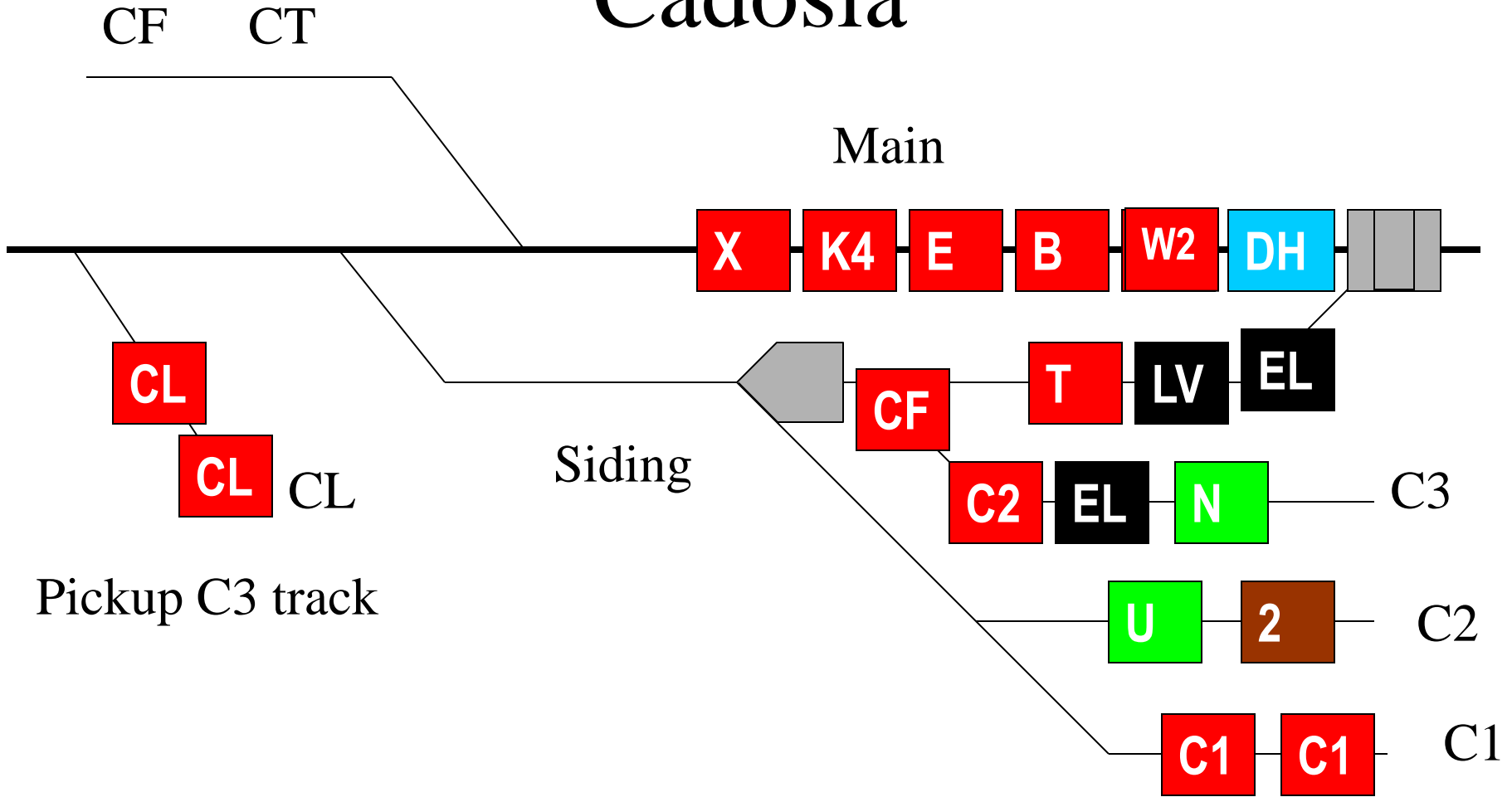
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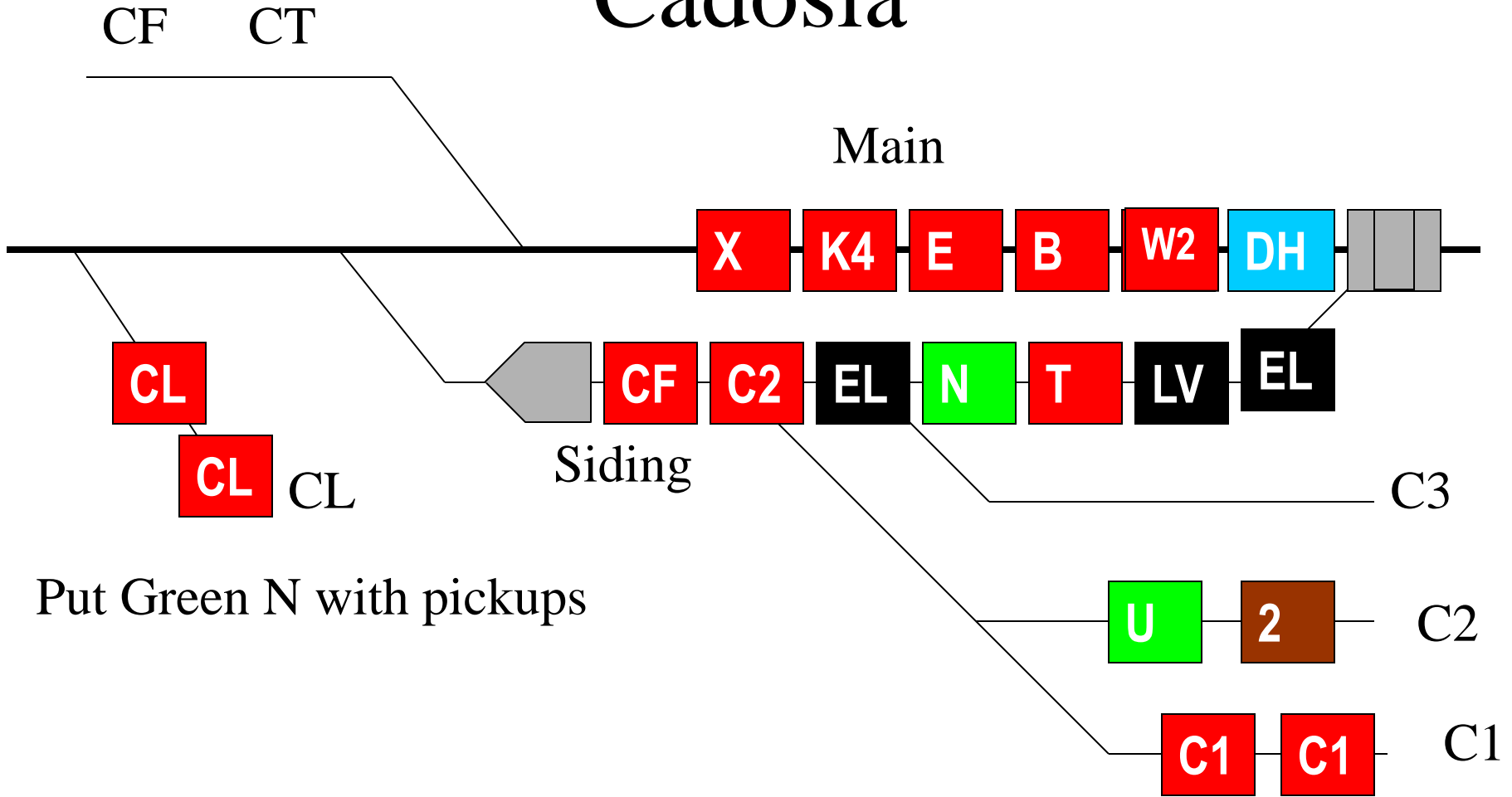
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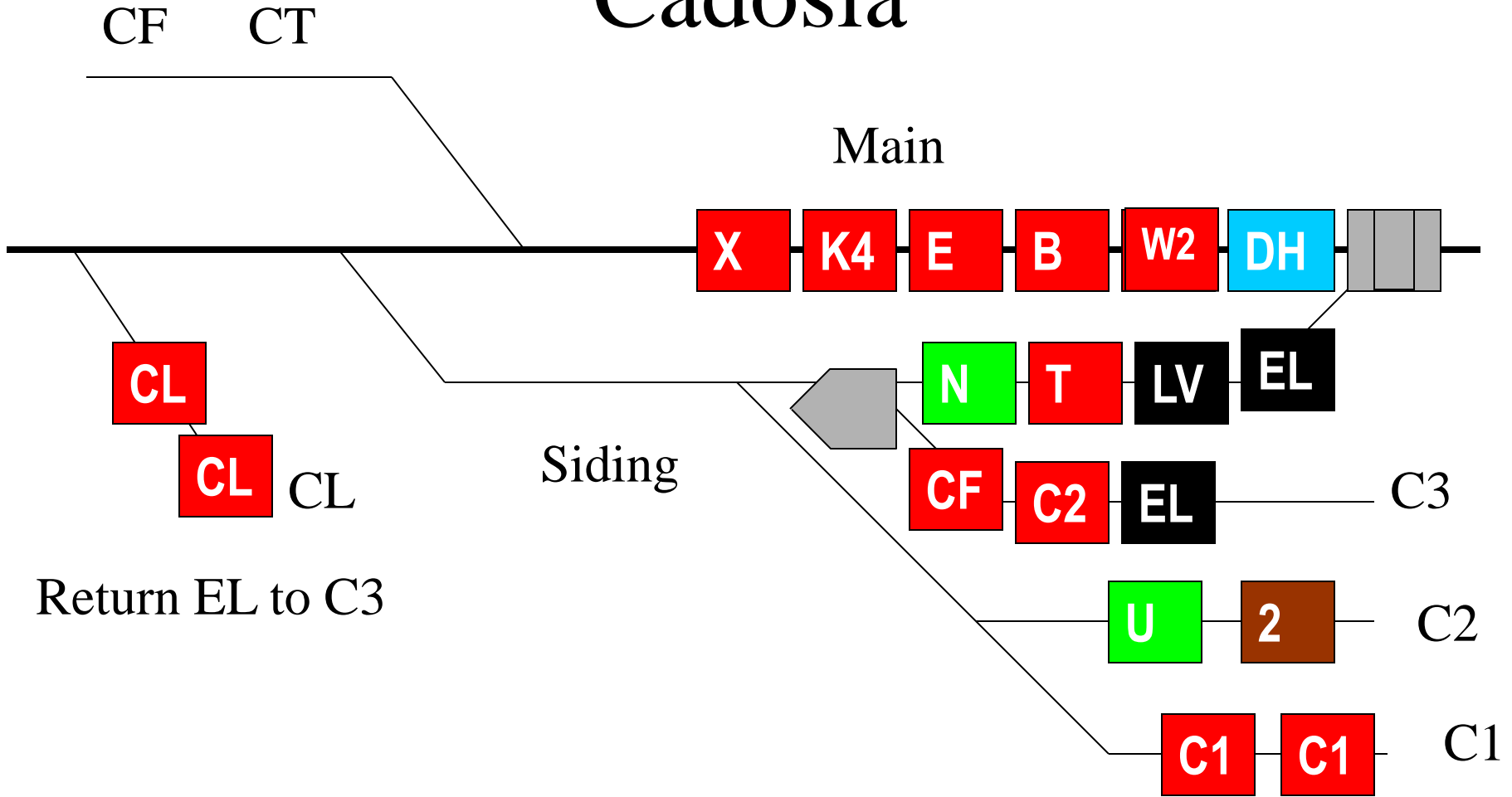
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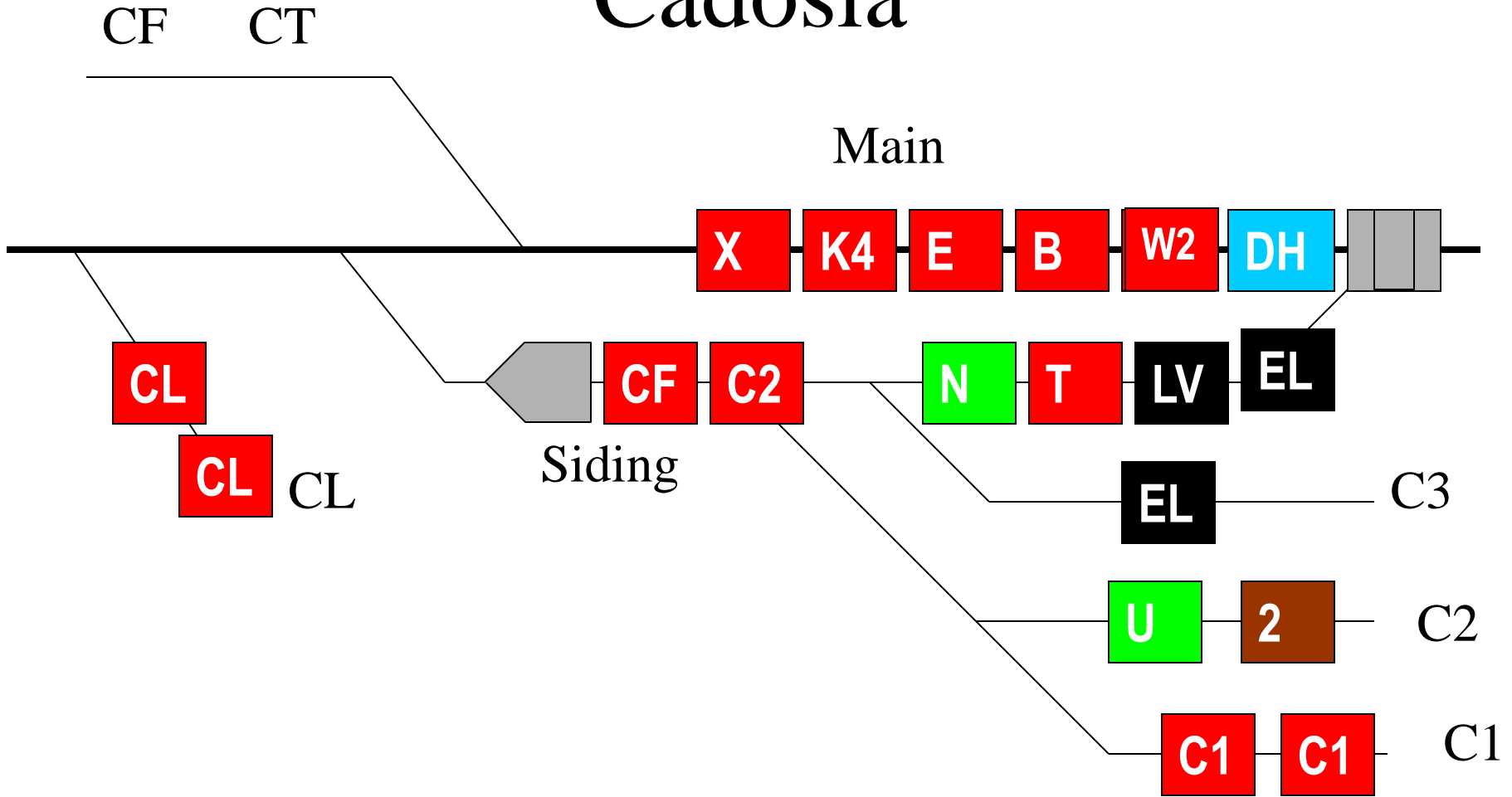
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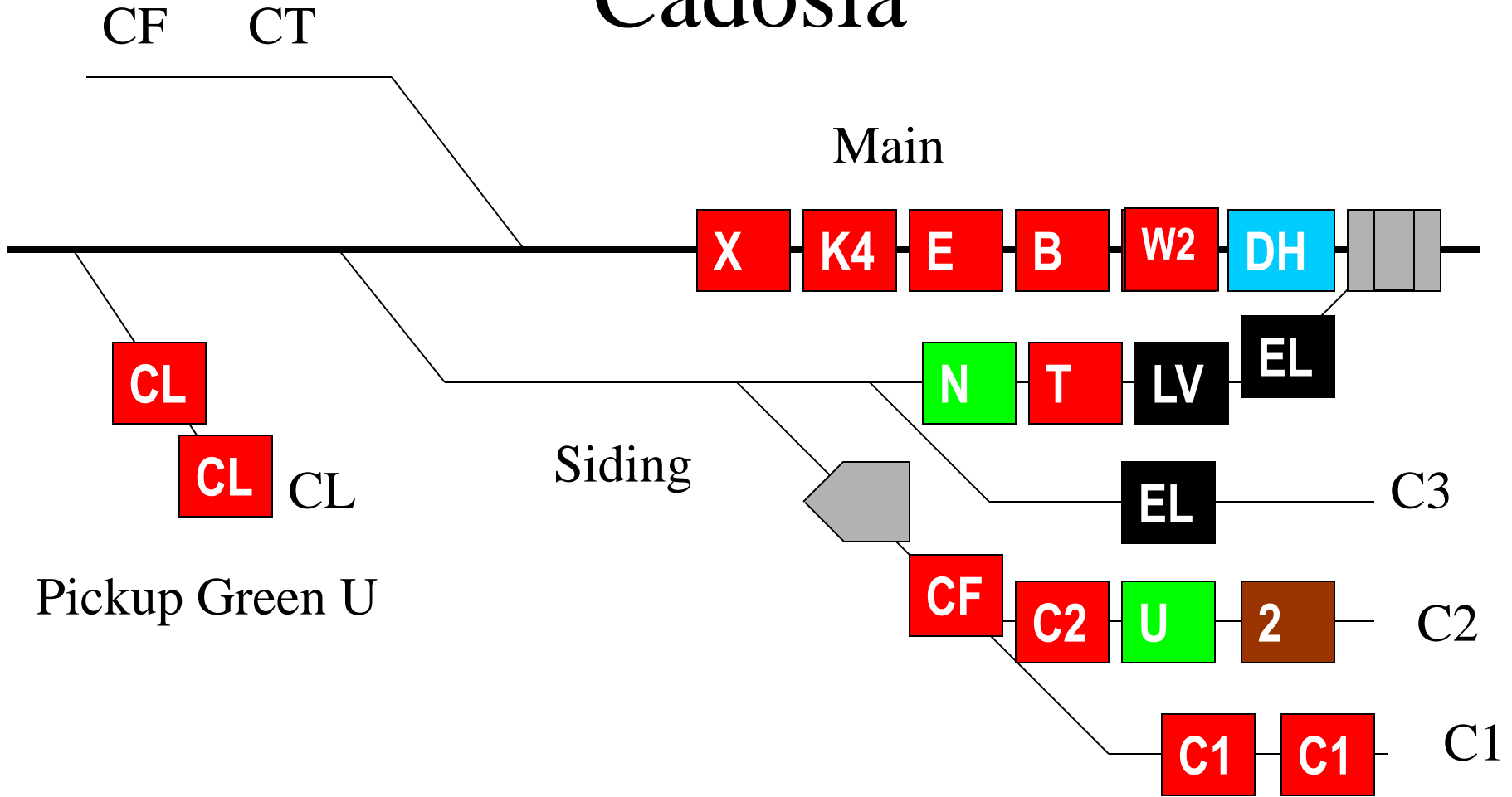
Cadosia



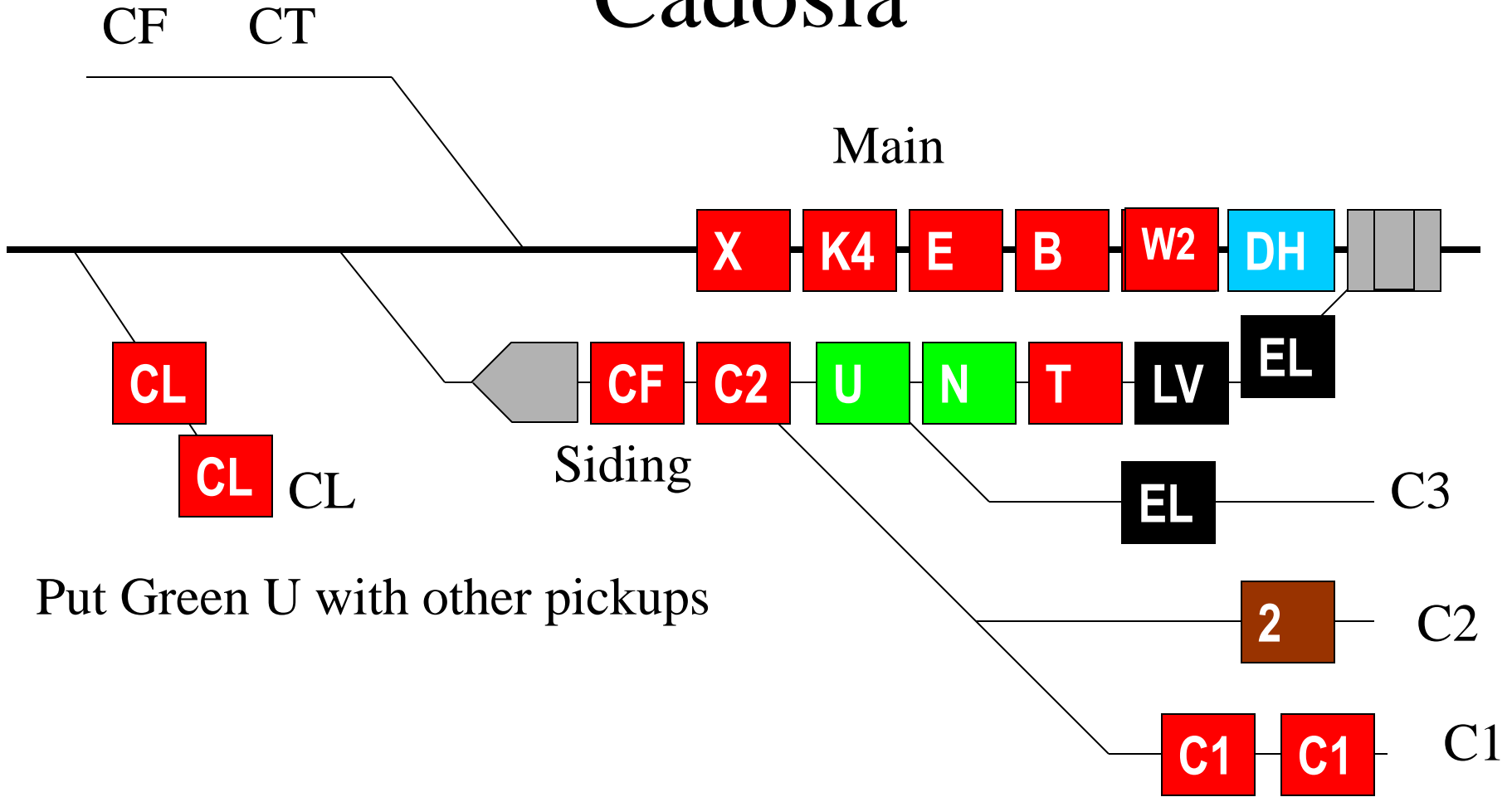
Cadosia



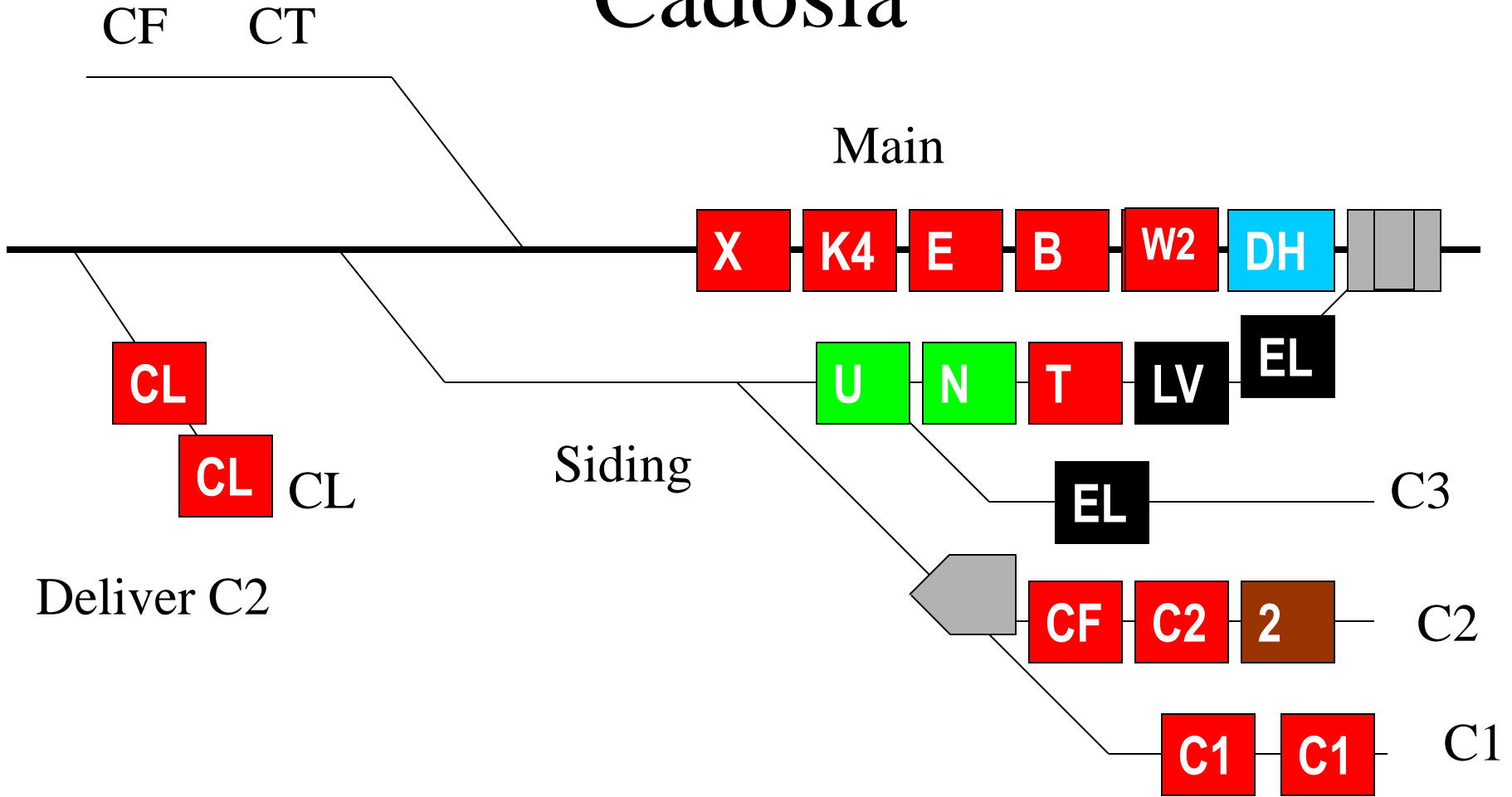
Cadosia



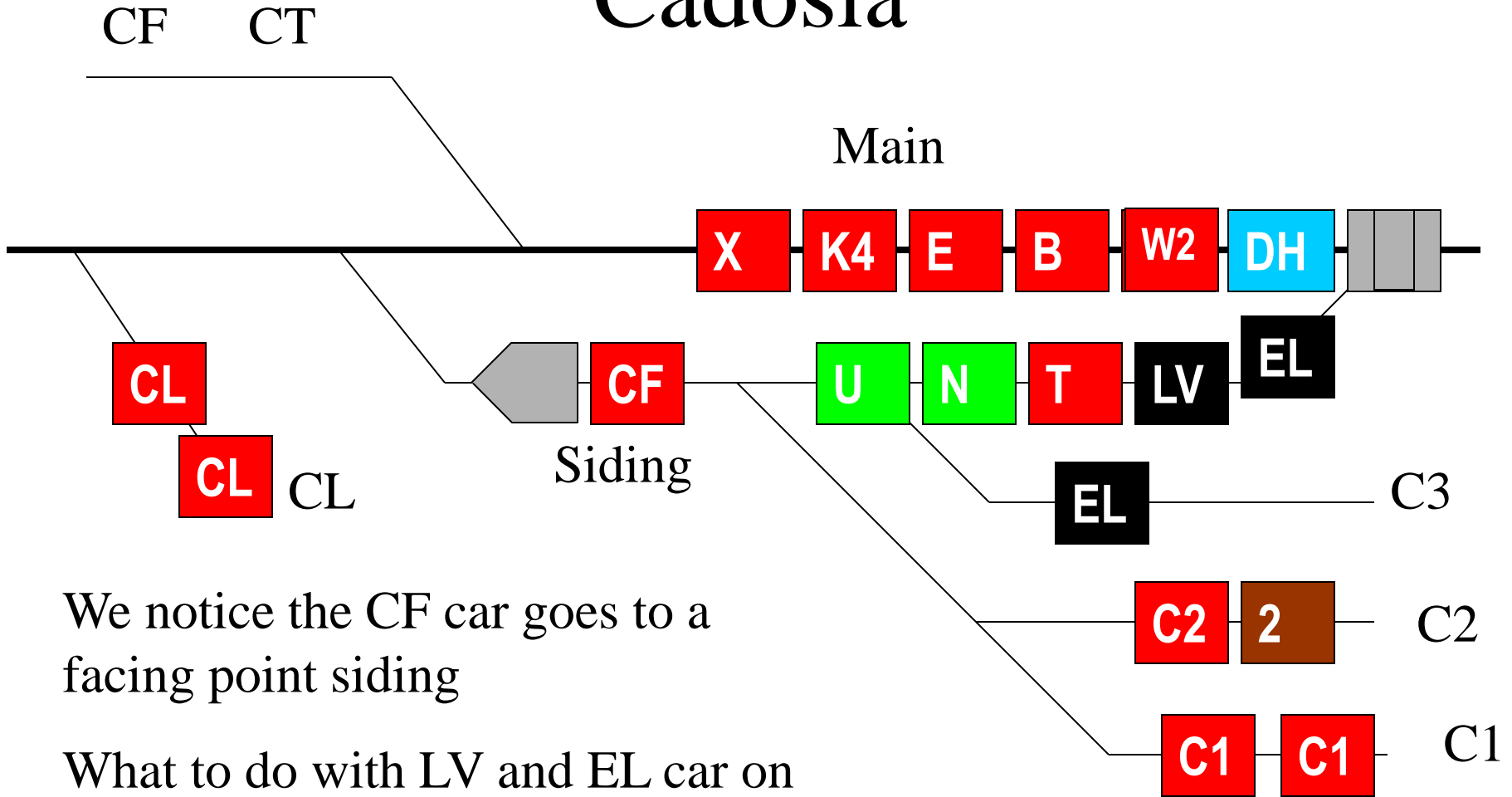
Cadosia



Cadosia



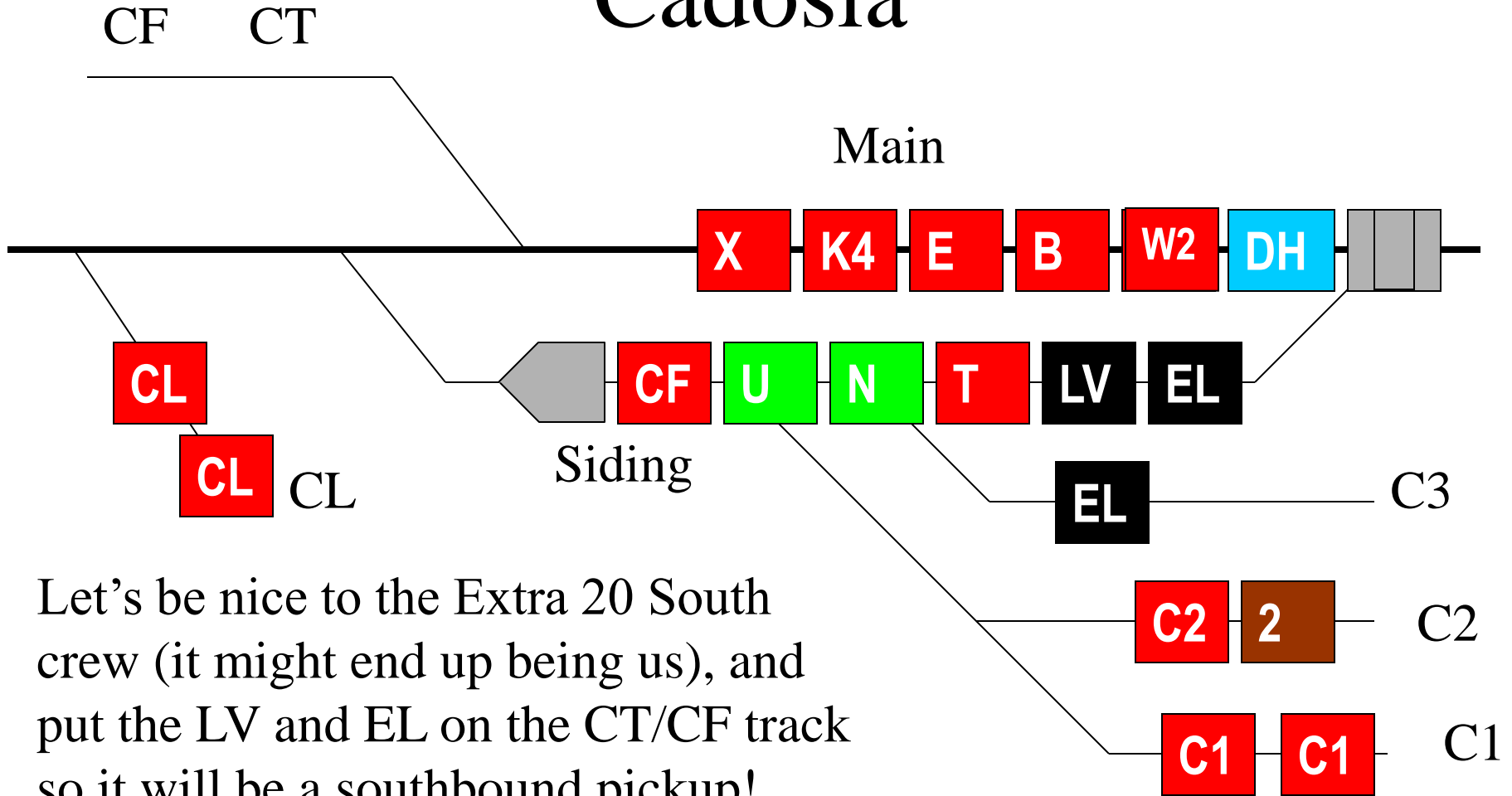
Cadosia



We notice the CF car goes to a facing point siding

What to do with LV and EL car on siding?

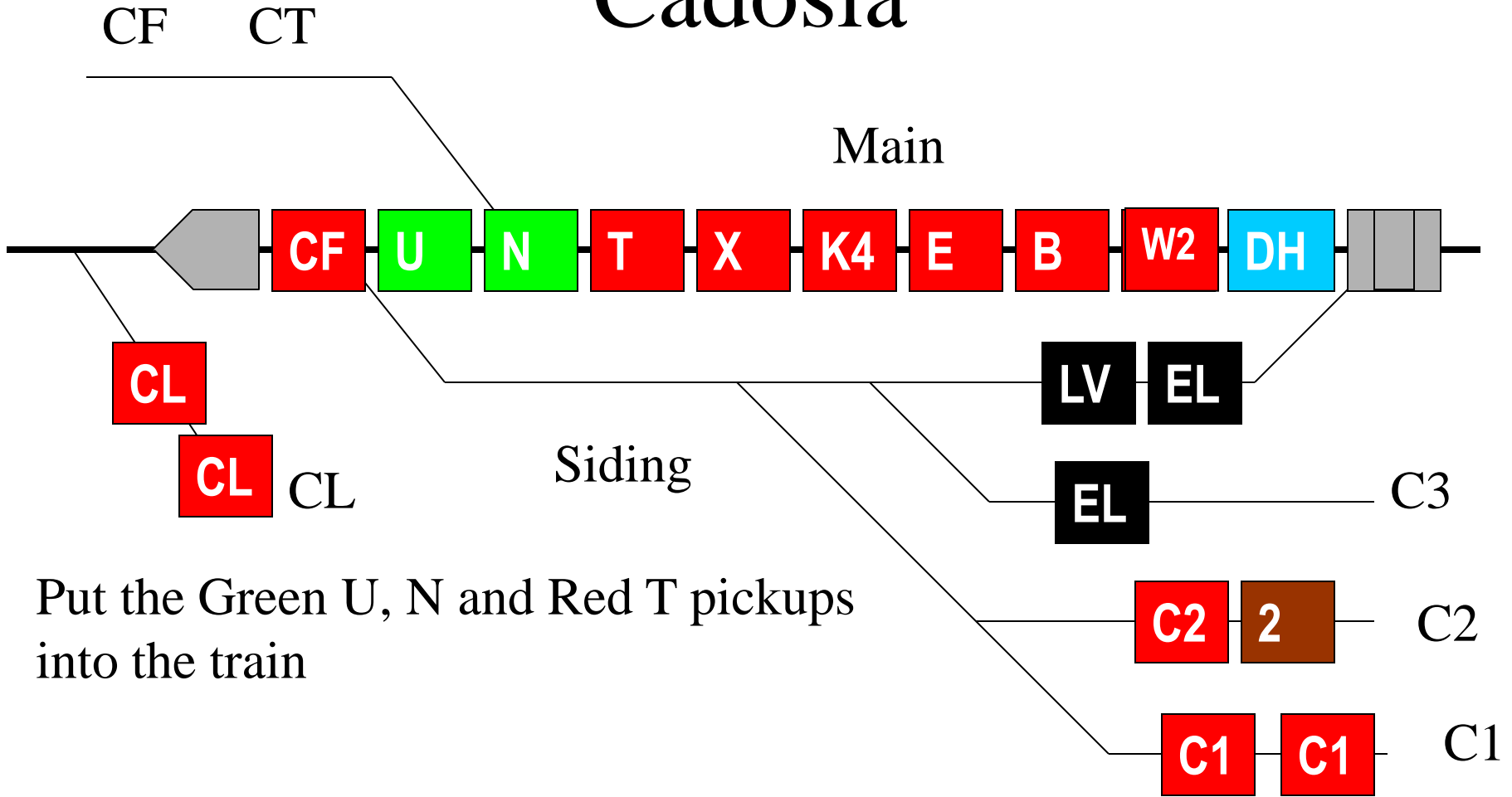
Cadosia



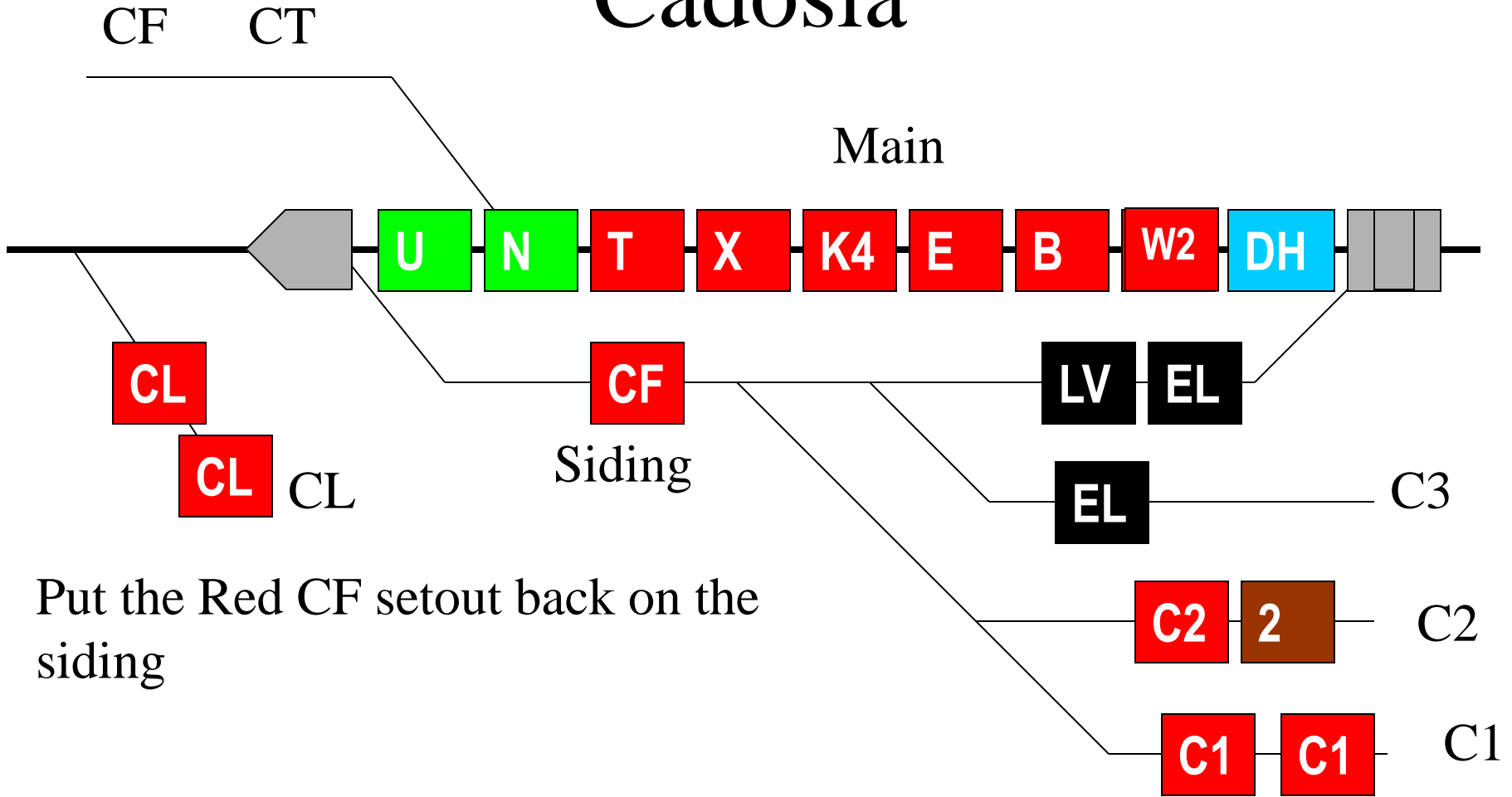
Let's be nice to the Extra 20 South crew (it might end up being us), and put the LV and EL on the CT/CF track so it will be a southbound pickup!

(The CT/CF track holds 3 cars)

Cadosia

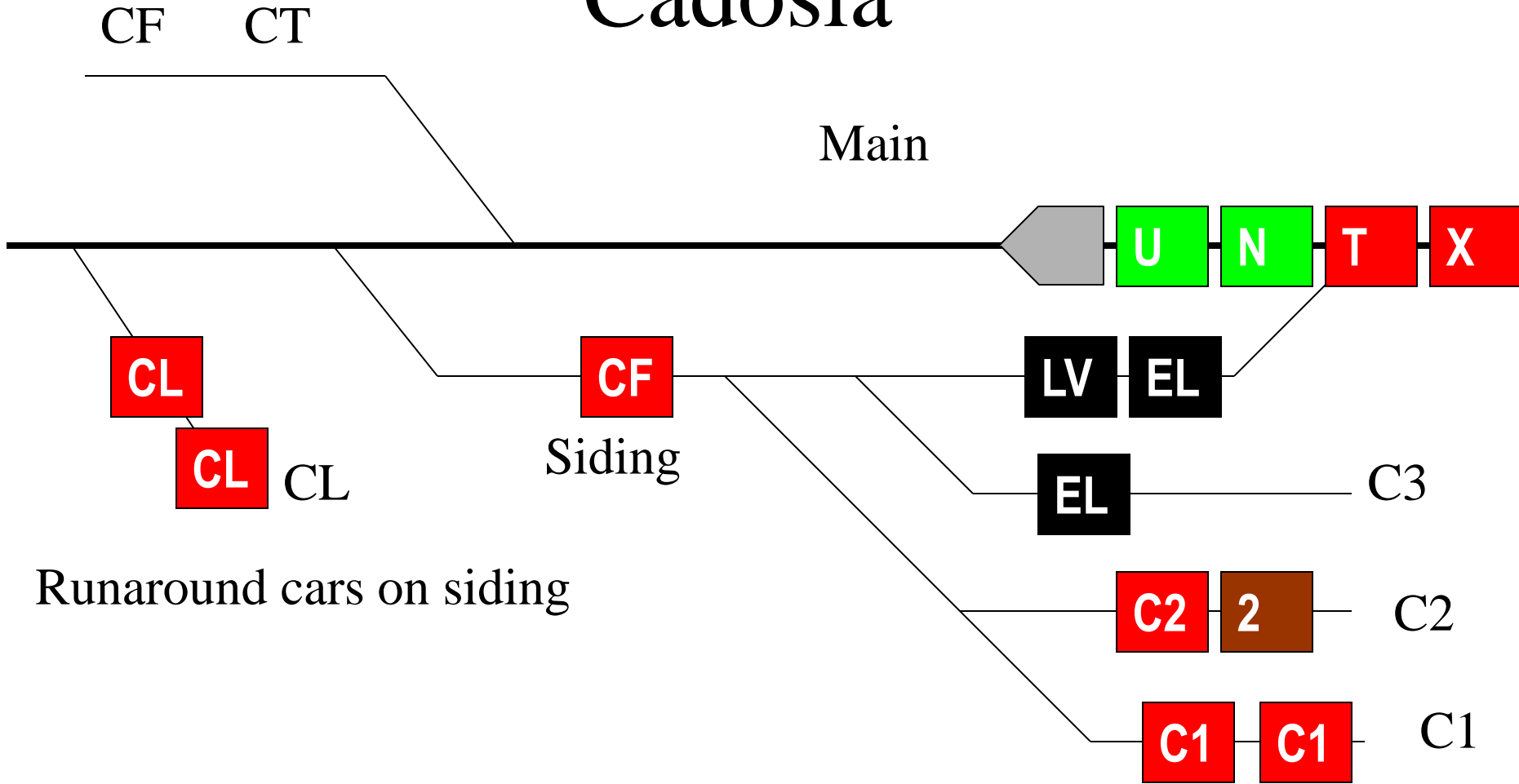


Cadosia

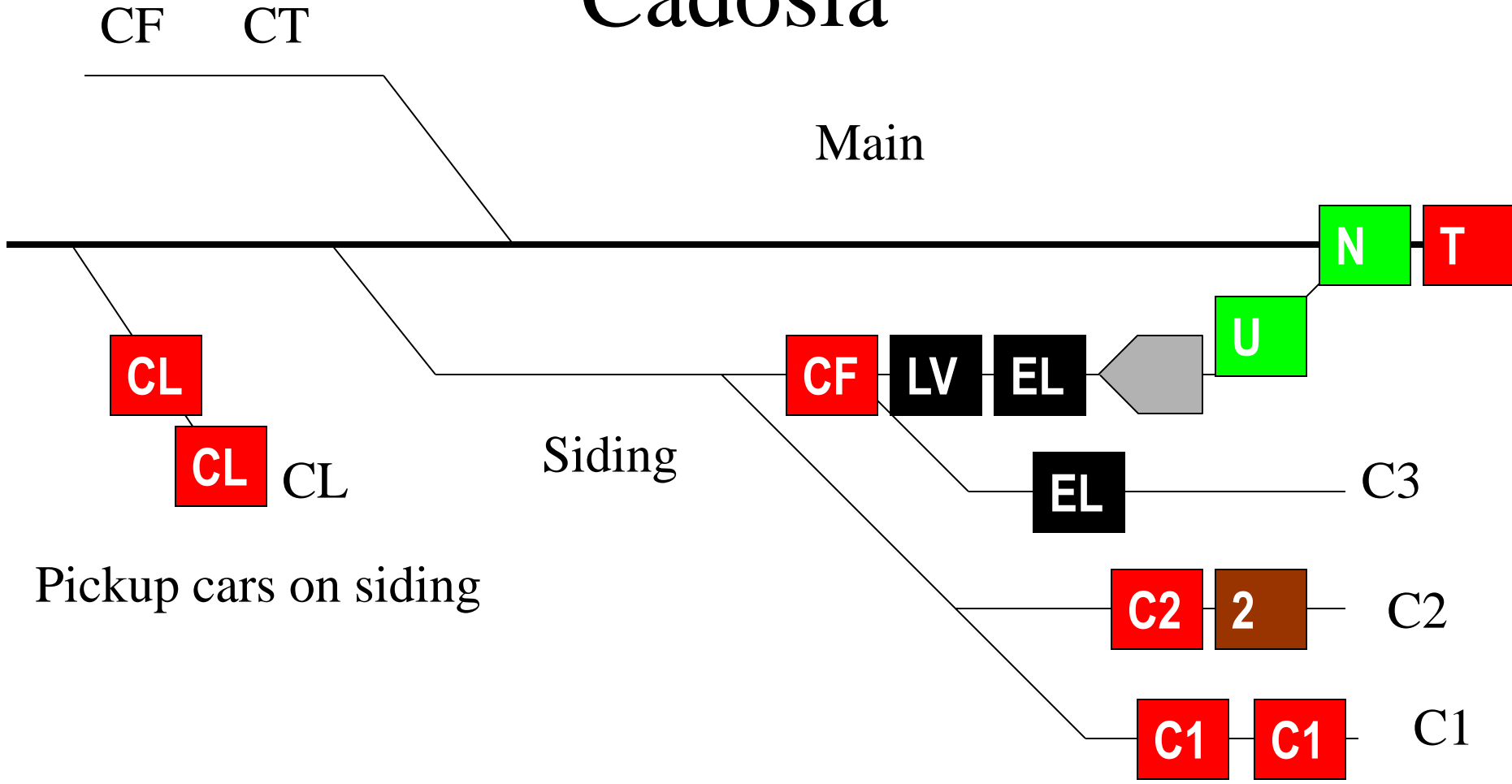


Put the Red CF setout back on the siding

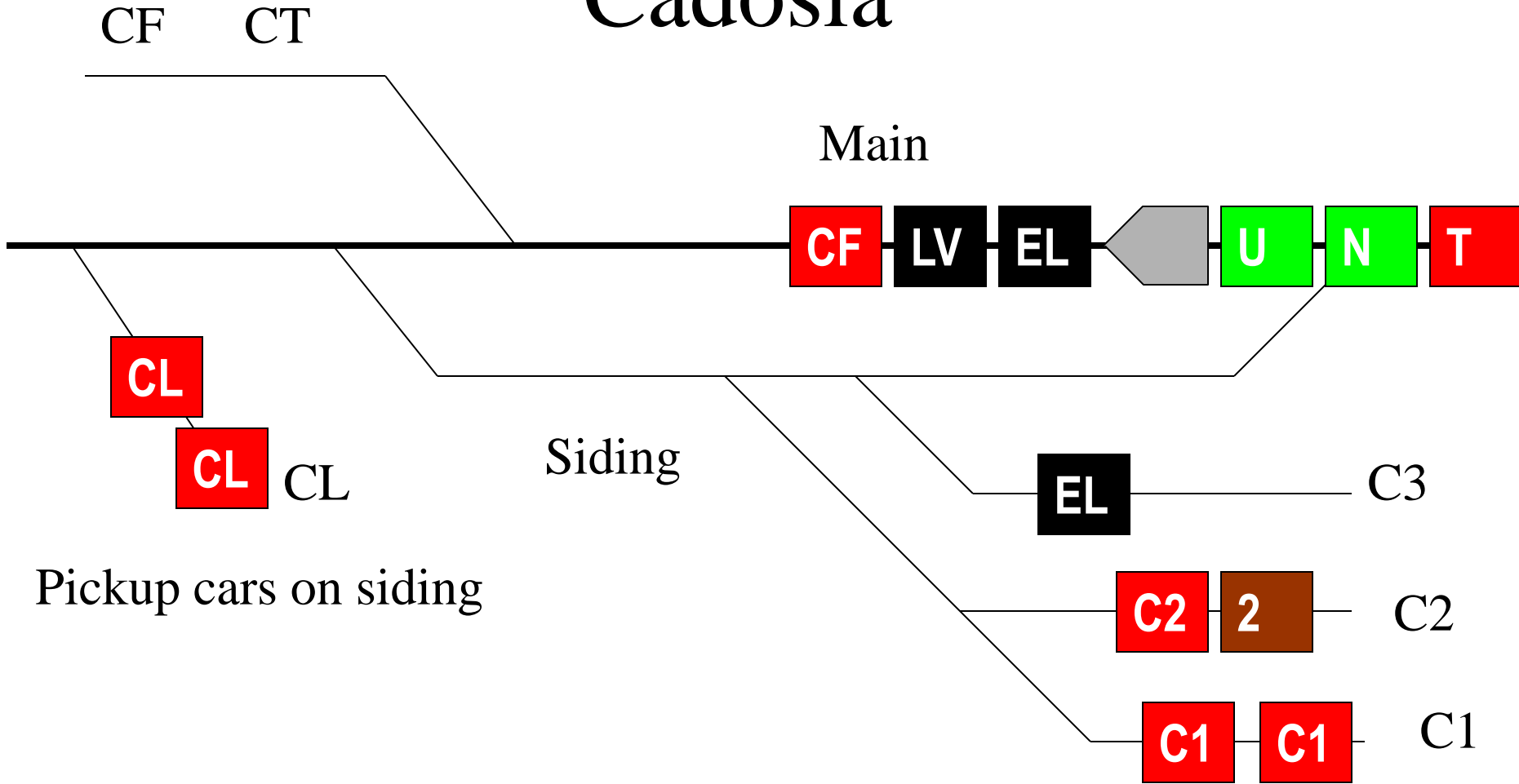
Cadosia



Cadosia



Cadosia



Cadosia

Main

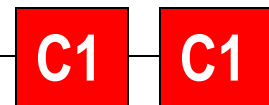
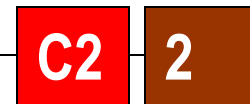
Siding

CF

CT



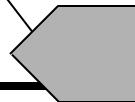
Deliver cars



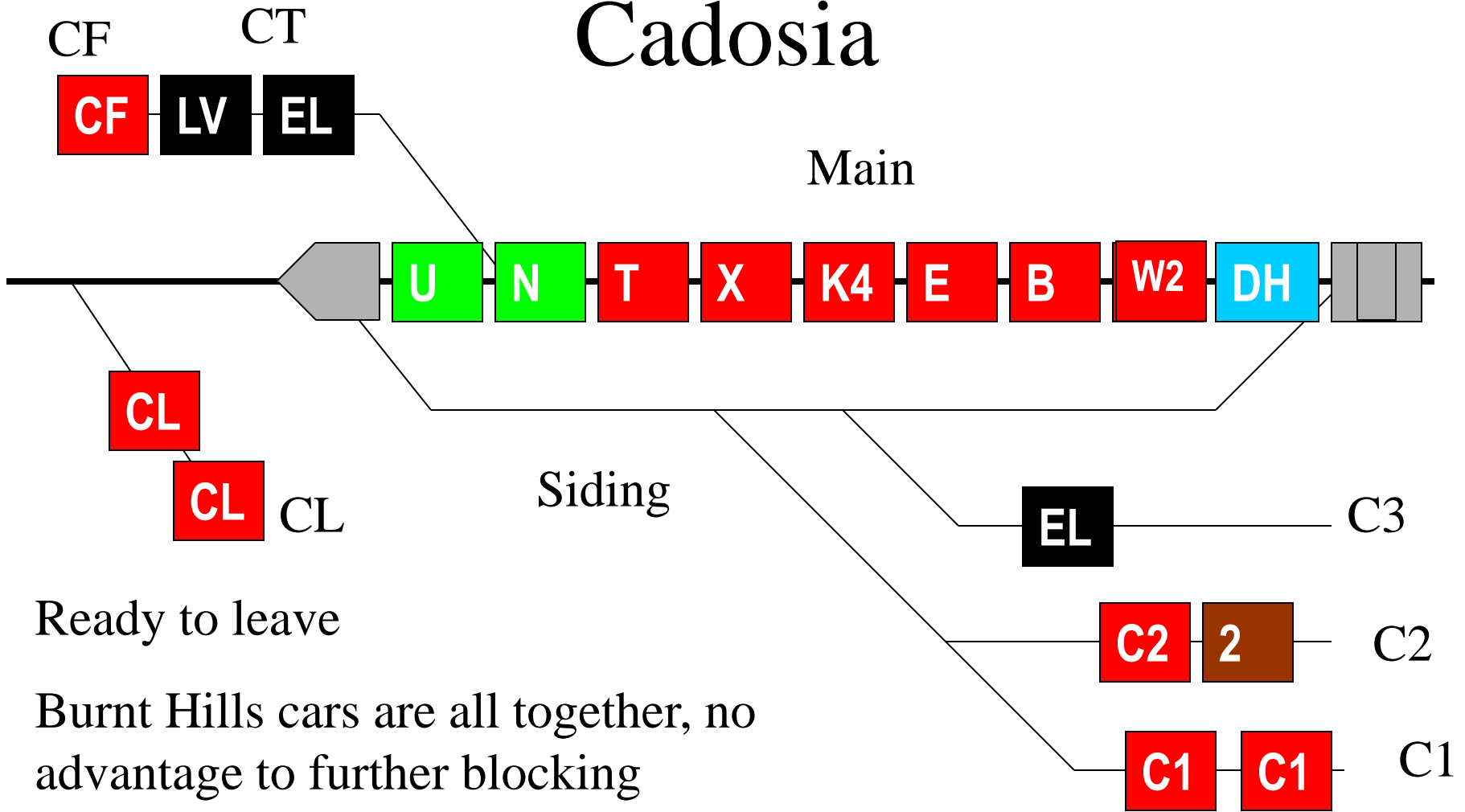
C3

C2

C1



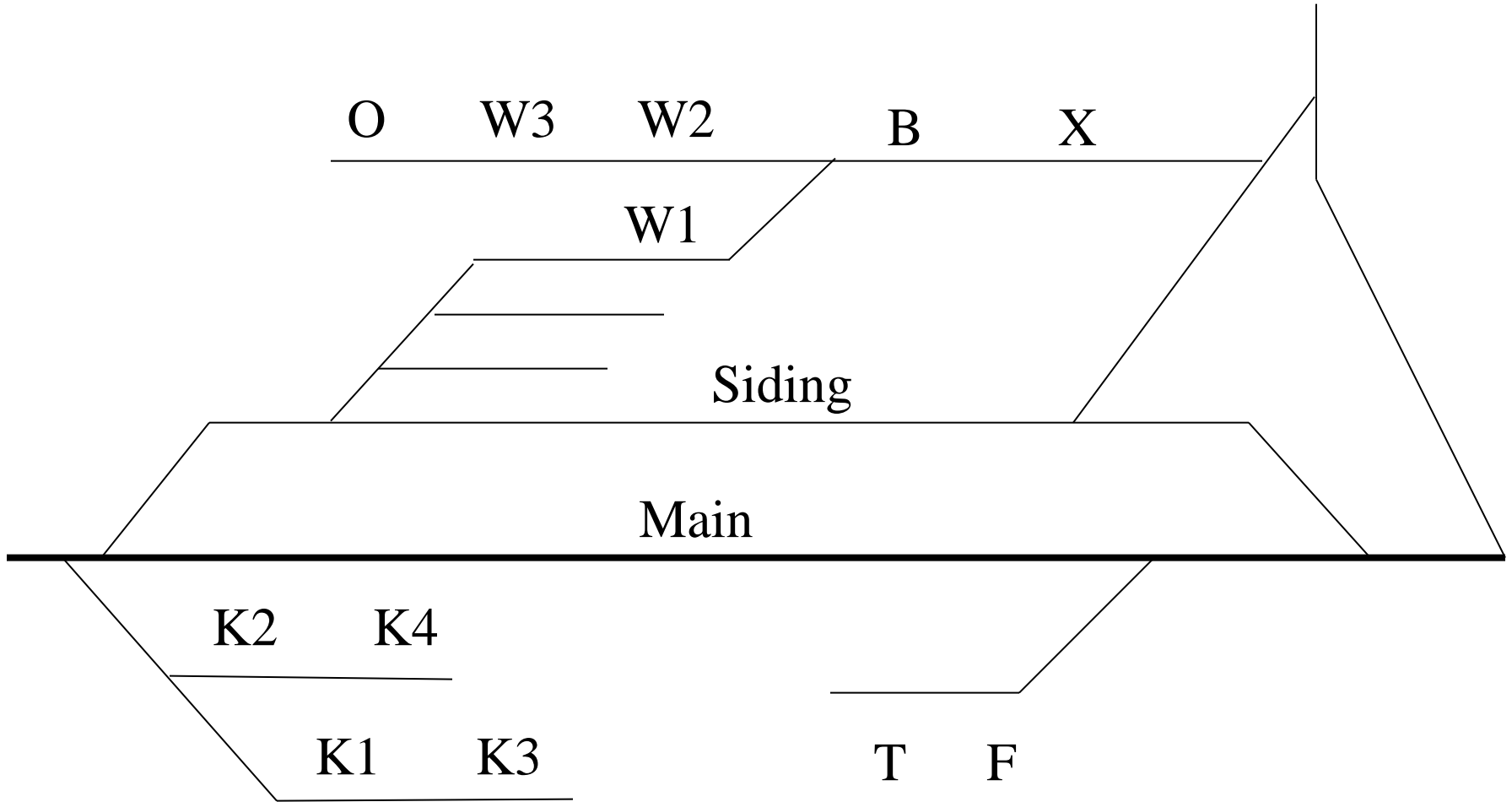
Cadosia



Ready to leave

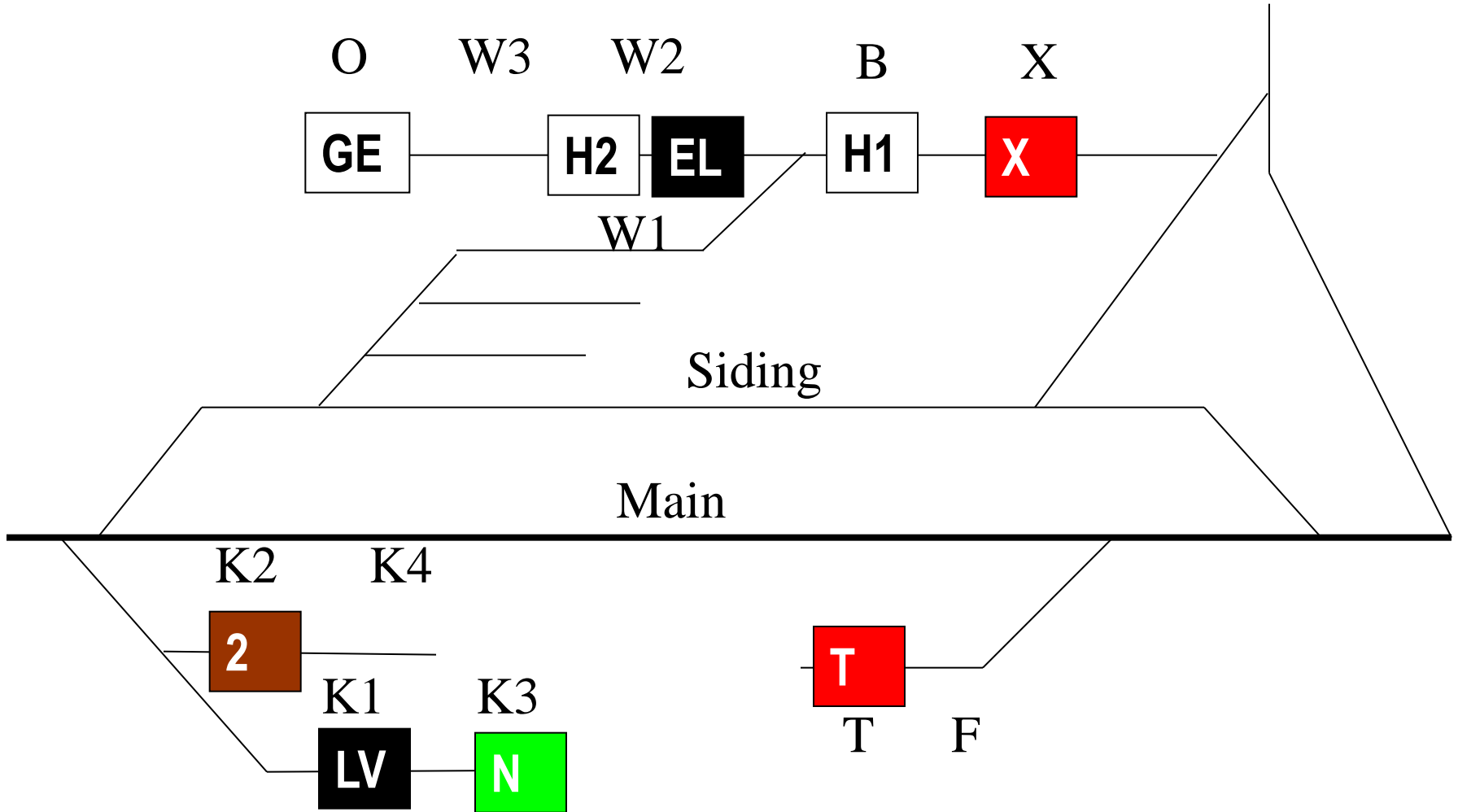
Burnt Hills cars are all together, no advantage to further blocking

Burnt Hills

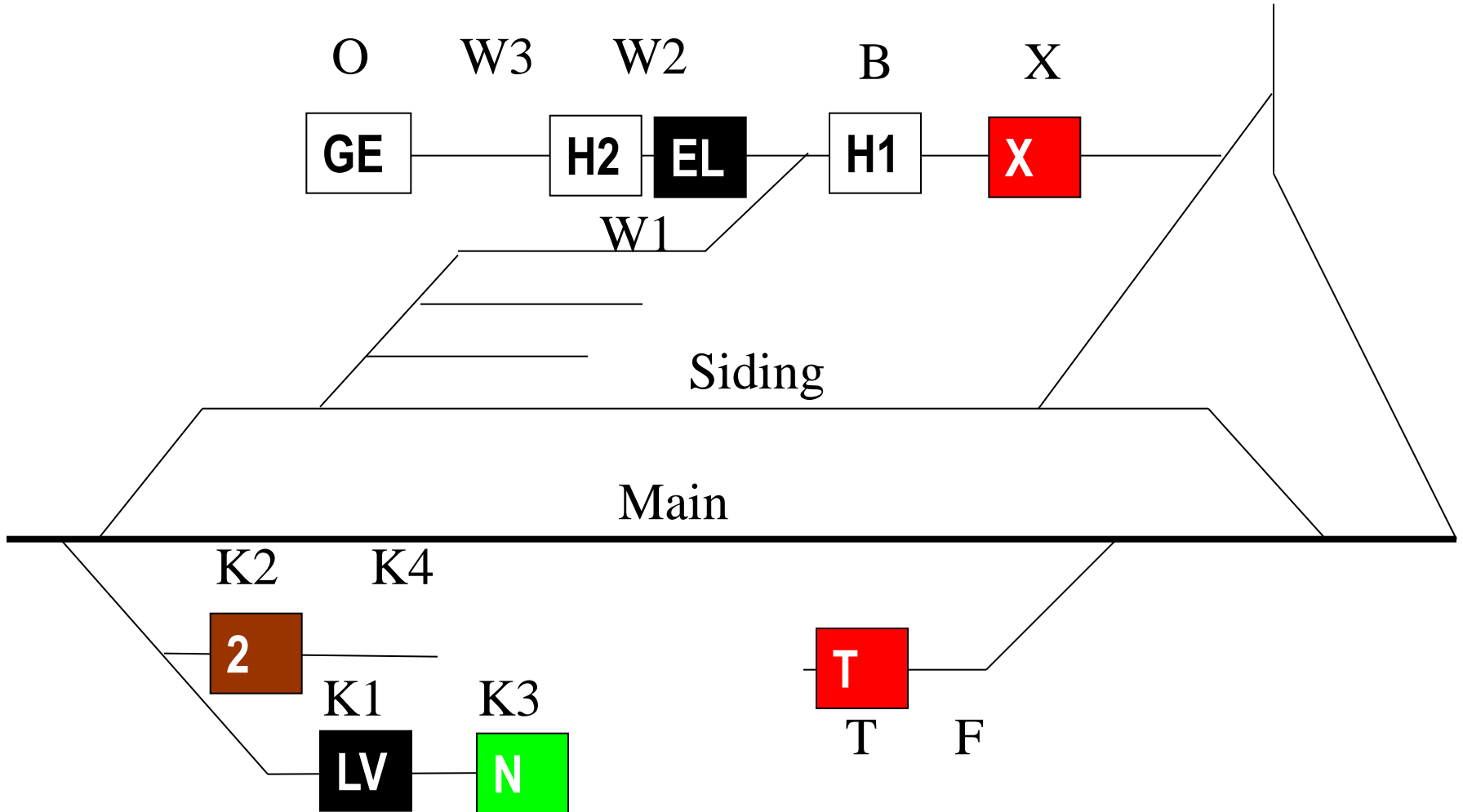


Facing, Trailing, two runarounds and a wye!

Burnt Hills



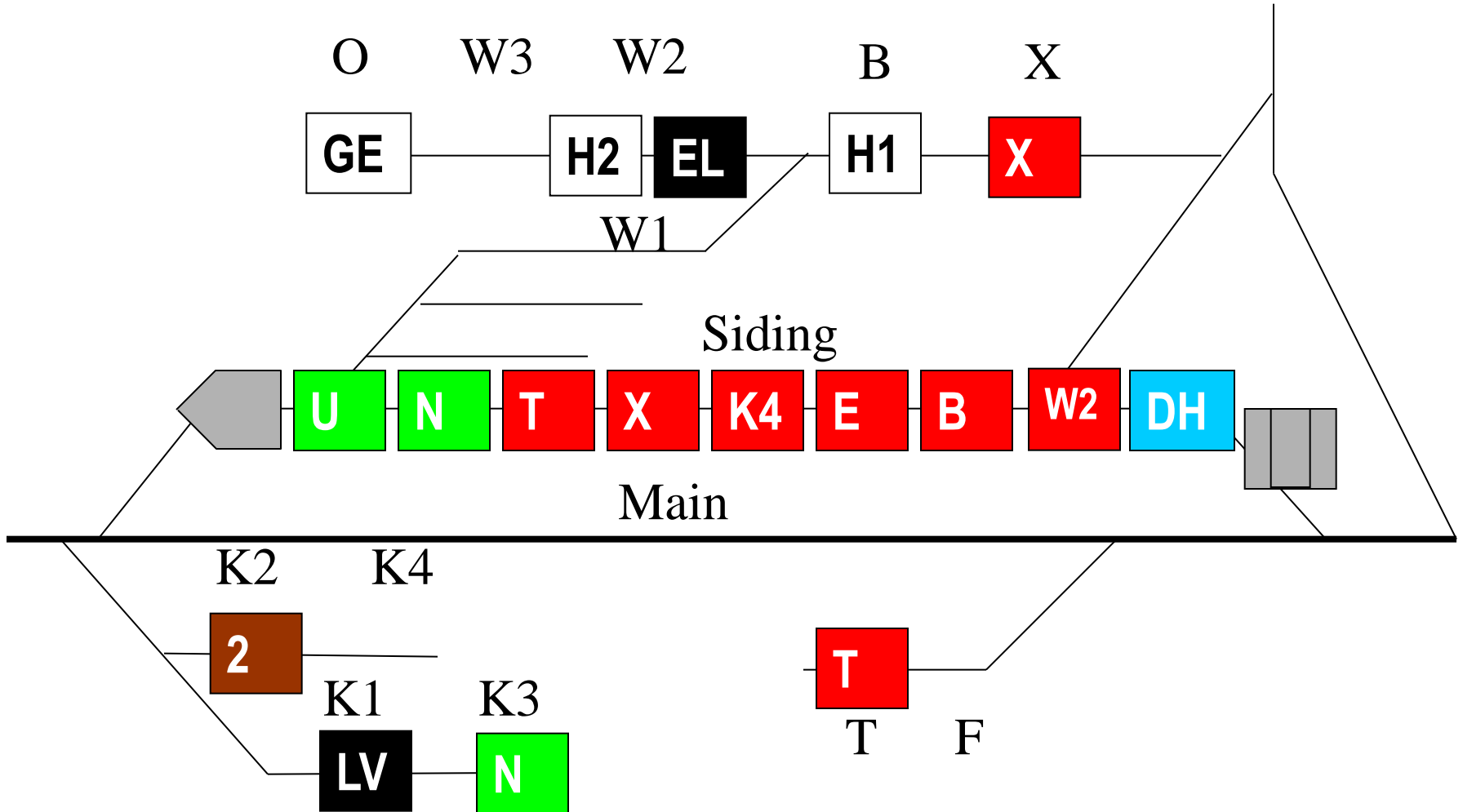
Burnt Hills



What are the pickups?

We have 5 setouts and 4 through cars

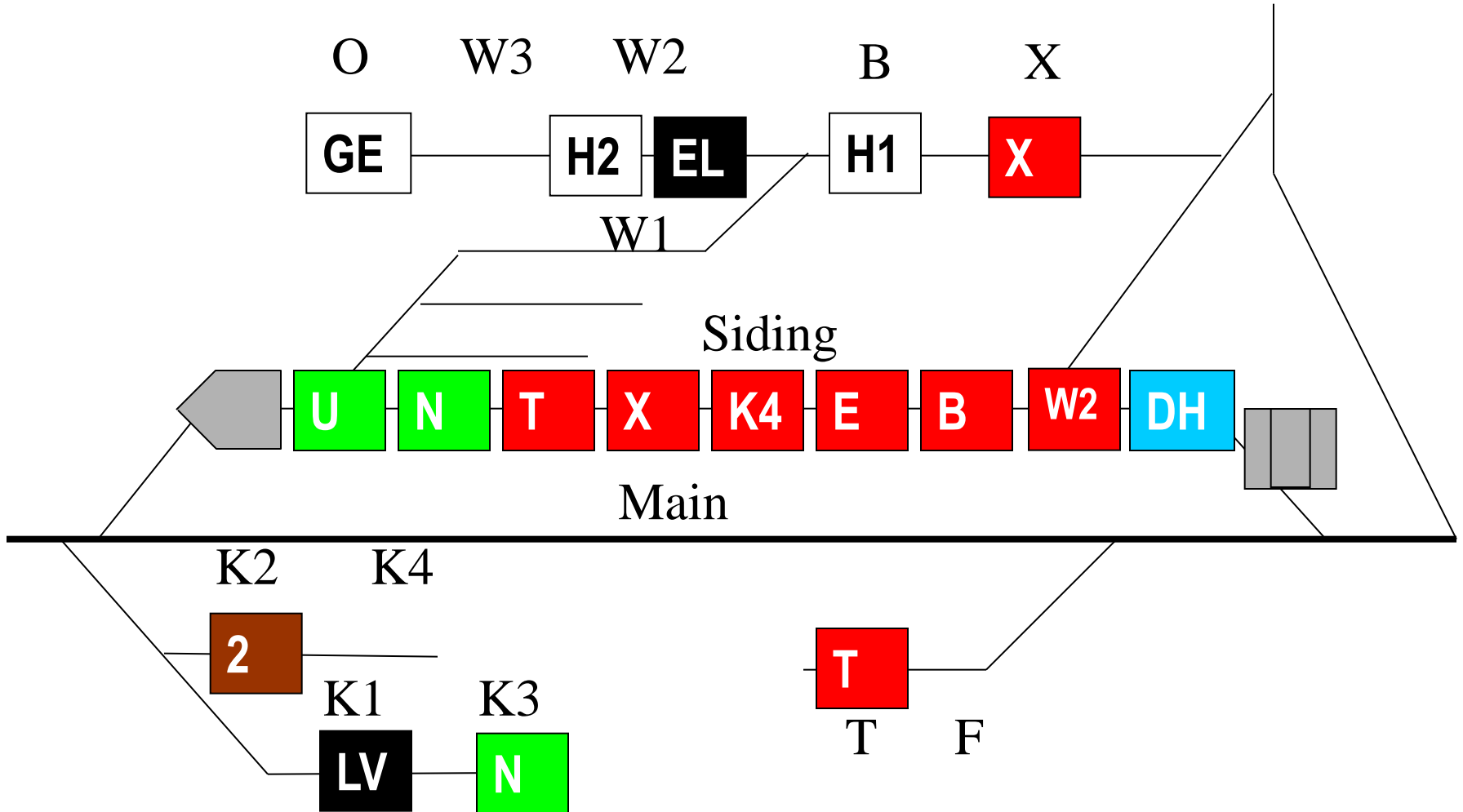
Burnt Hills



Trailing Points first

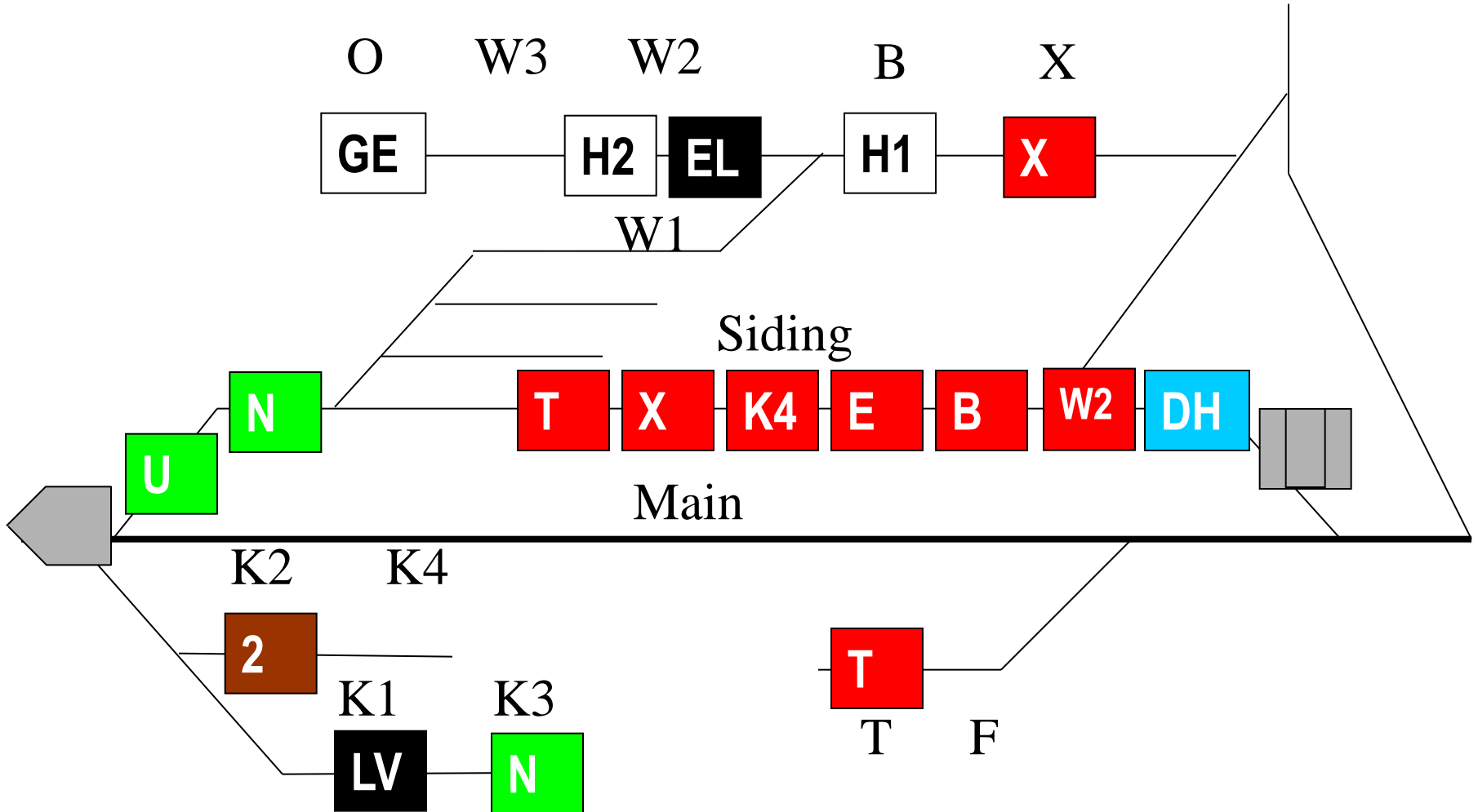
Let's deal with Breakstone (K's)

Burnt Hills



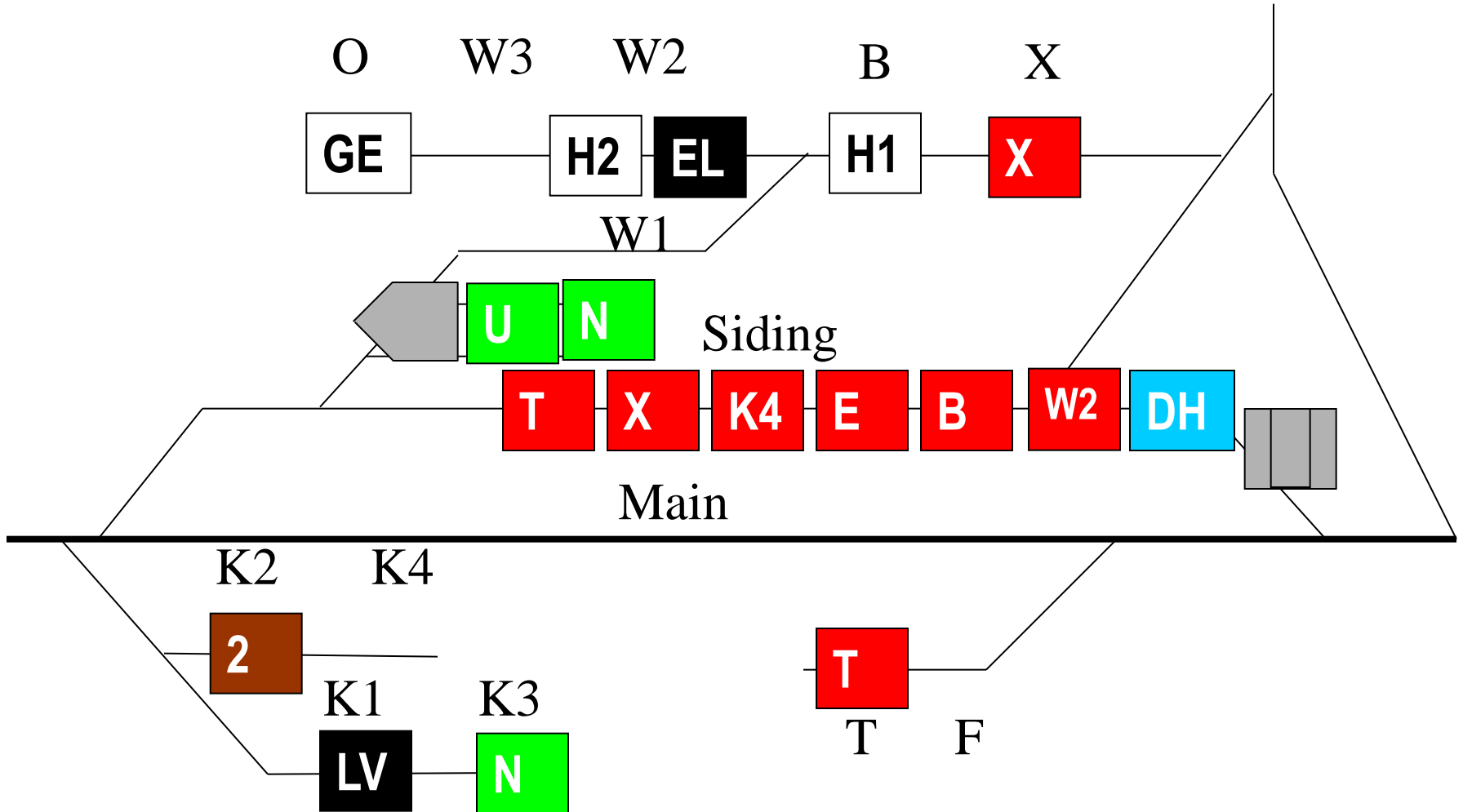
Also, there are two storage tracks available, let's get some cars out of the way

Burnt Hills



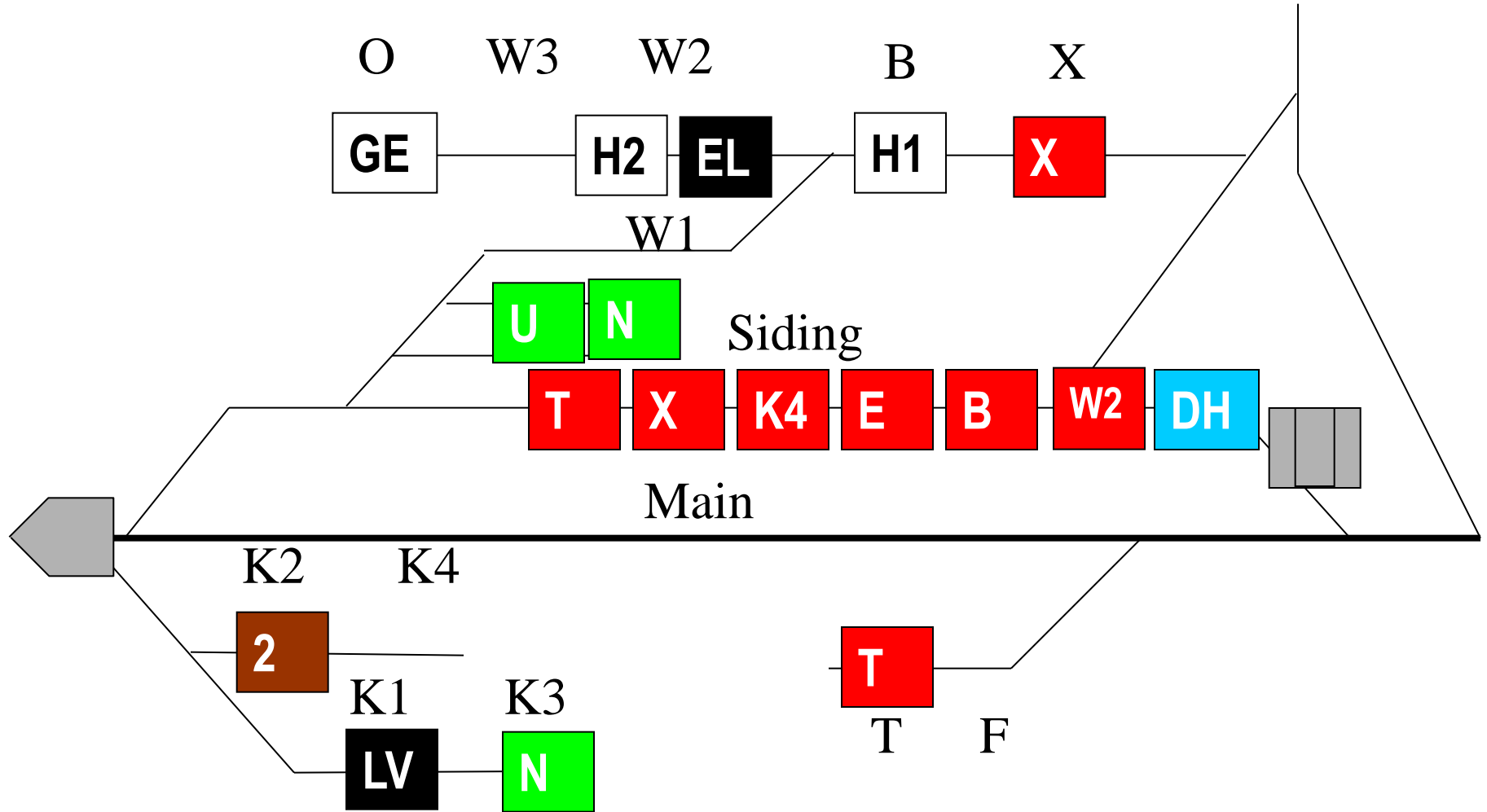
Put through cars in storage tracks

Burnt Hills



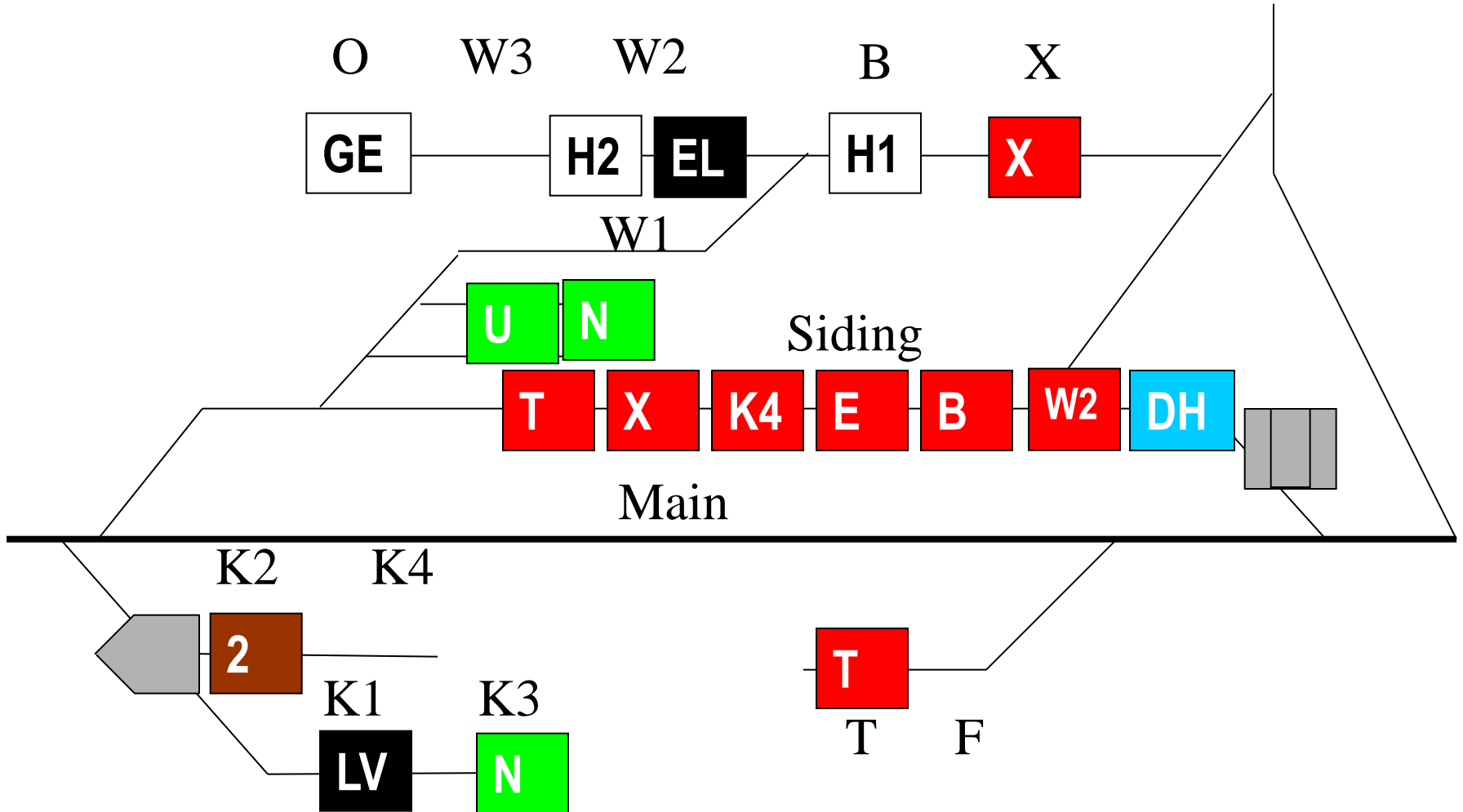
Put through cars in storage tracks

Burnt Hills



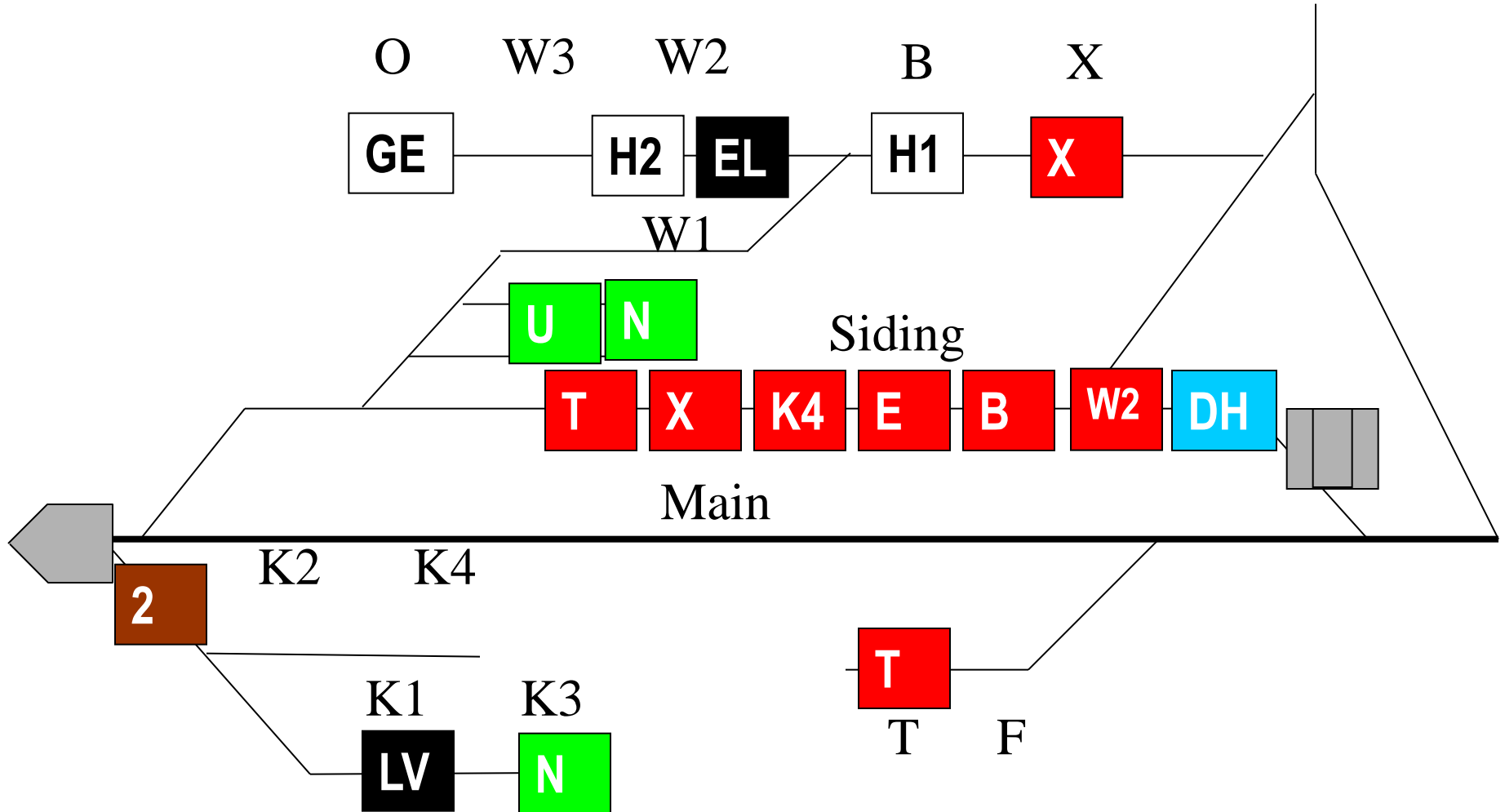
Go pickup cars in Breakstone

Burnt Hills



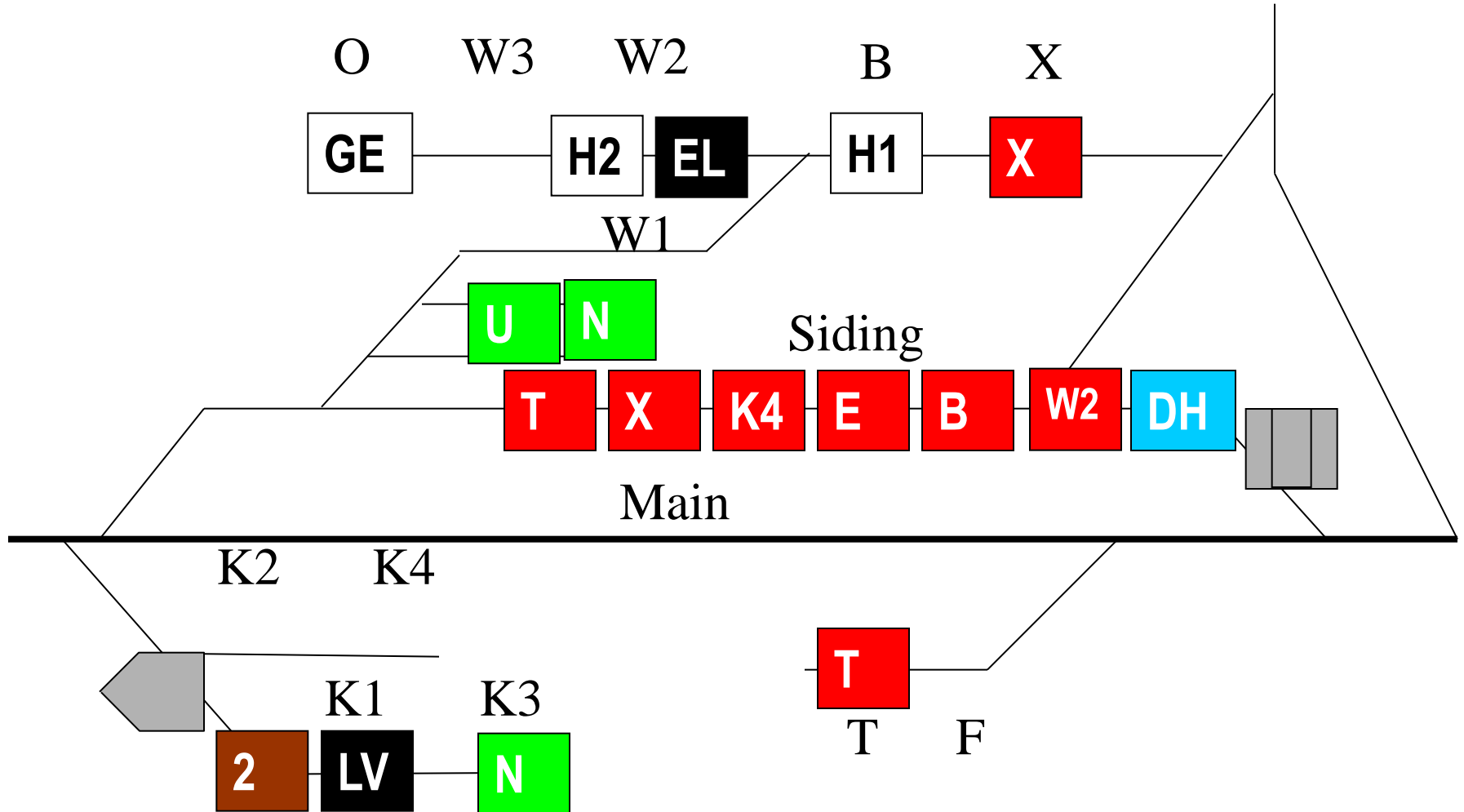
Go pickup cars in Breakstone. Need to get Brown 2 and LV out of way

Burnt Hills



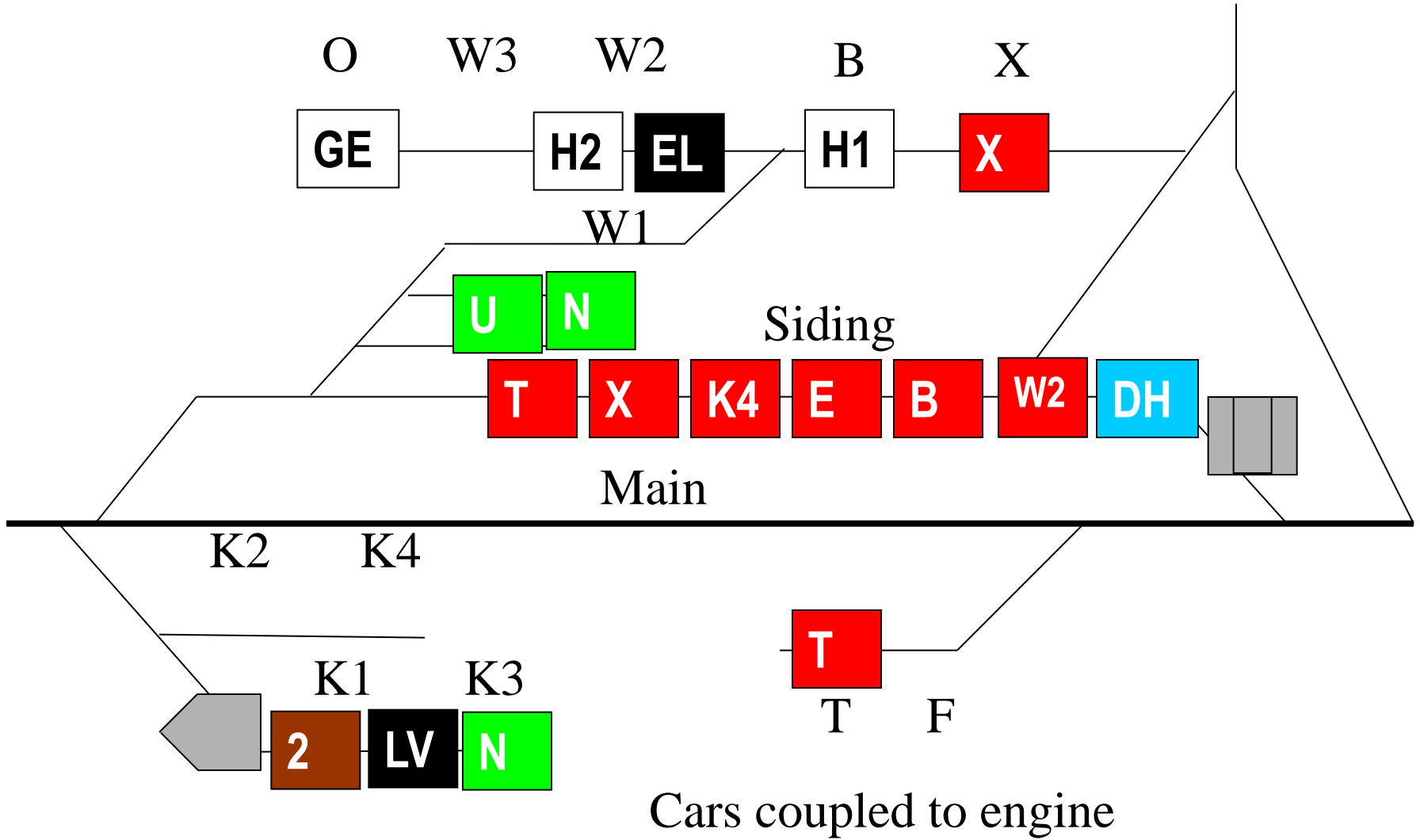
Go pickup cars in Breakstone. Need to get Brown 2 and LV out of way

Burnt Hills

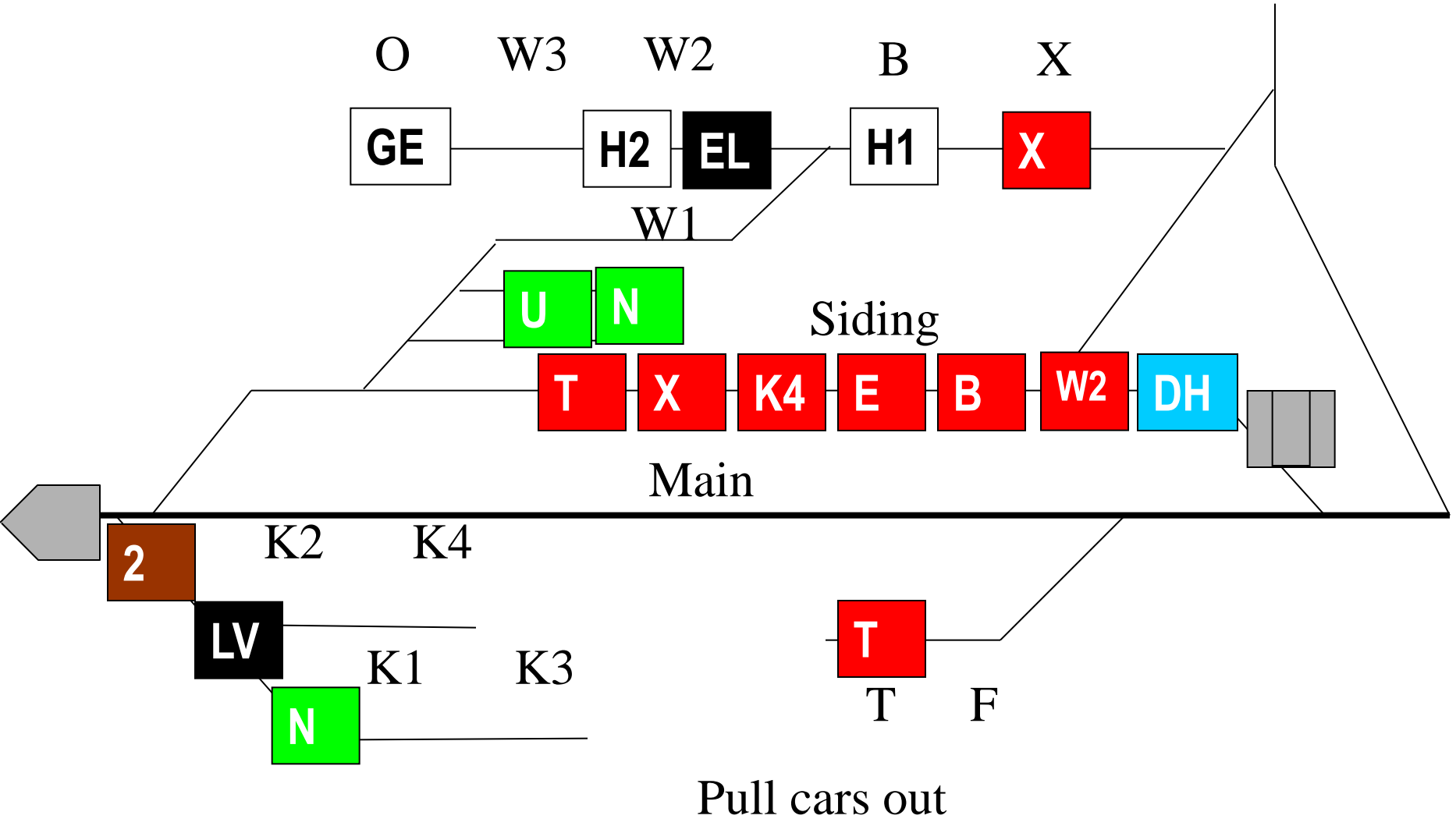


Go pickup cars in Breakstone. Need to get Brown 2 and LV out of way

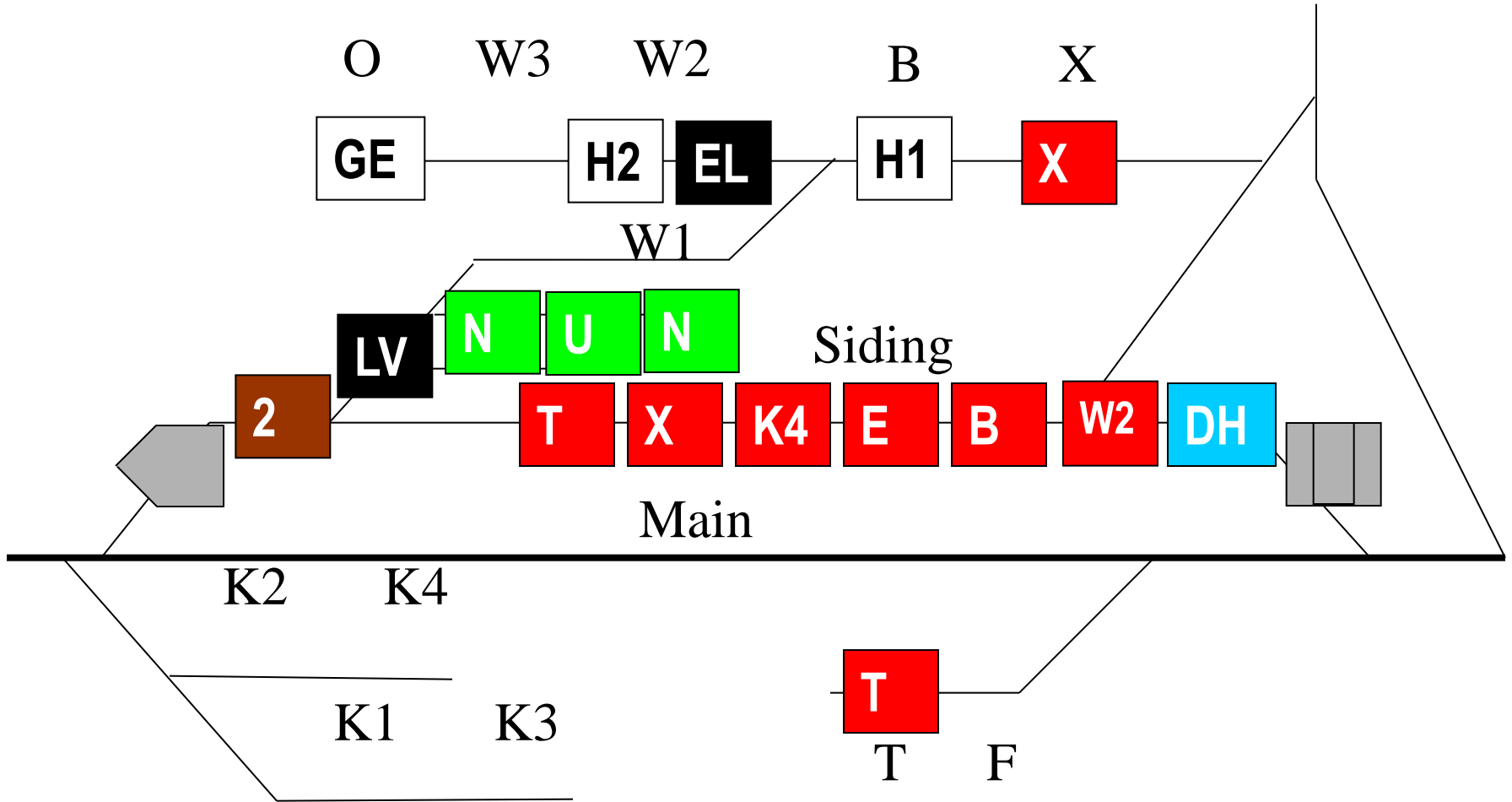
Burnt Hills



Burnt Hills

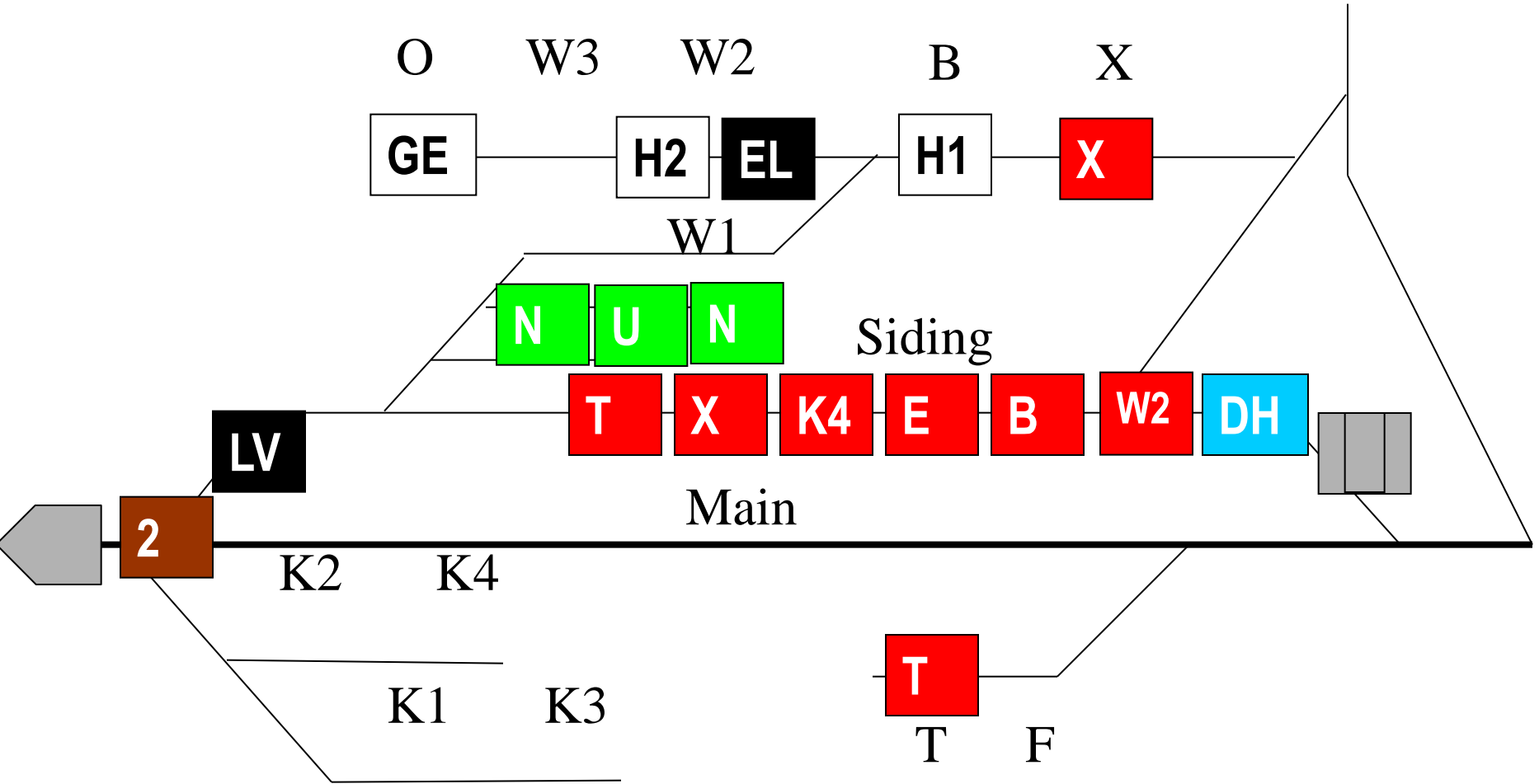


Burnt Hills



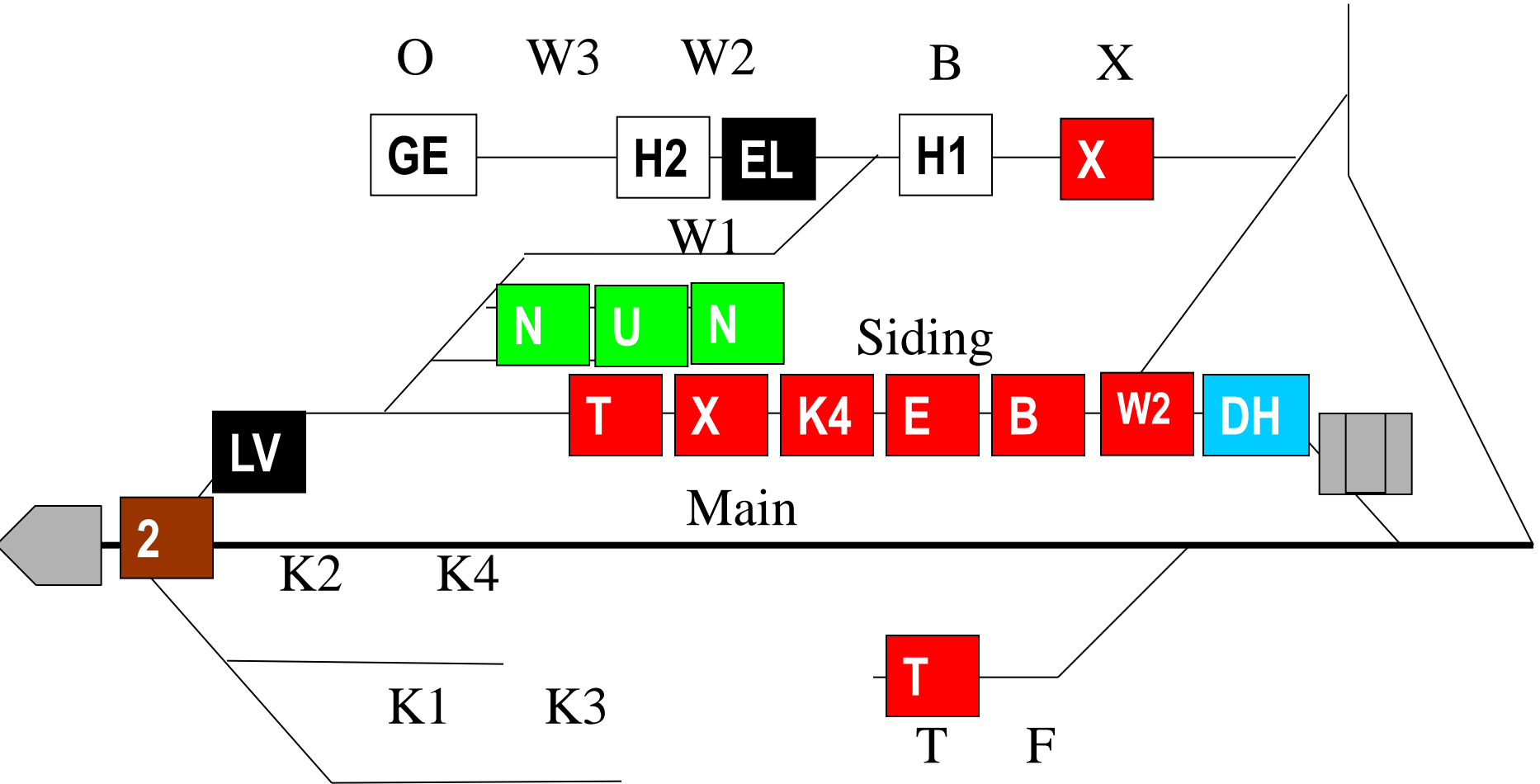
Put picked up N car with other Green (north bound) cars

Burnt Hills



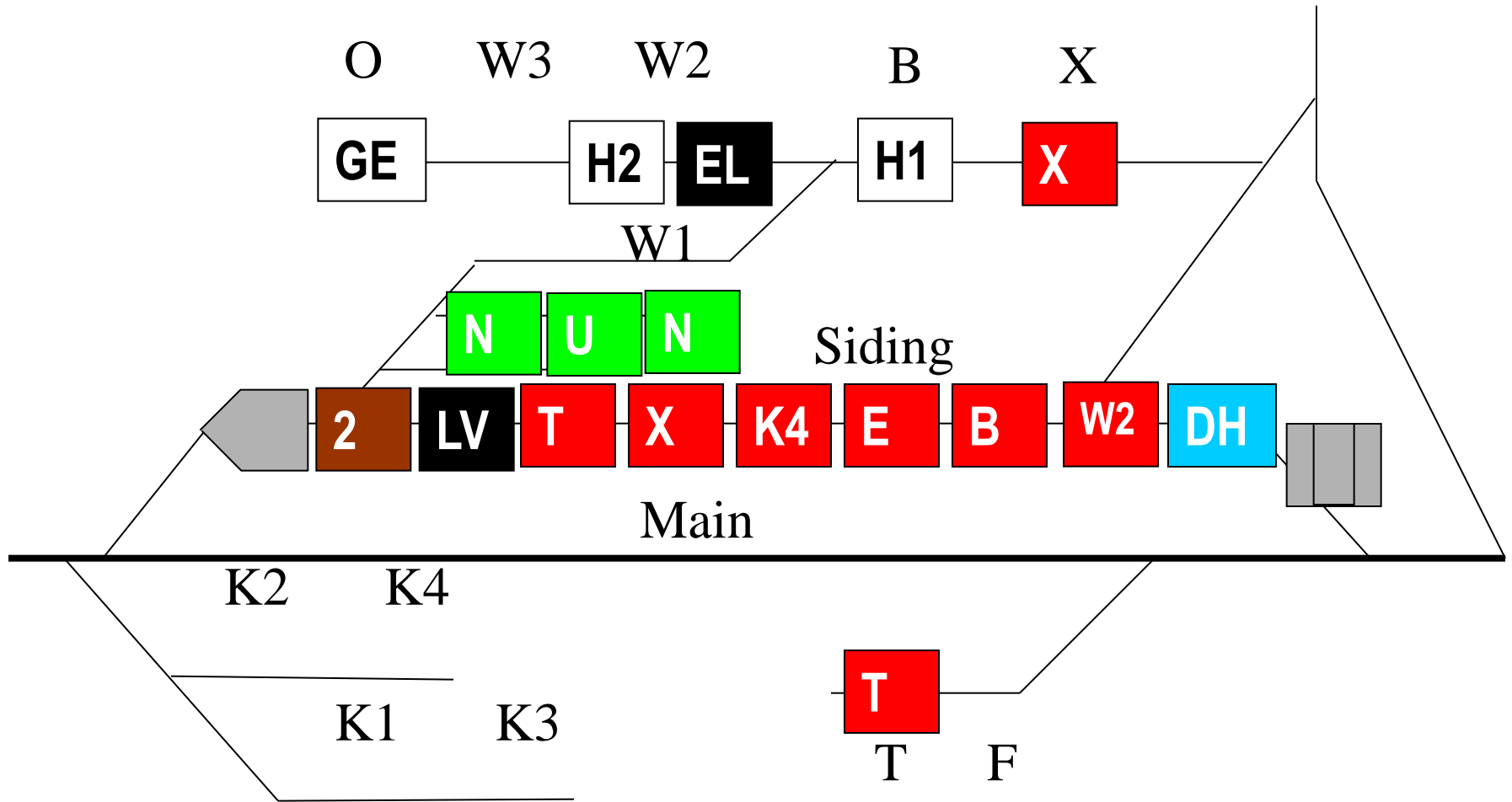
Put picked up N car with other Green (north bound) cars

Burnt Hills



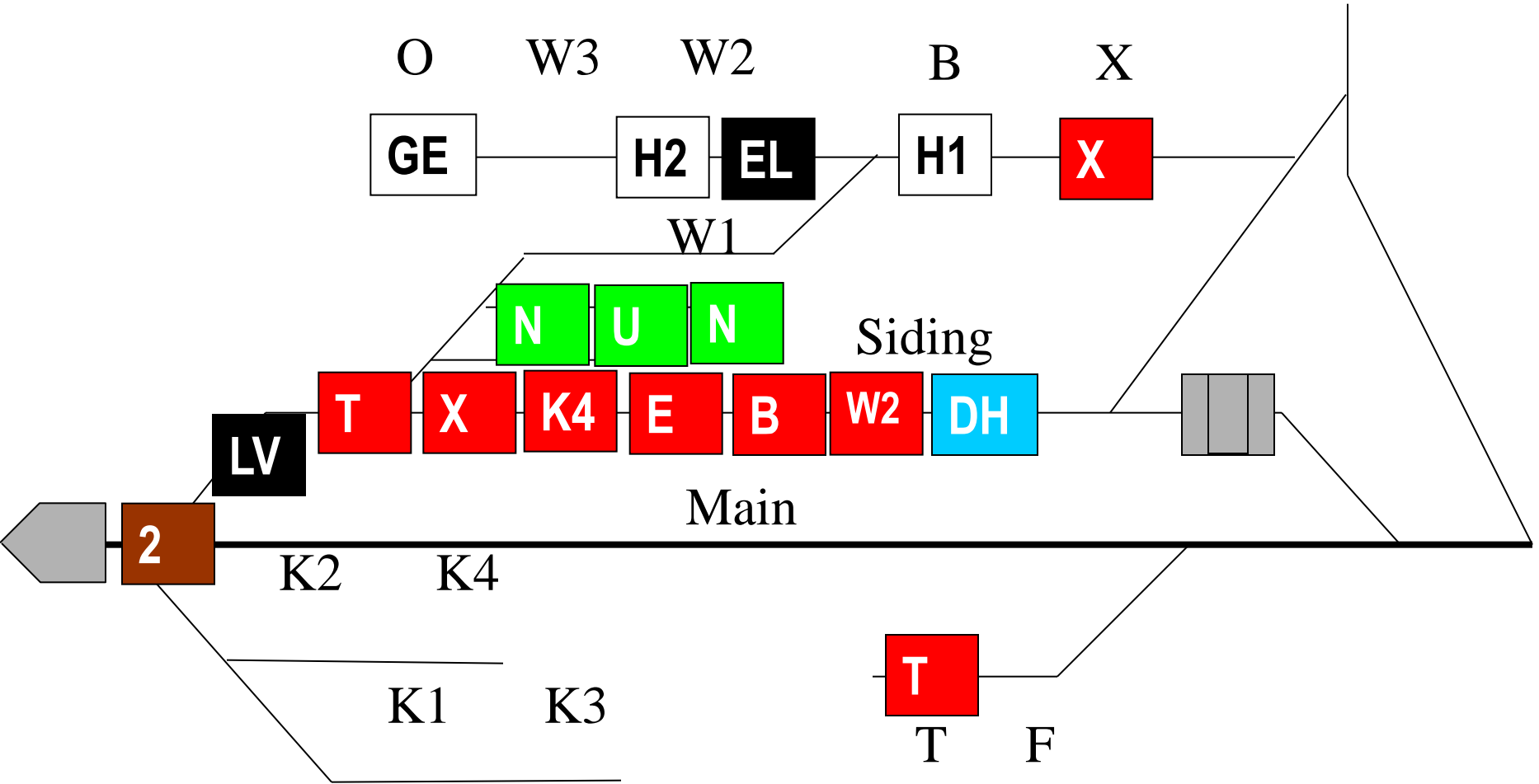
Deliver K4 car to proper spot (this is the tank car unloading dock)

Burnt Hills



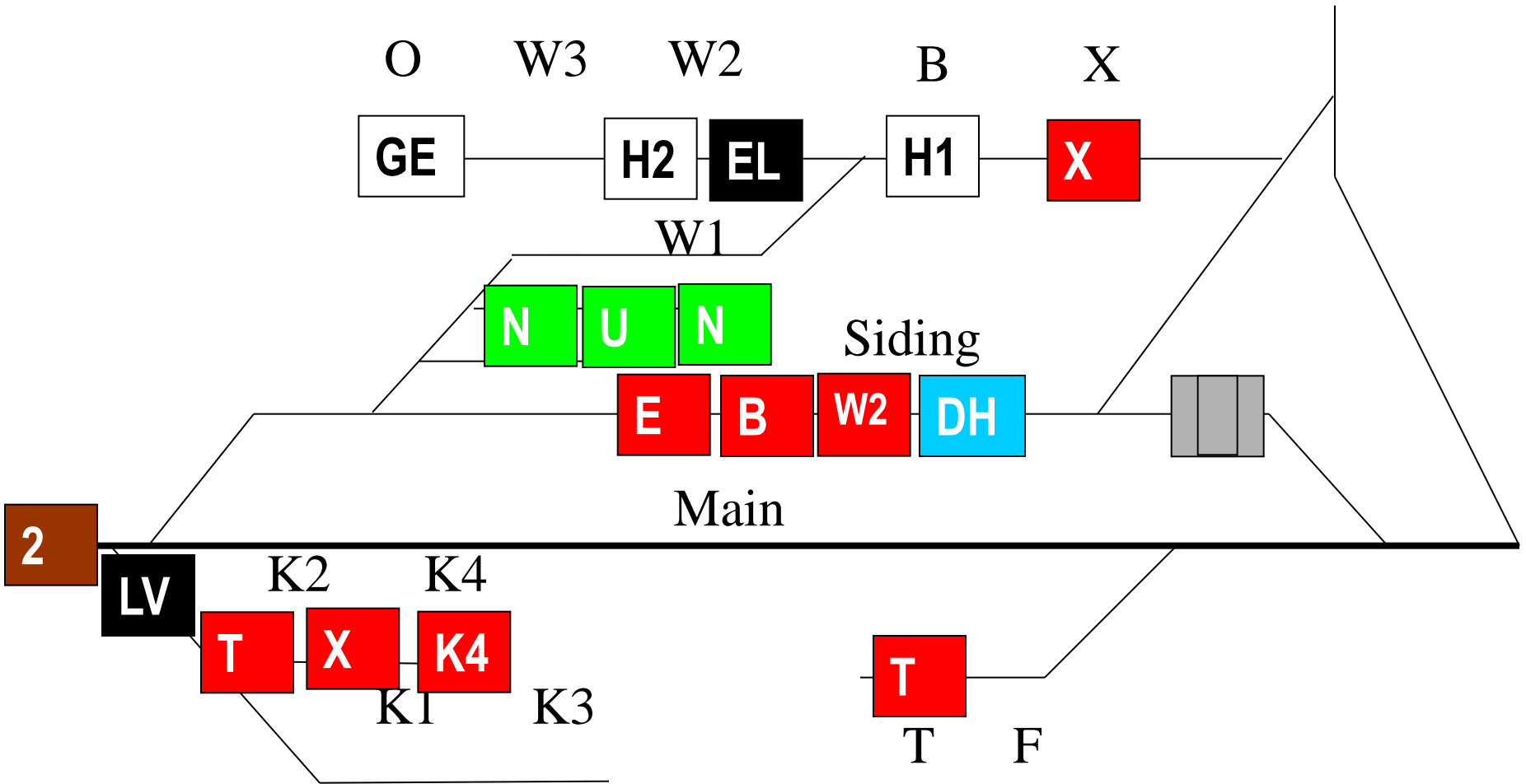
Deliver K4 car to proper spot (this is the tank car unloading dock)

Burnt Hills



Deliver K4 car to proper spot (this is the tank car unloading dock)

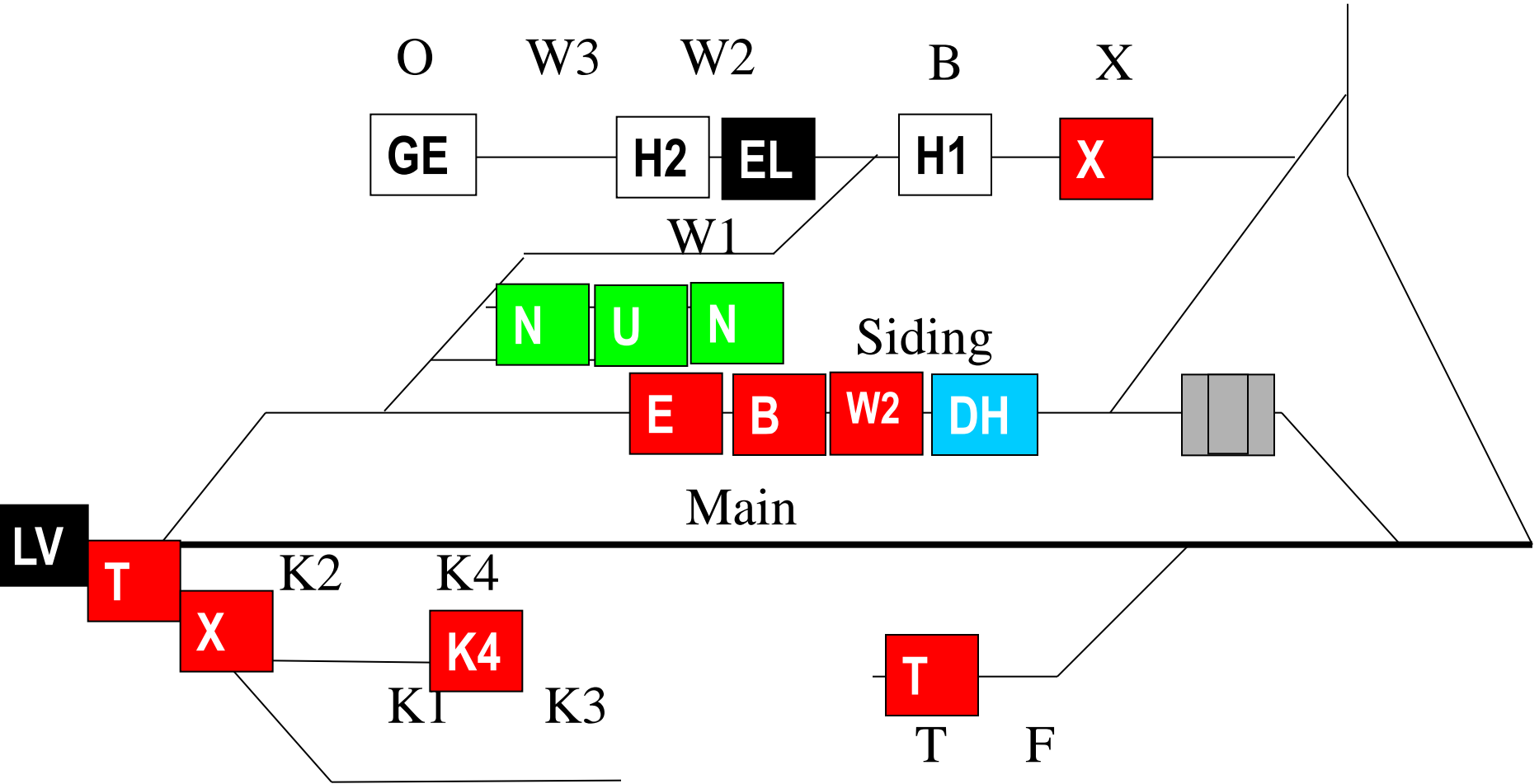
Burnt Hills



K4 car delivered

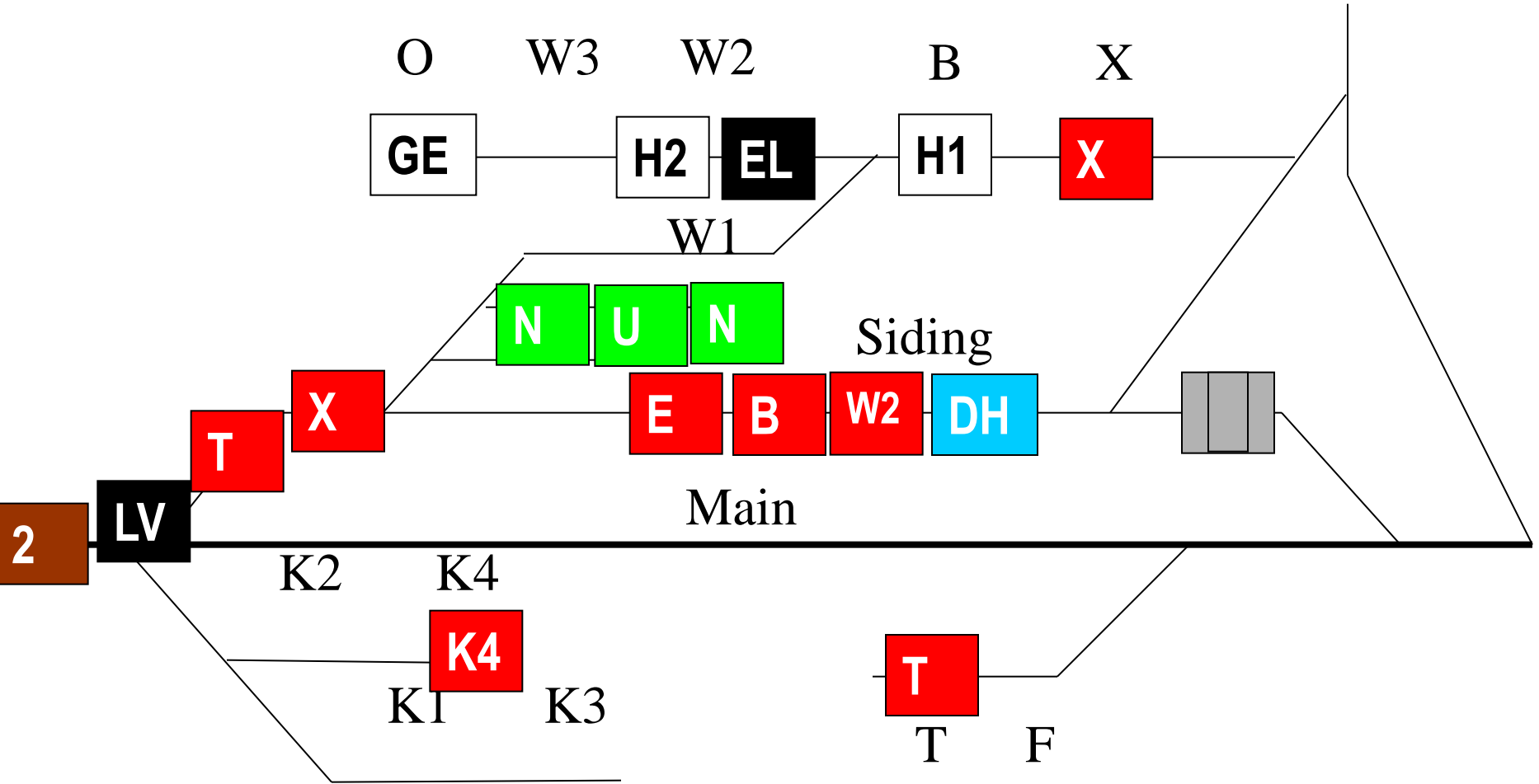
We will place T and X at W1 to prep for runaround

Burnt Hills



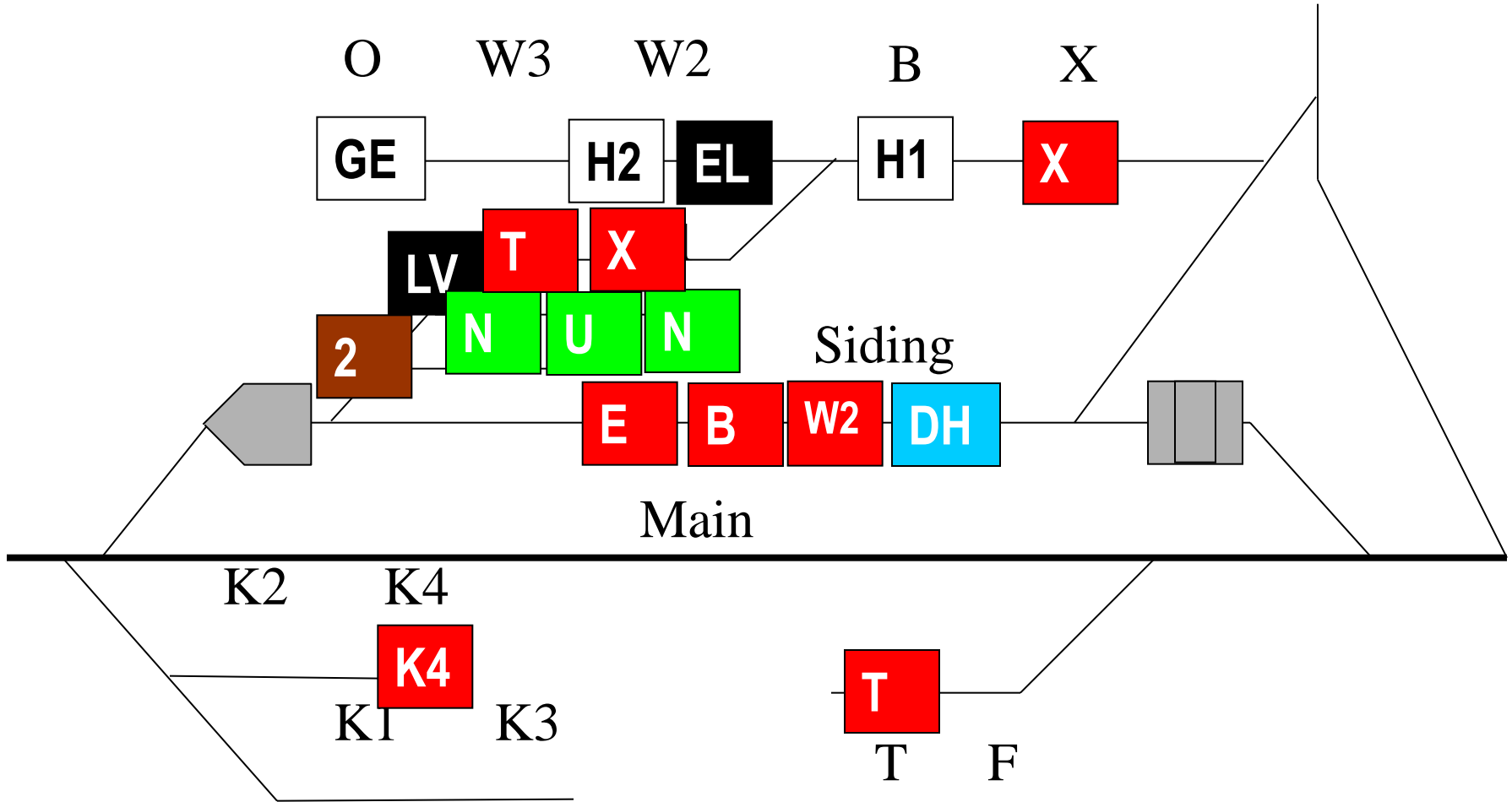
We will place T and X at W1 to prep for runaround

Burnt Hills



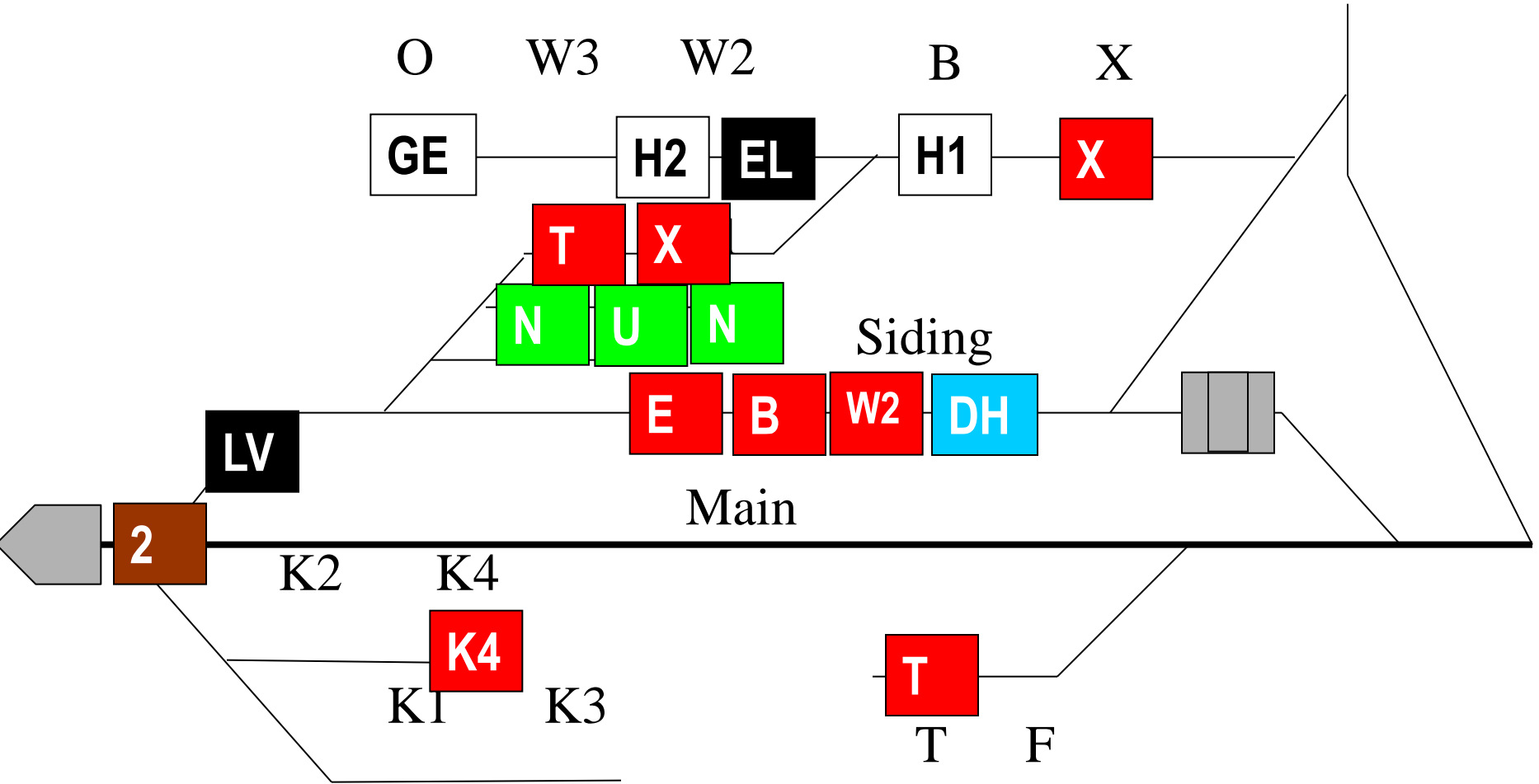
We will place T and X at W1 to prep for runaround

Burnt Hills



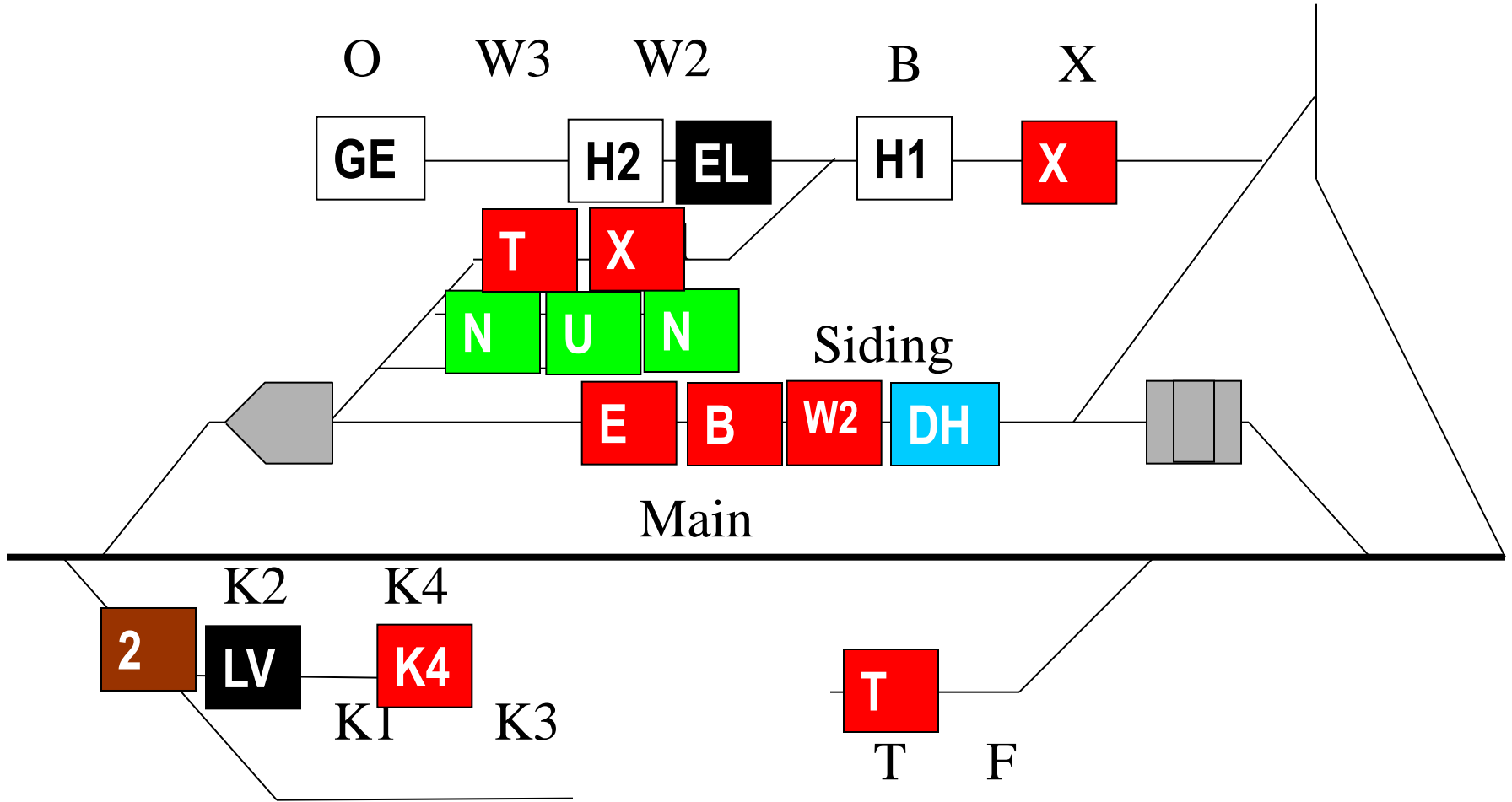
T and X on location. Now return 2 and LV to a location to await southbound pickup

Burnt Hills



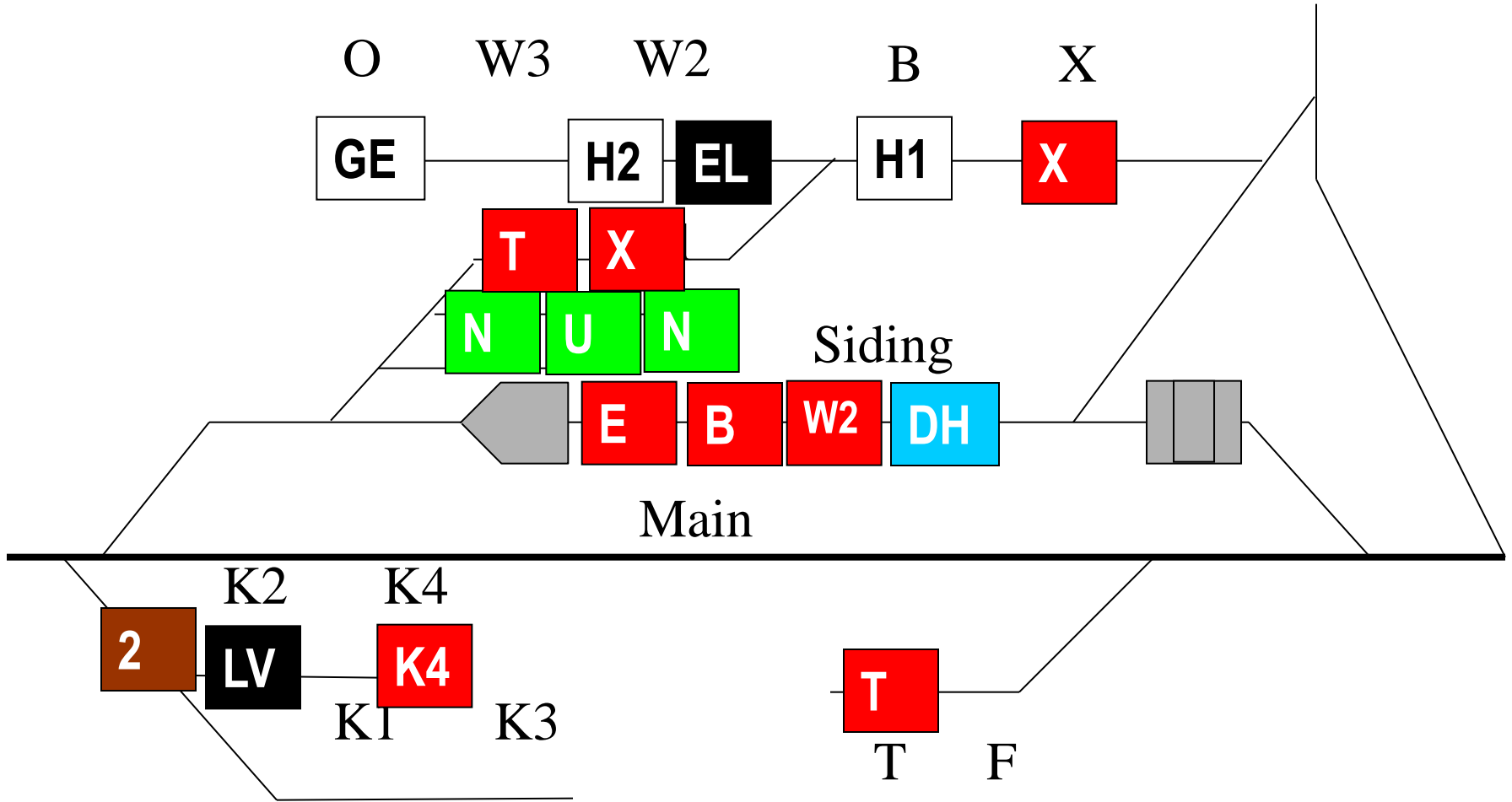
Now return 2 and LV to a location to await southbound pickup

Burnt Hills



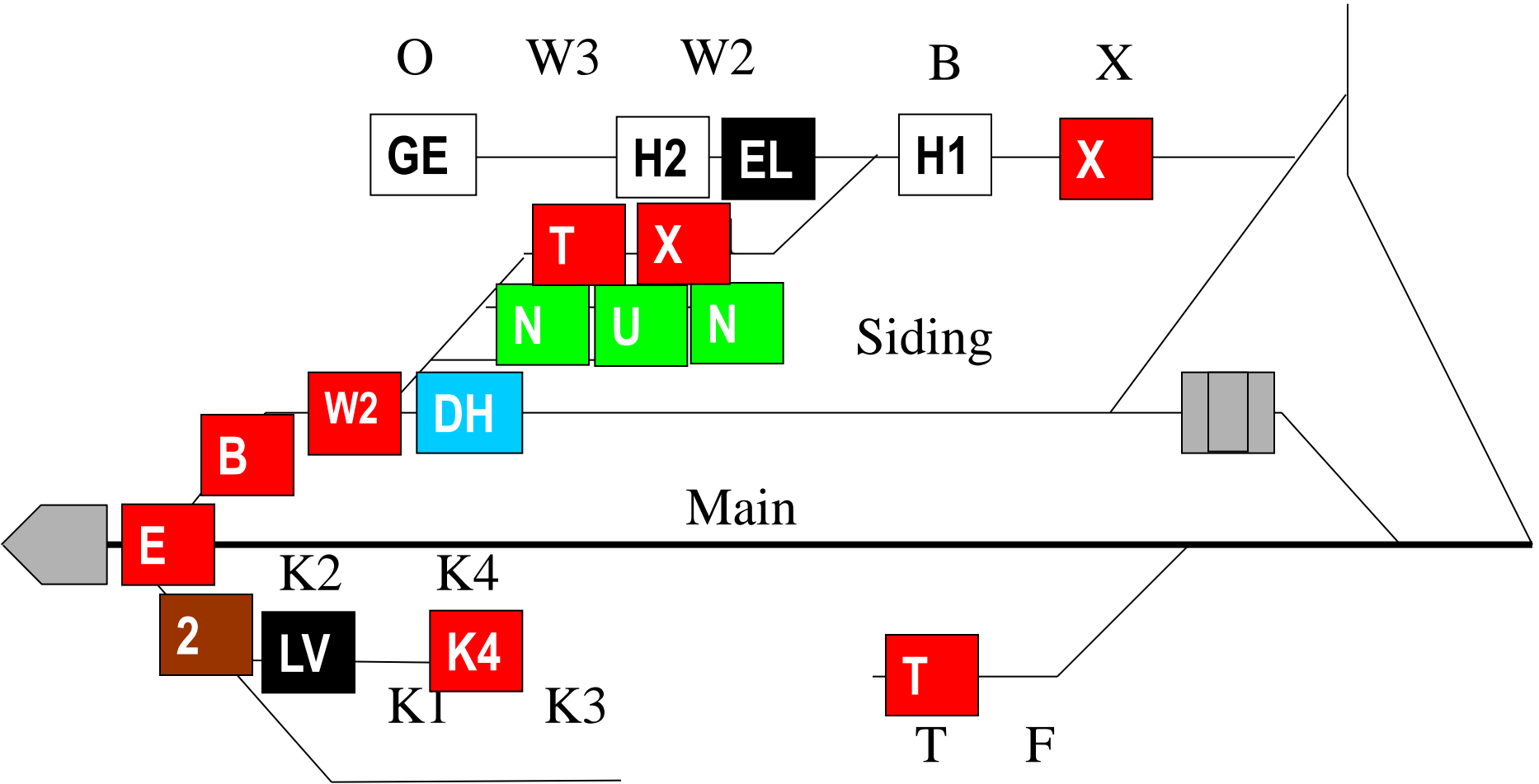
Now to get ready for runaround

Burnt Hills



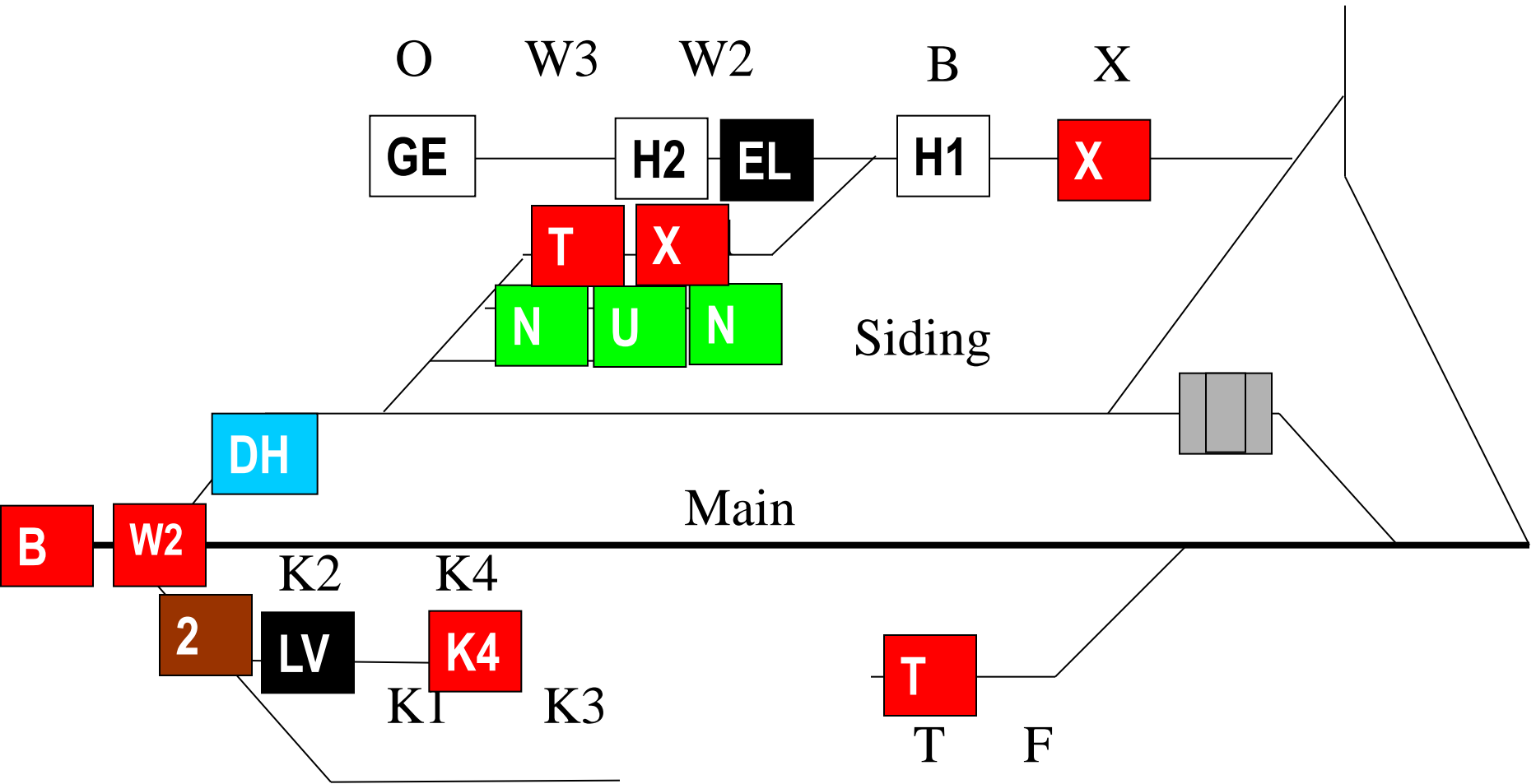
Rest of through cars (E and DH) to storage

Burnt Hills



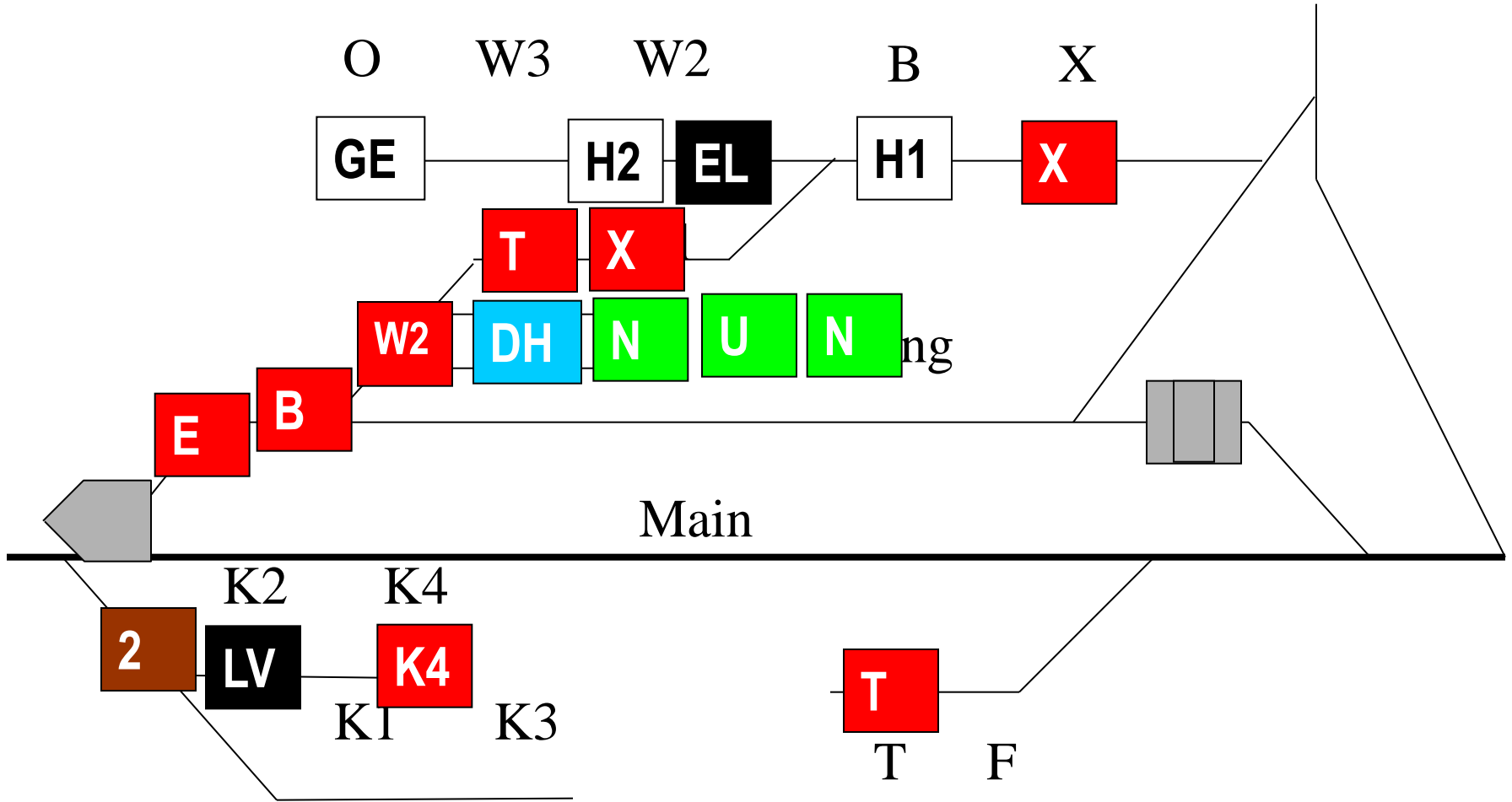
Rest of through cars (E and DH) to storage

Burnt Hills



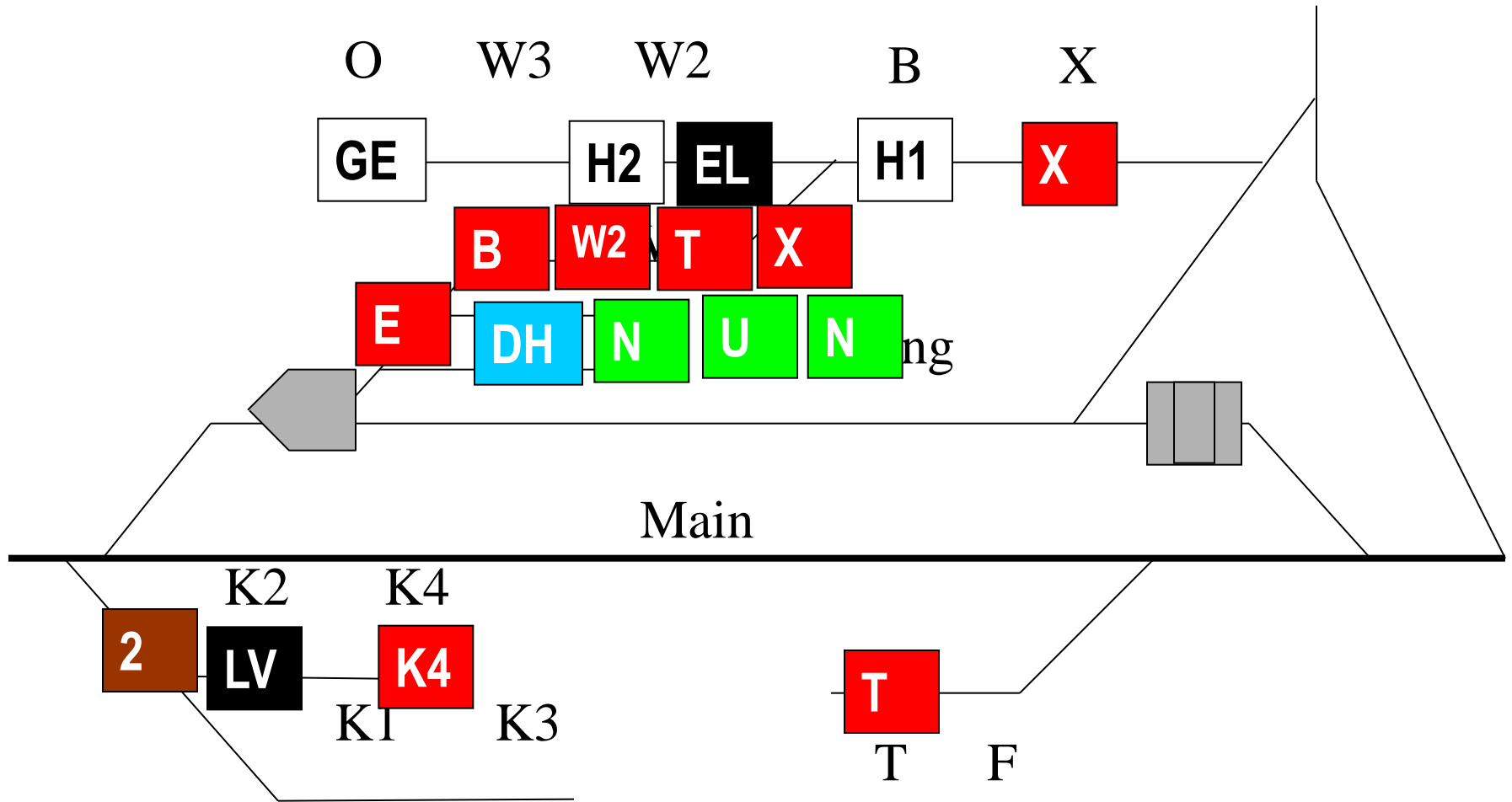
Rest of through cars (E and DH) to storage

Burnt Hills



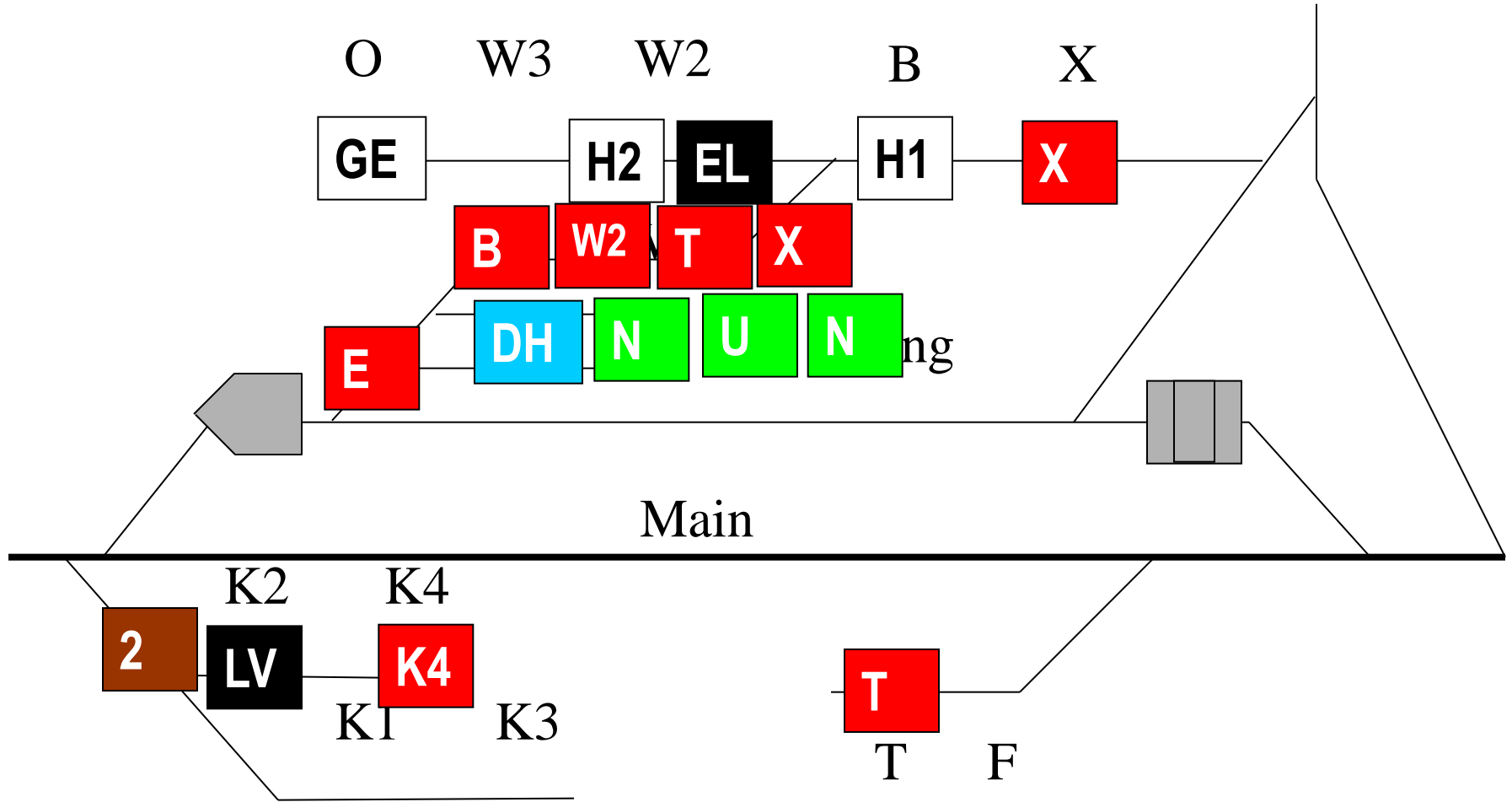
Rest of through cars (E and DH) to storage. Put B and W2 in runaround block

Burnt Hills



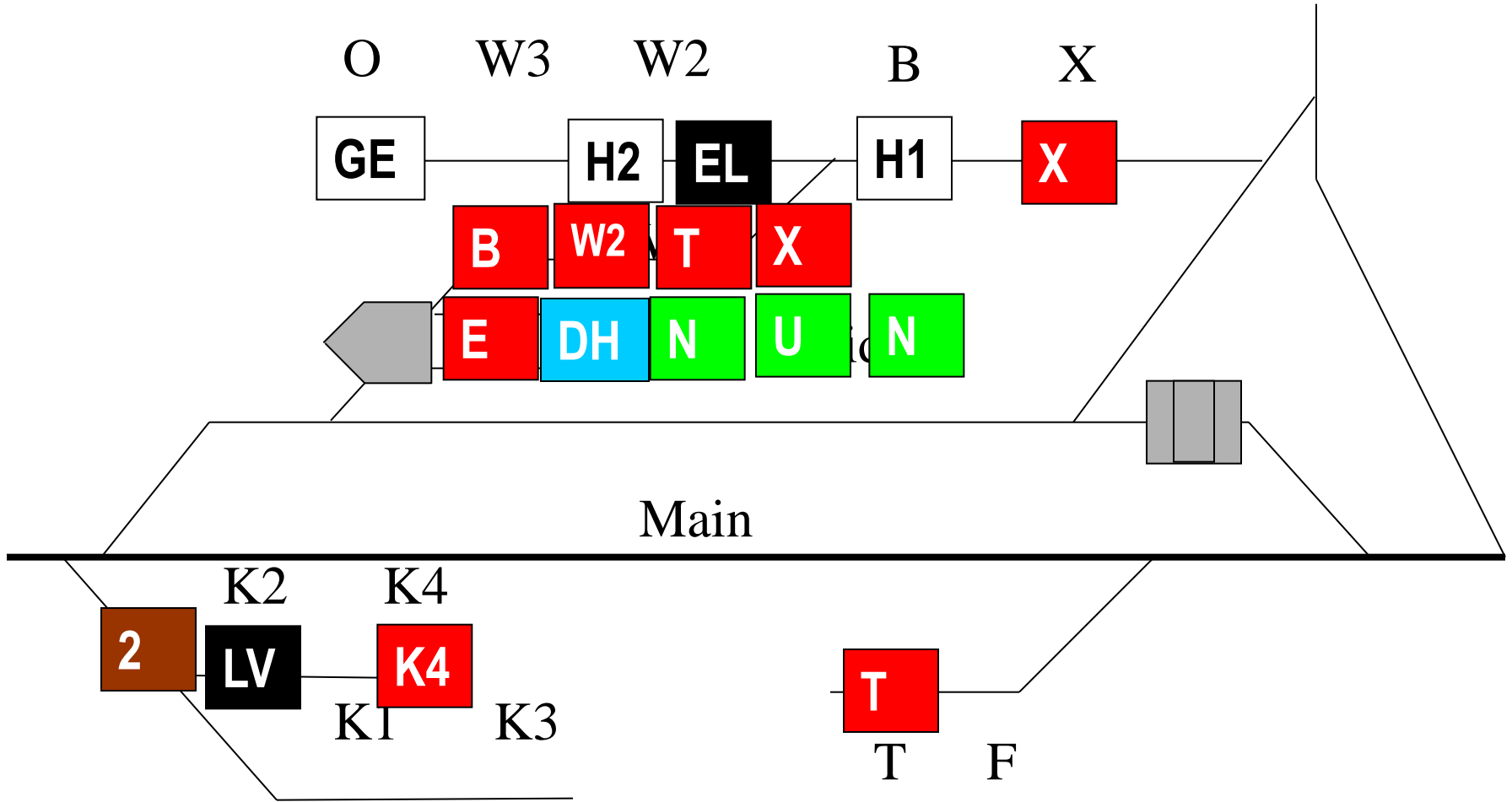
Rest of through cars (E and DH) to storage. Put B and W2 in runaround block

Burnt Hills



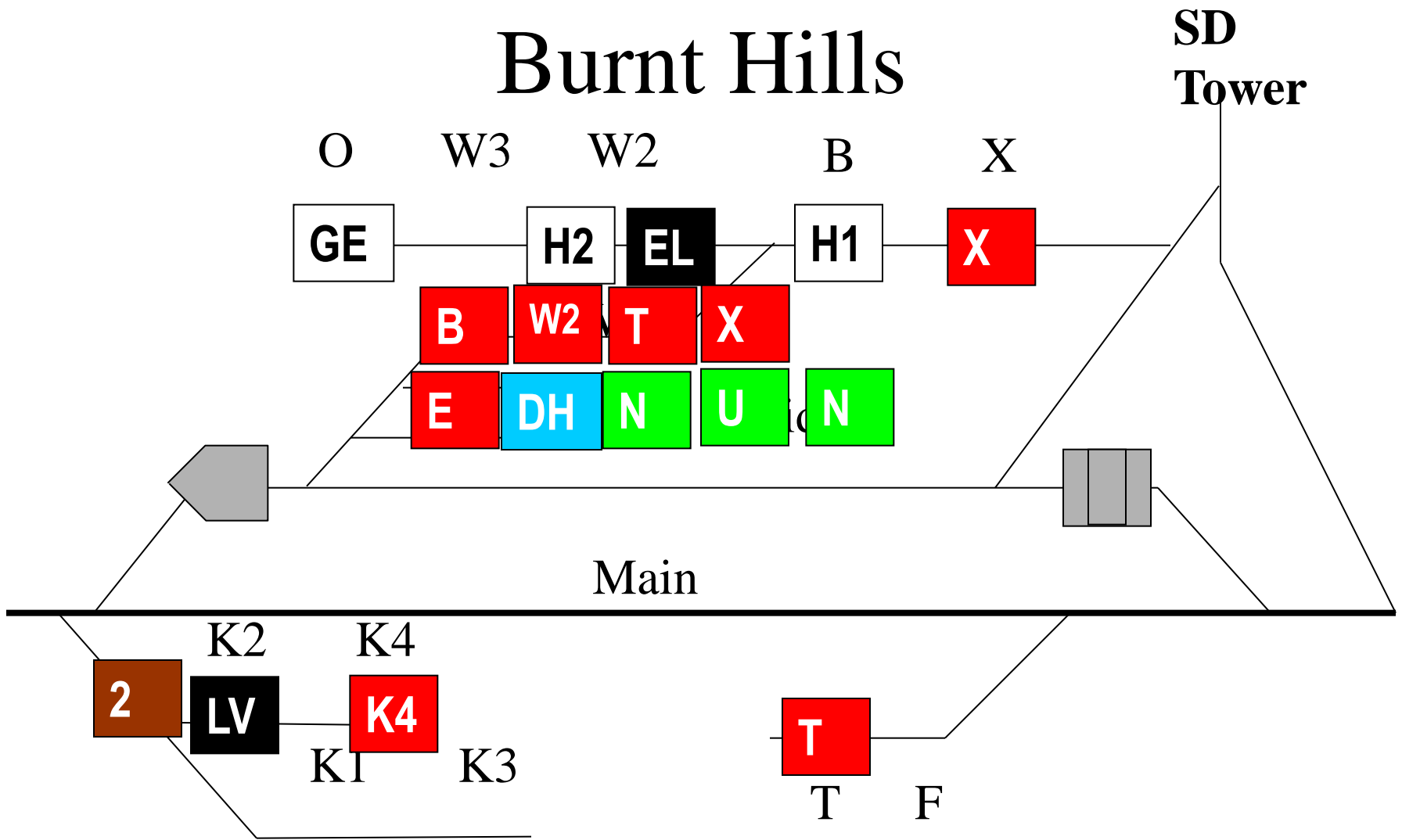
Through car E to storage

Burnt Hills



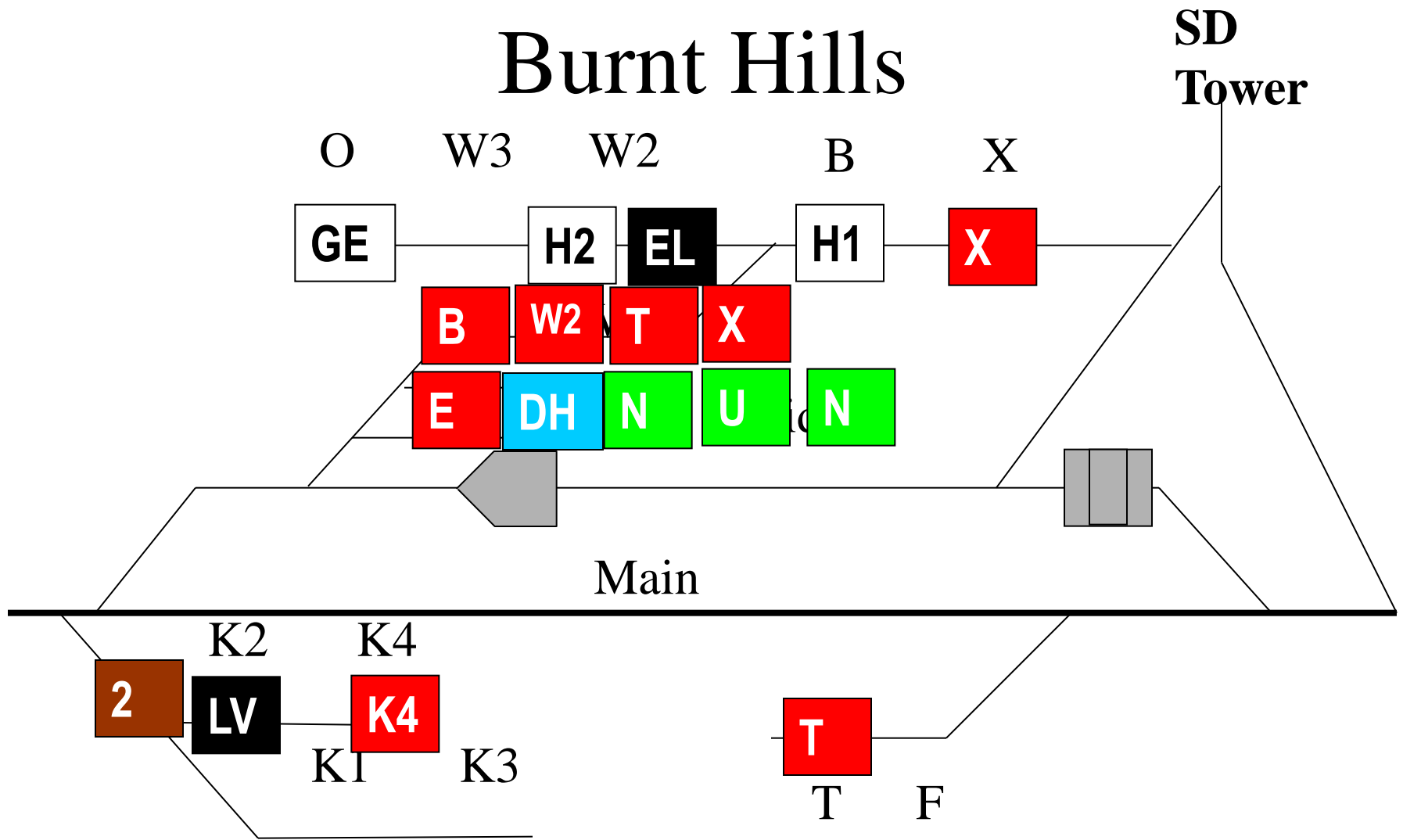
Through car E to storage

Burnt Hills



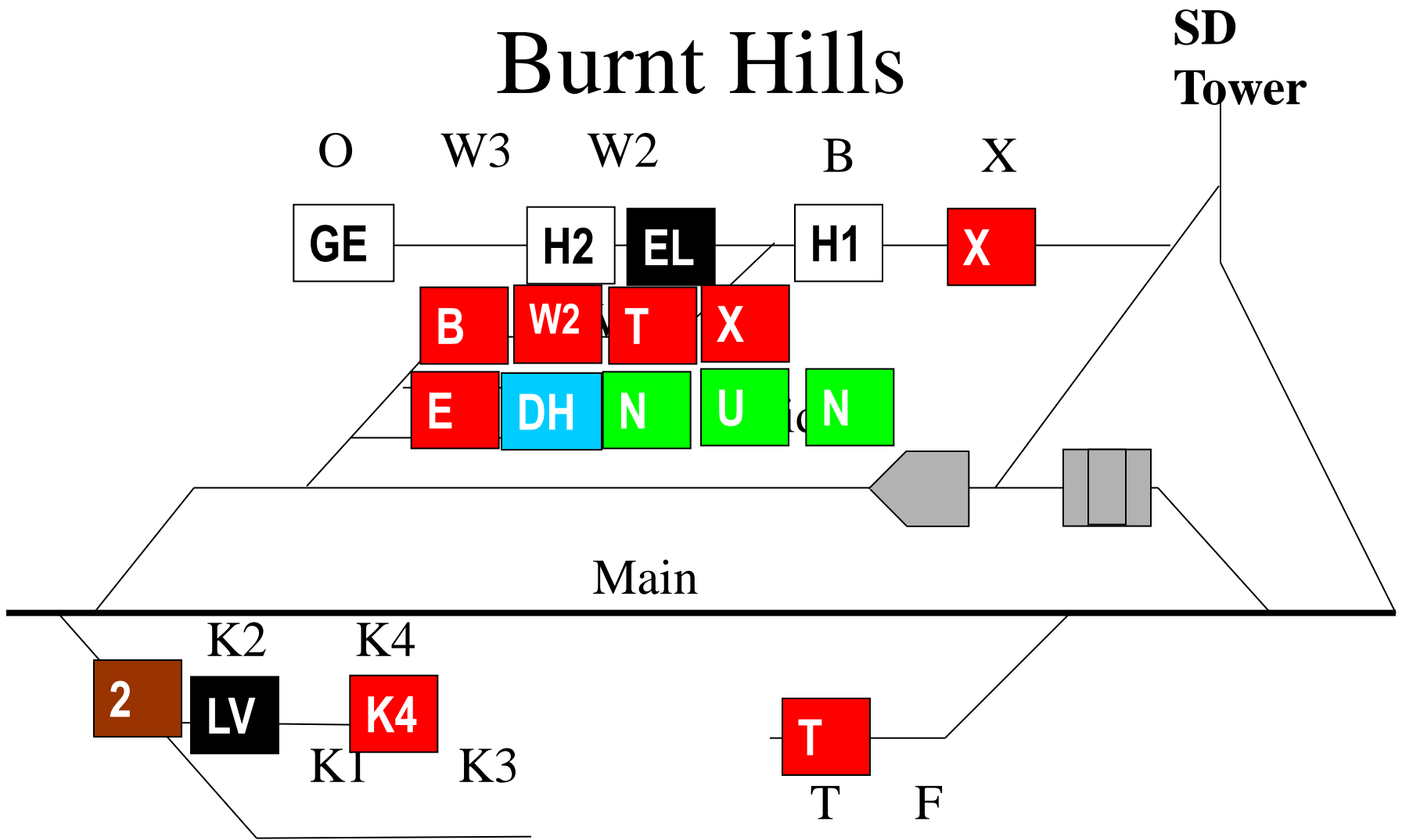
Contact SD tower to get permission to use crossing!

Burnt Hills



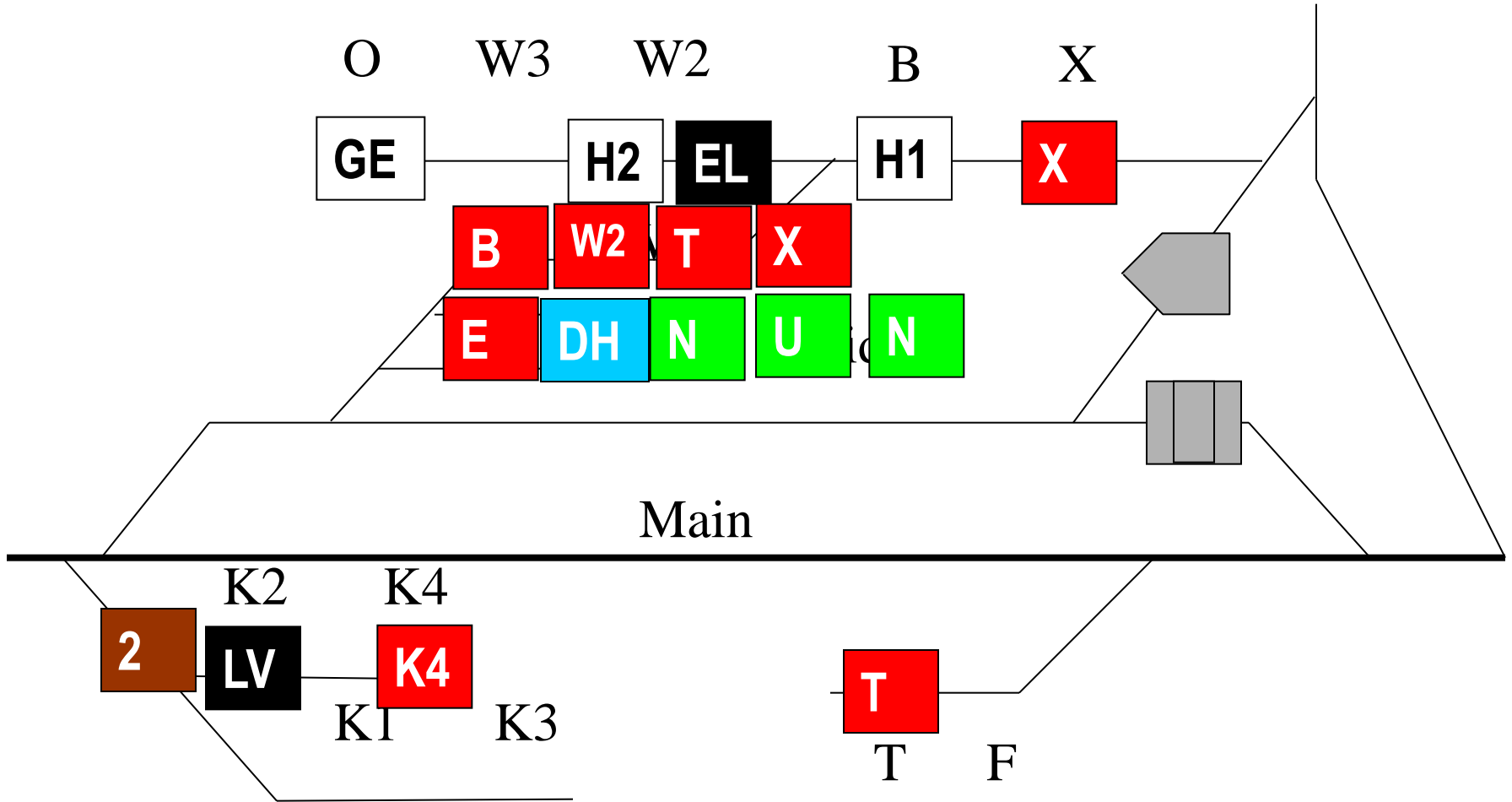
Contact SD tower to get permission to use crossing!

Burnt Hills



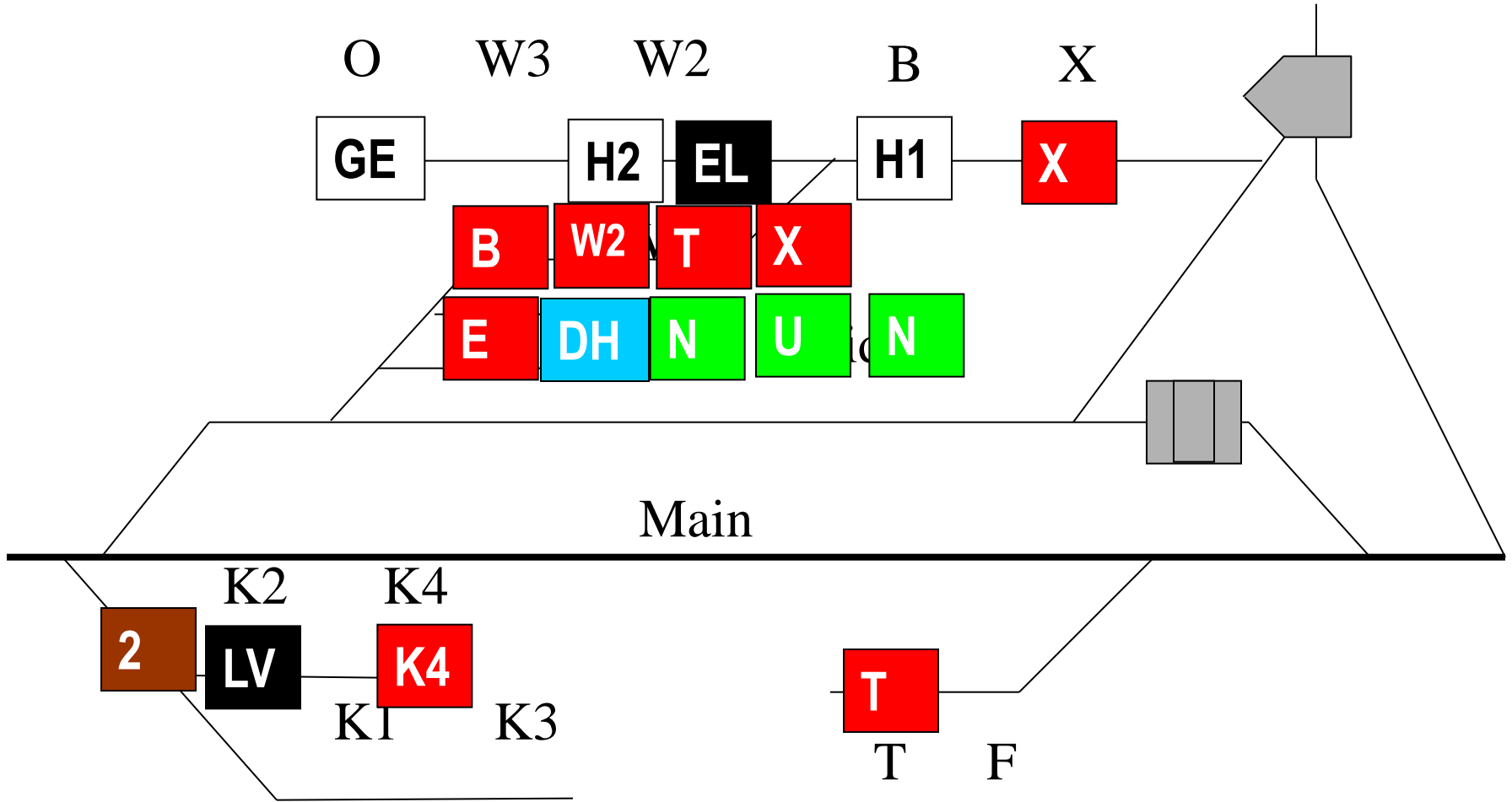
Contact SD tower to get permission to use crossing!

Burnt Hills



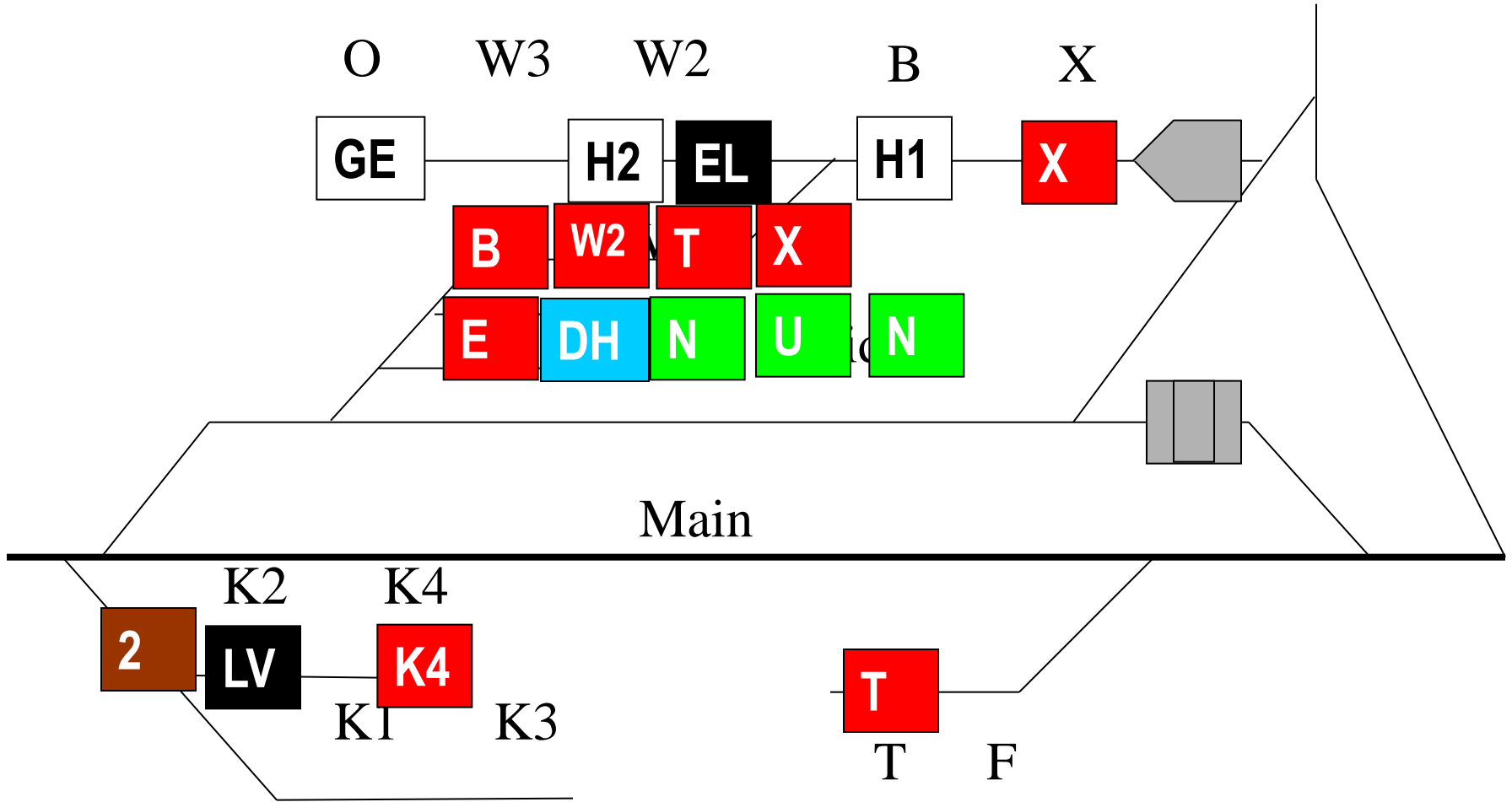
Contact SD tower to get permission to use crossing!

Burnt Hills



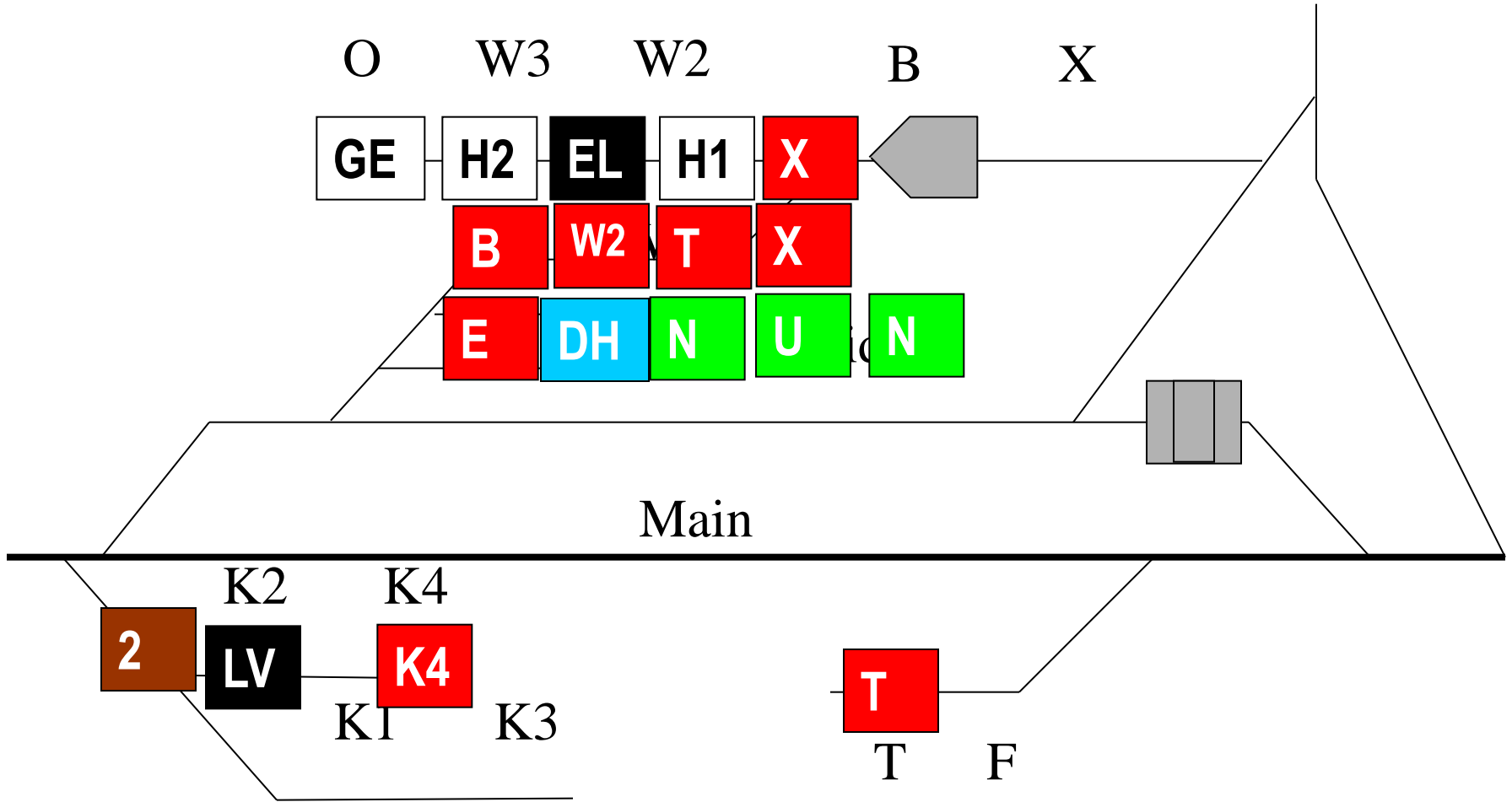
Now, sort cars!

Burnt Hills



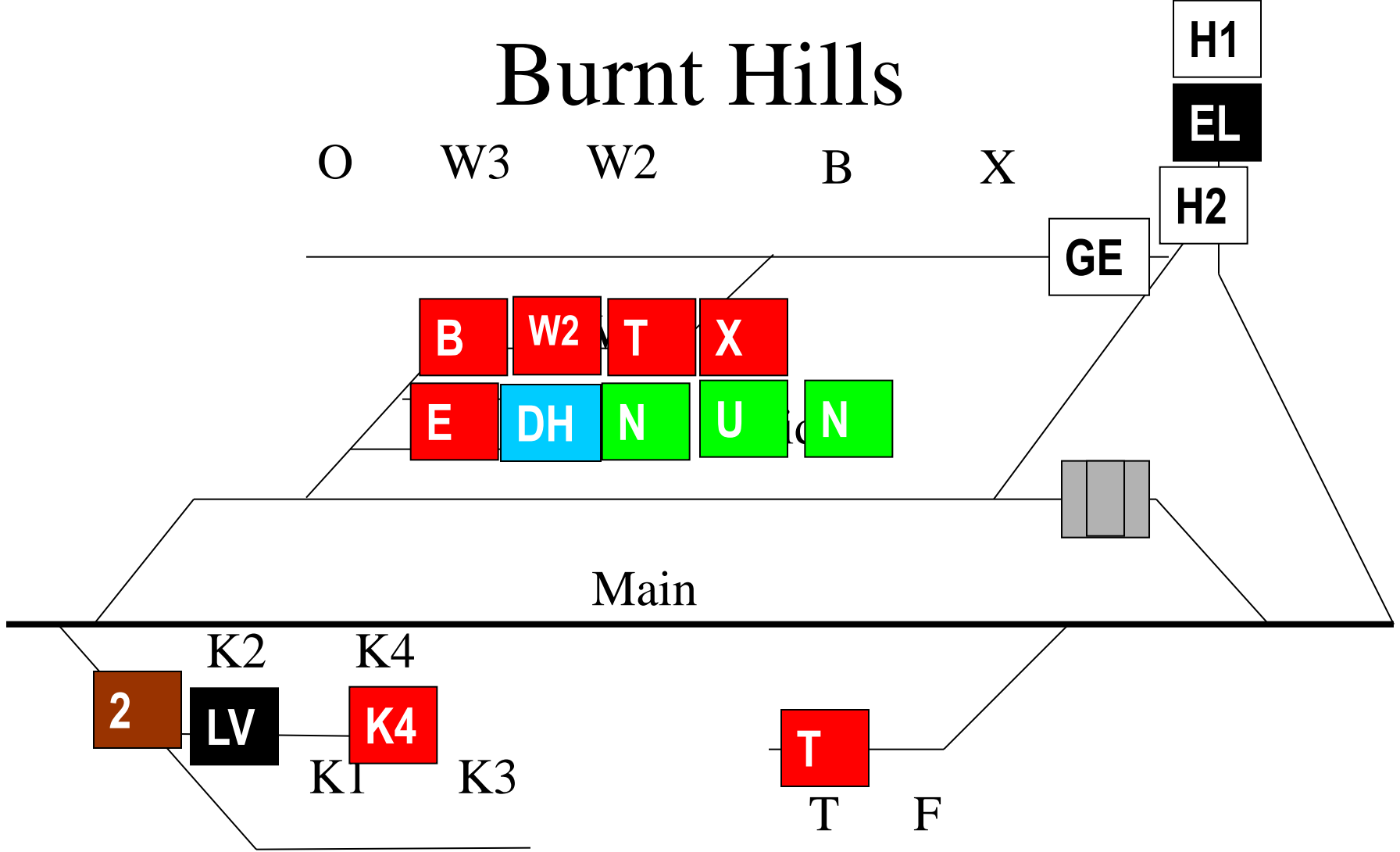
Get white and black (southbounds) out of the way

Burnt Hills



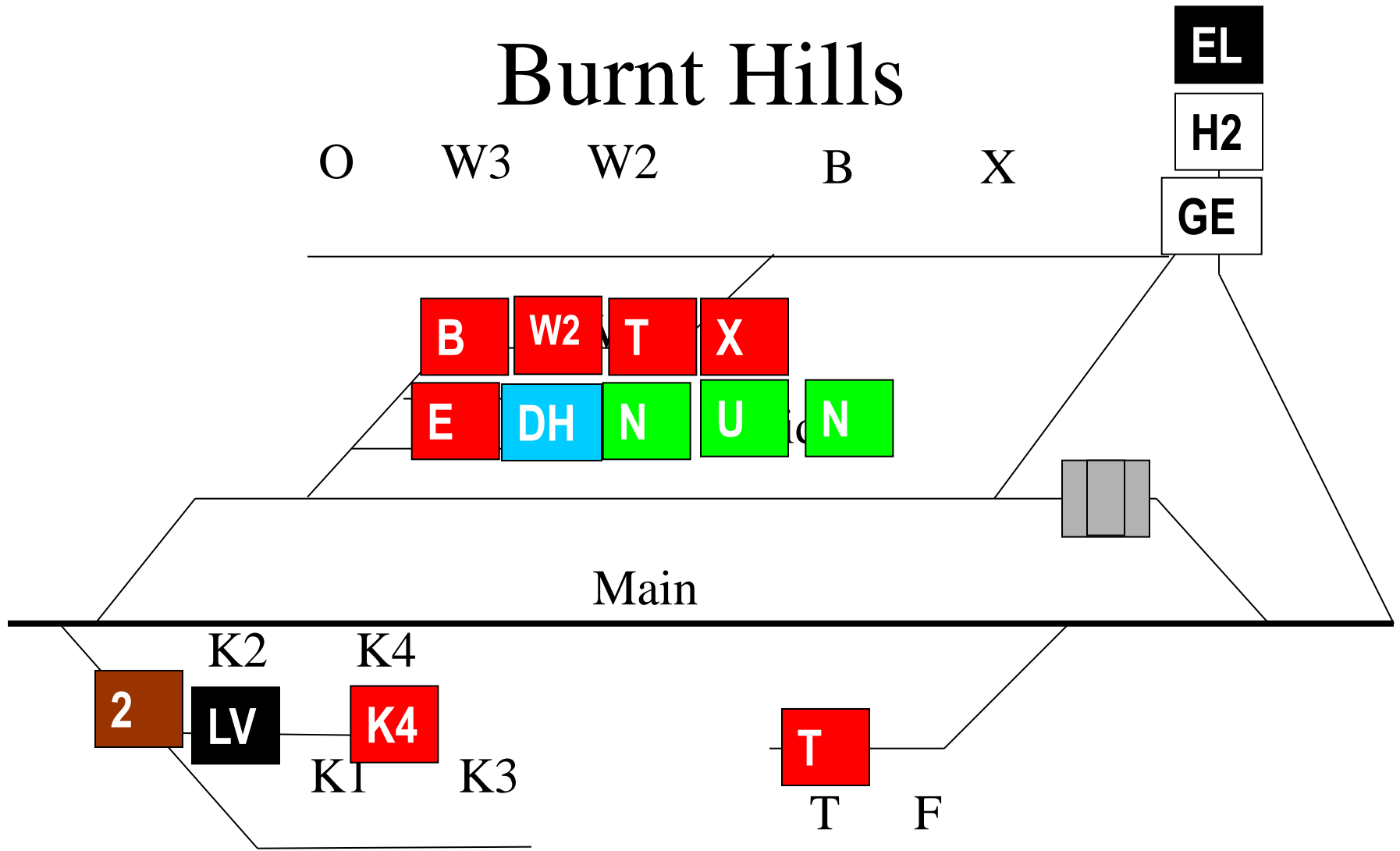
Get white and black (southbounds) out of the way

Burnt Hills



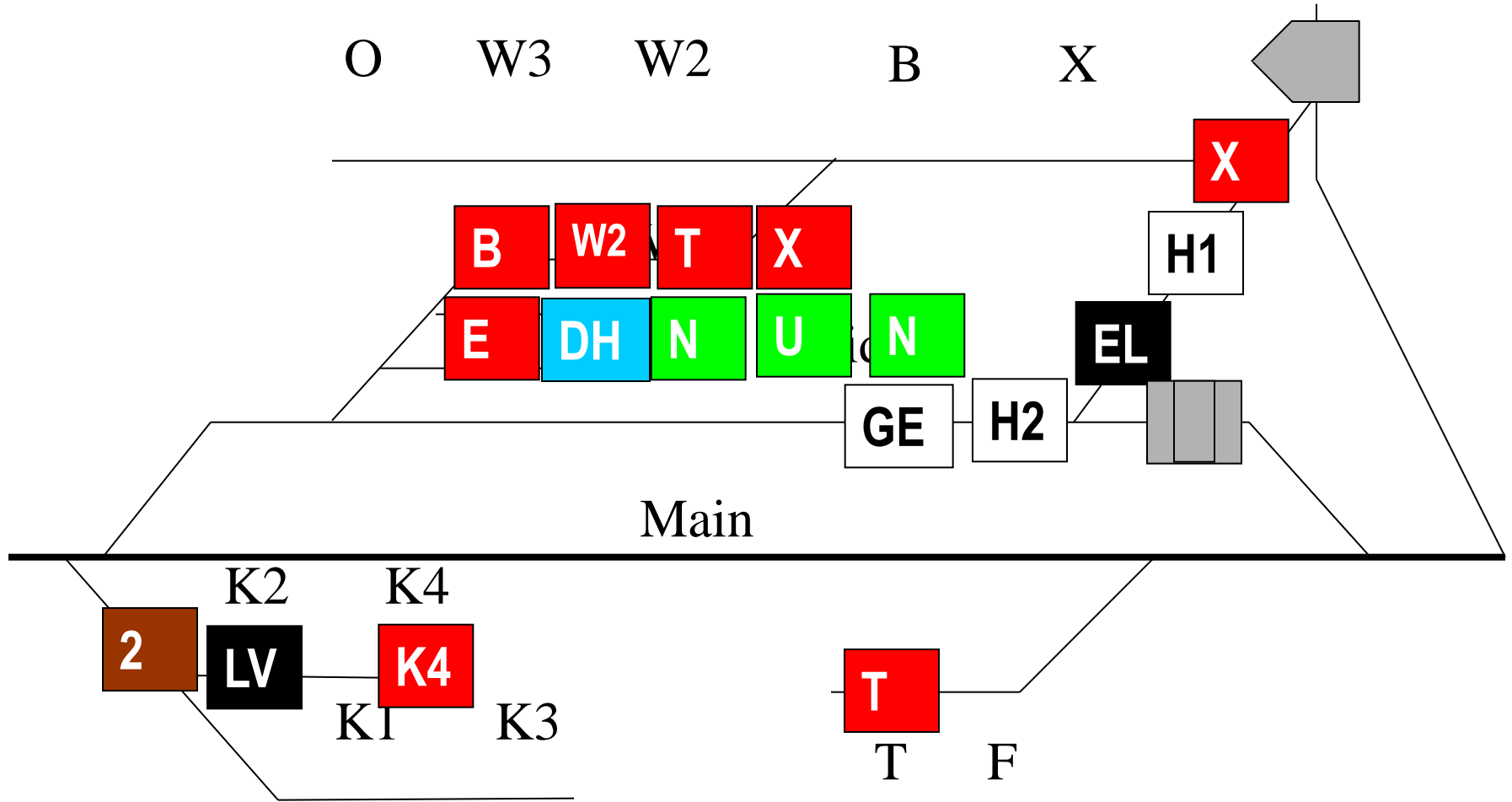
Get white and black (southbounds) out of the way

Burnt Hills



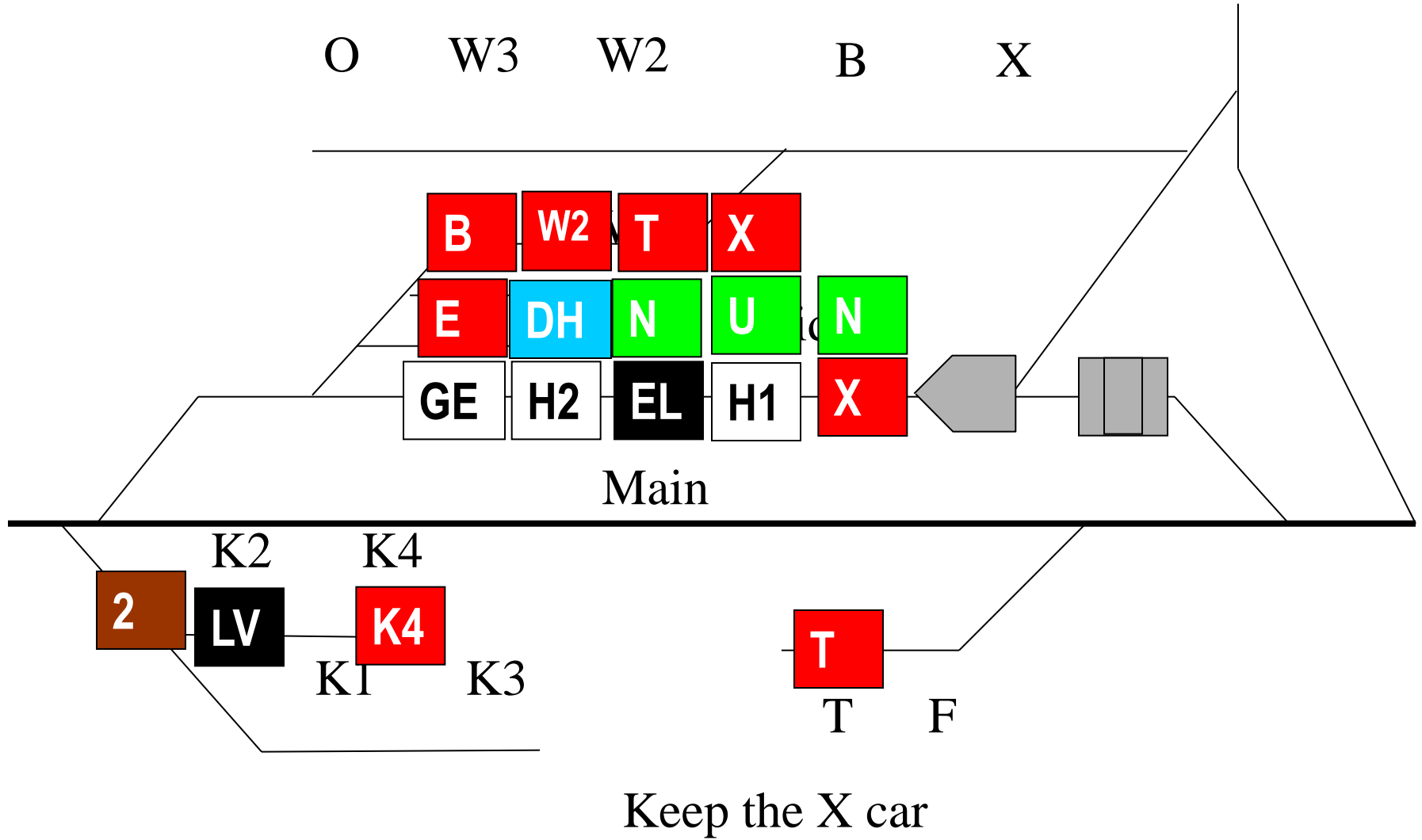
Get white and black (southbounds) out of the way

Burnt Hills

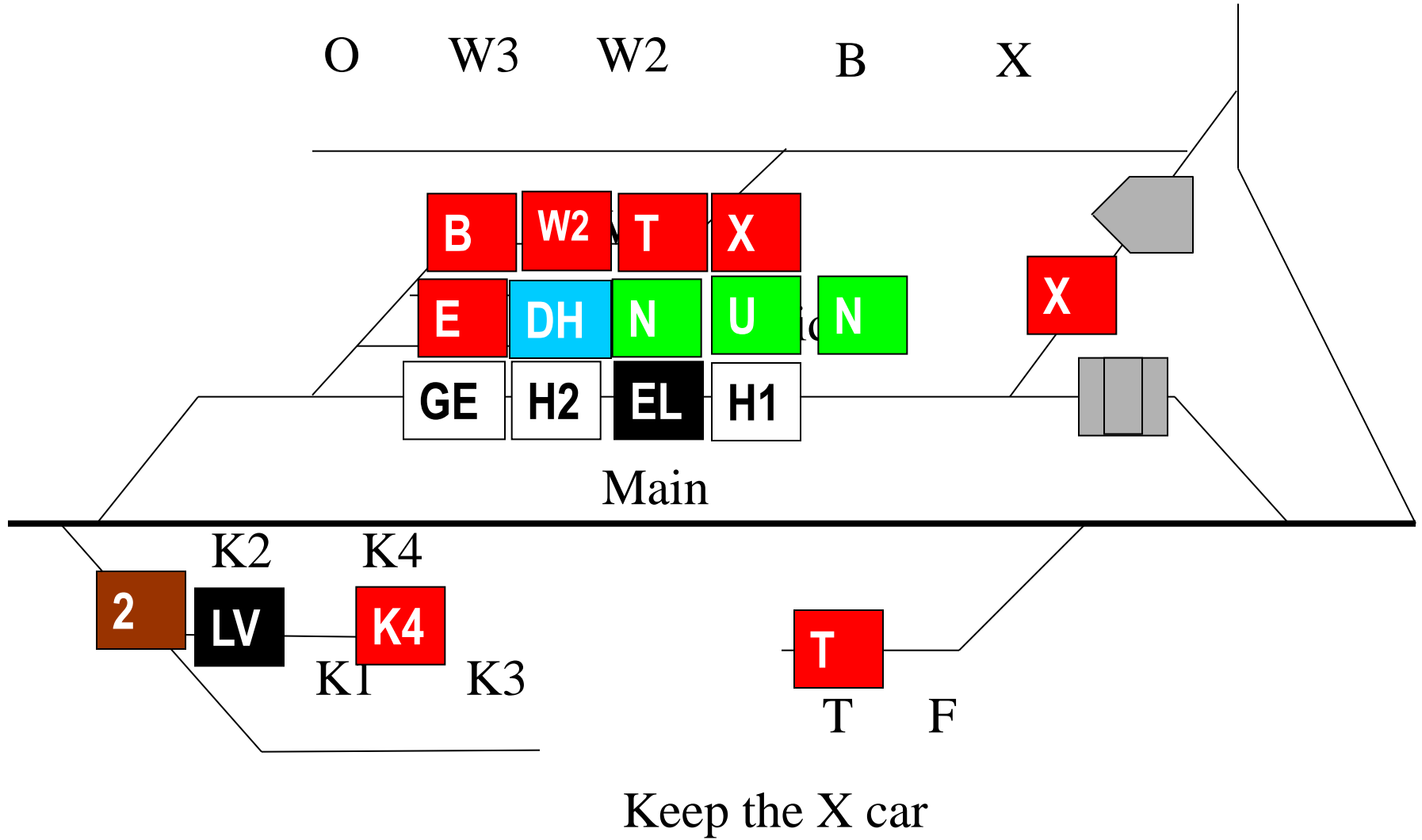


Get white and black (southbounds) out of the way

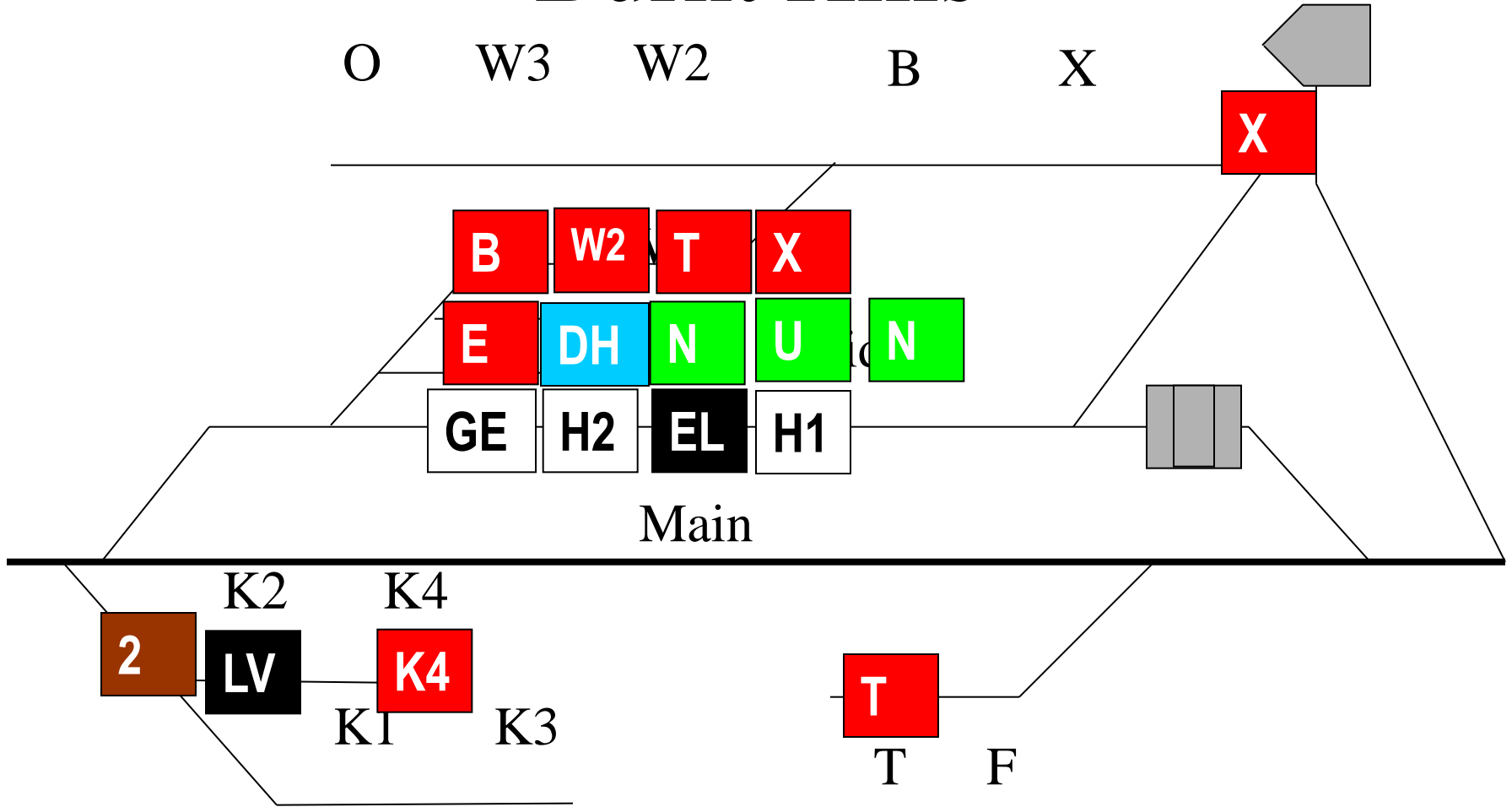
Burnt Hills



Burnt Hills

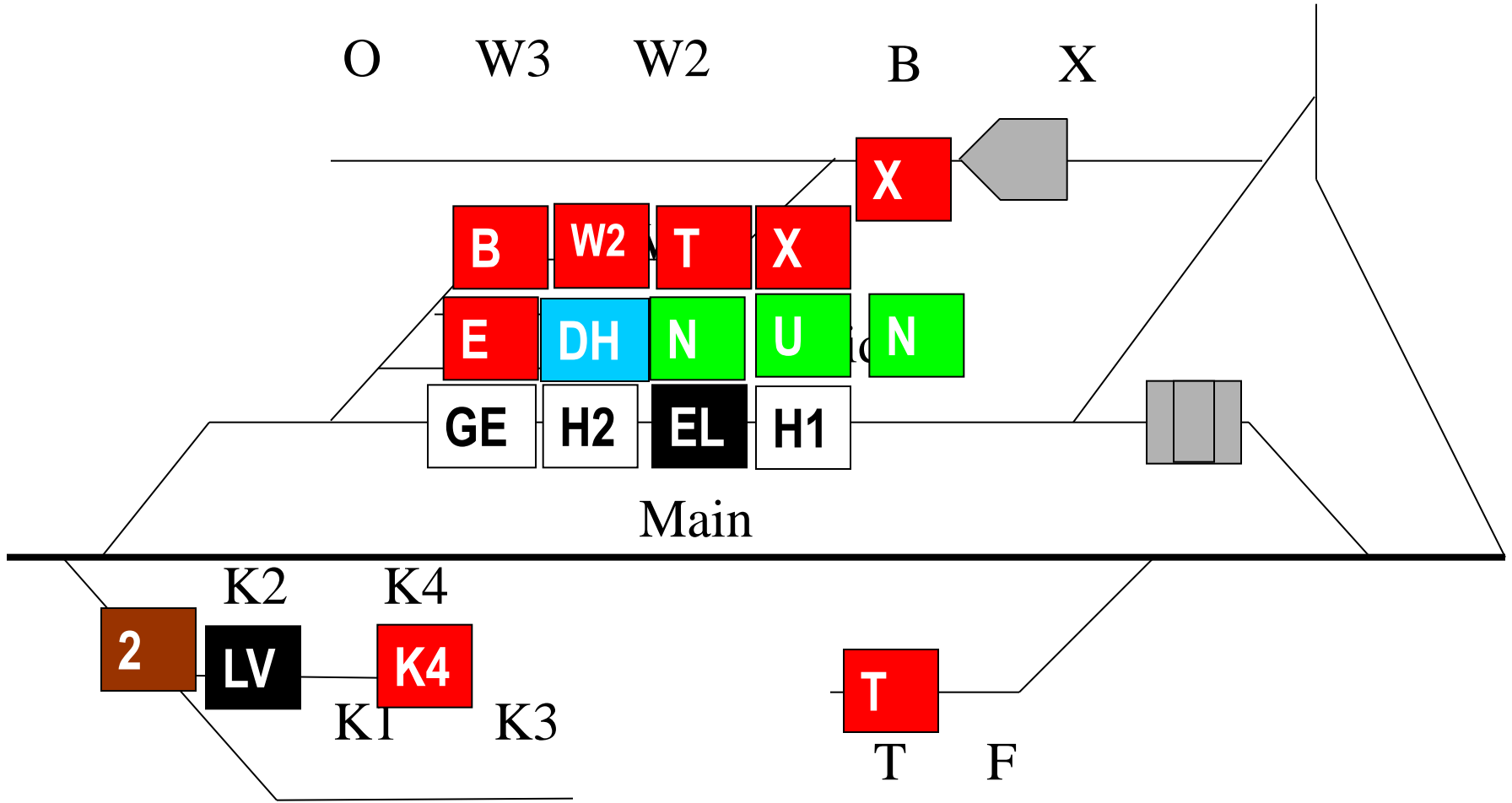


Burnt Hills



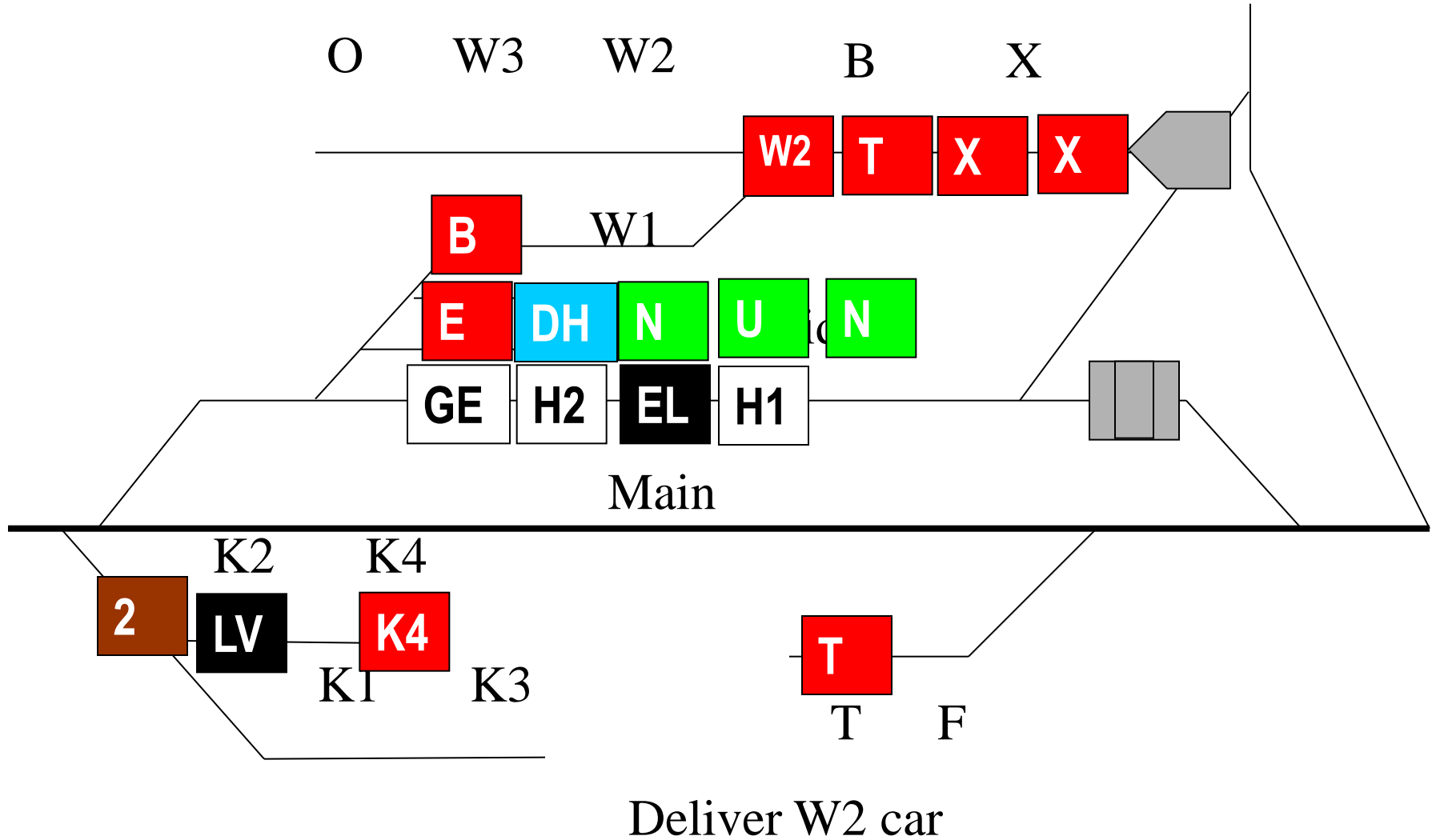
Get the runaround string

Burnt Hills

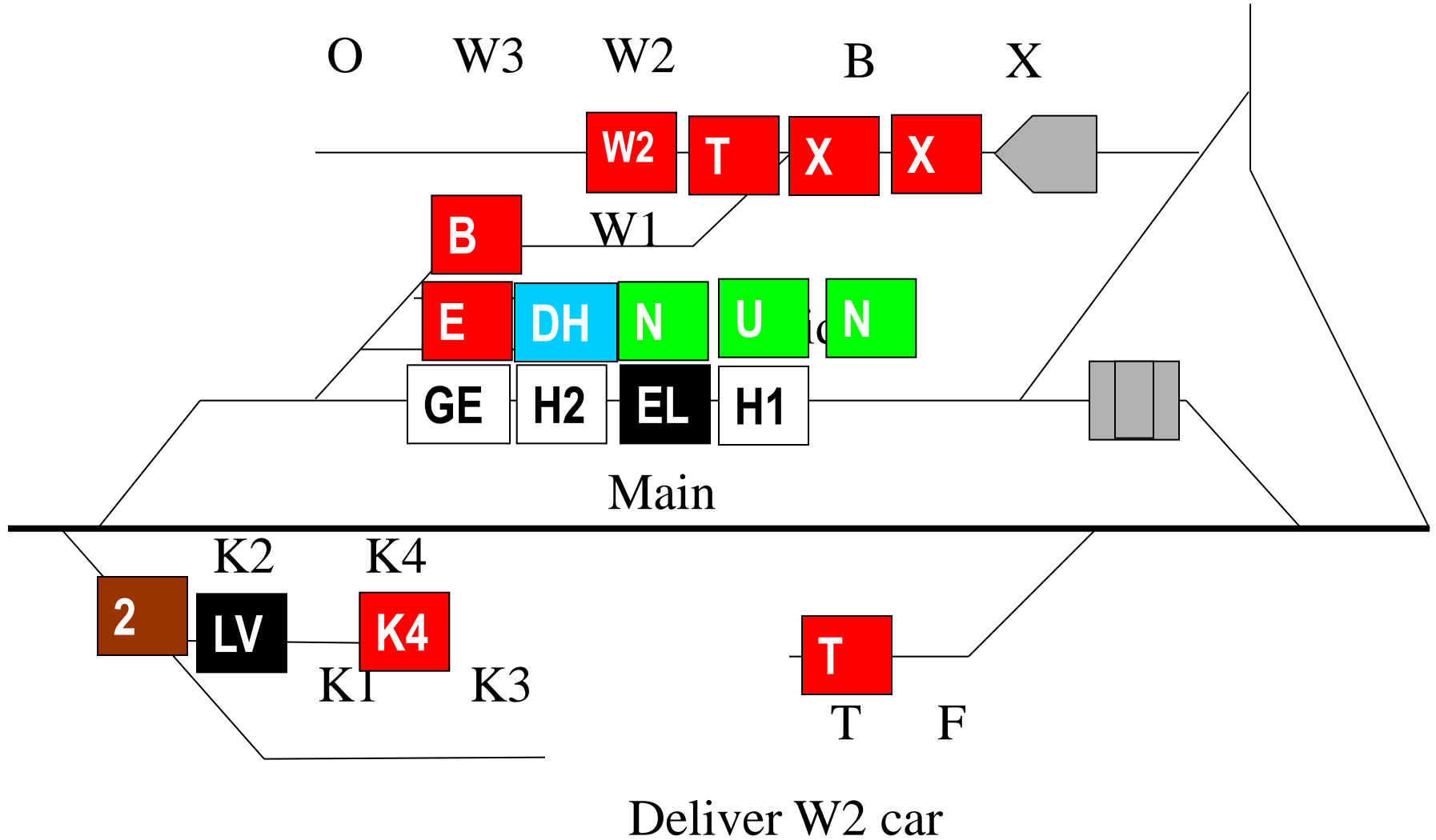


Get the runaround string

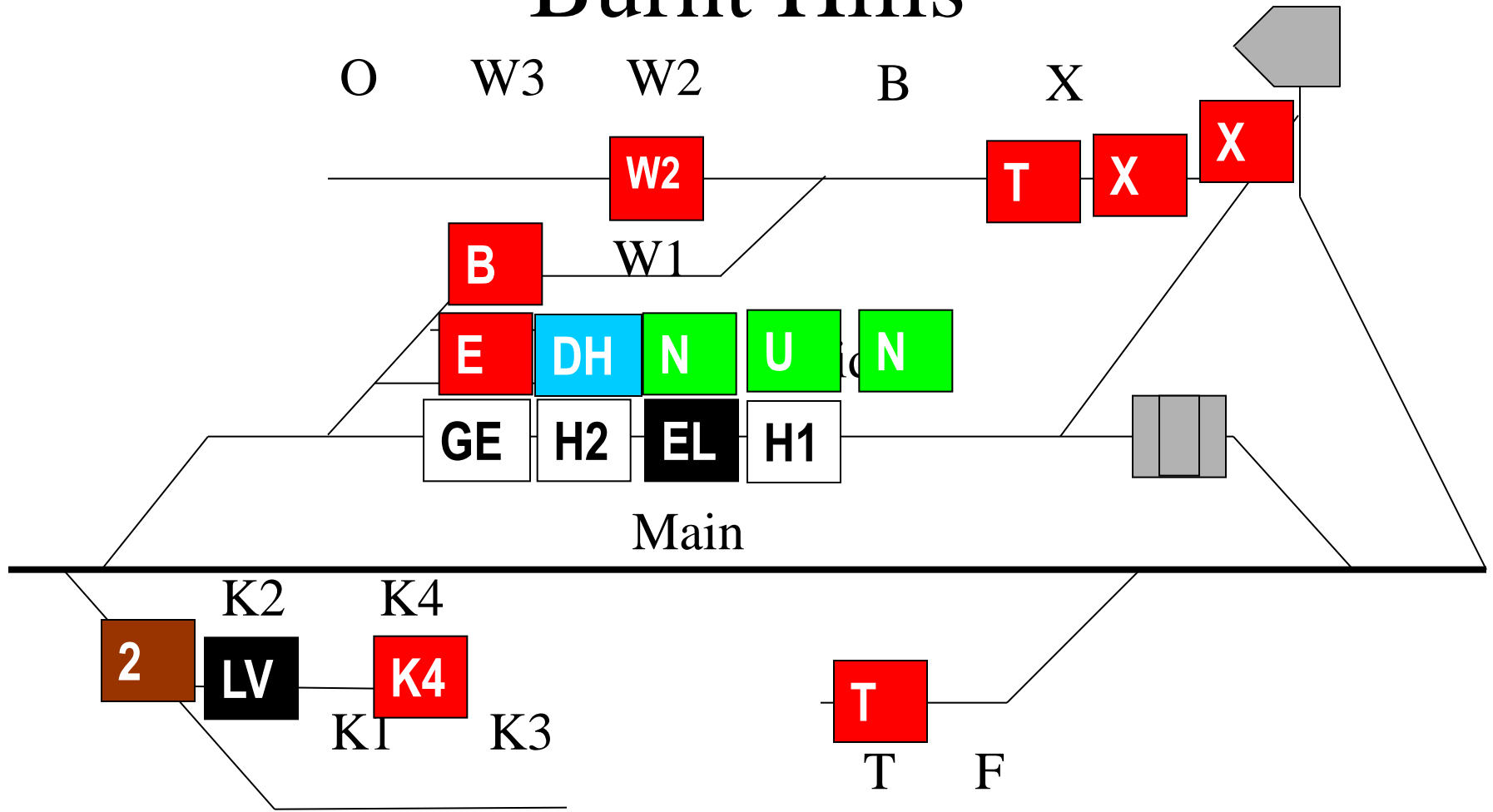
Burnt Hills



Burnt Hills

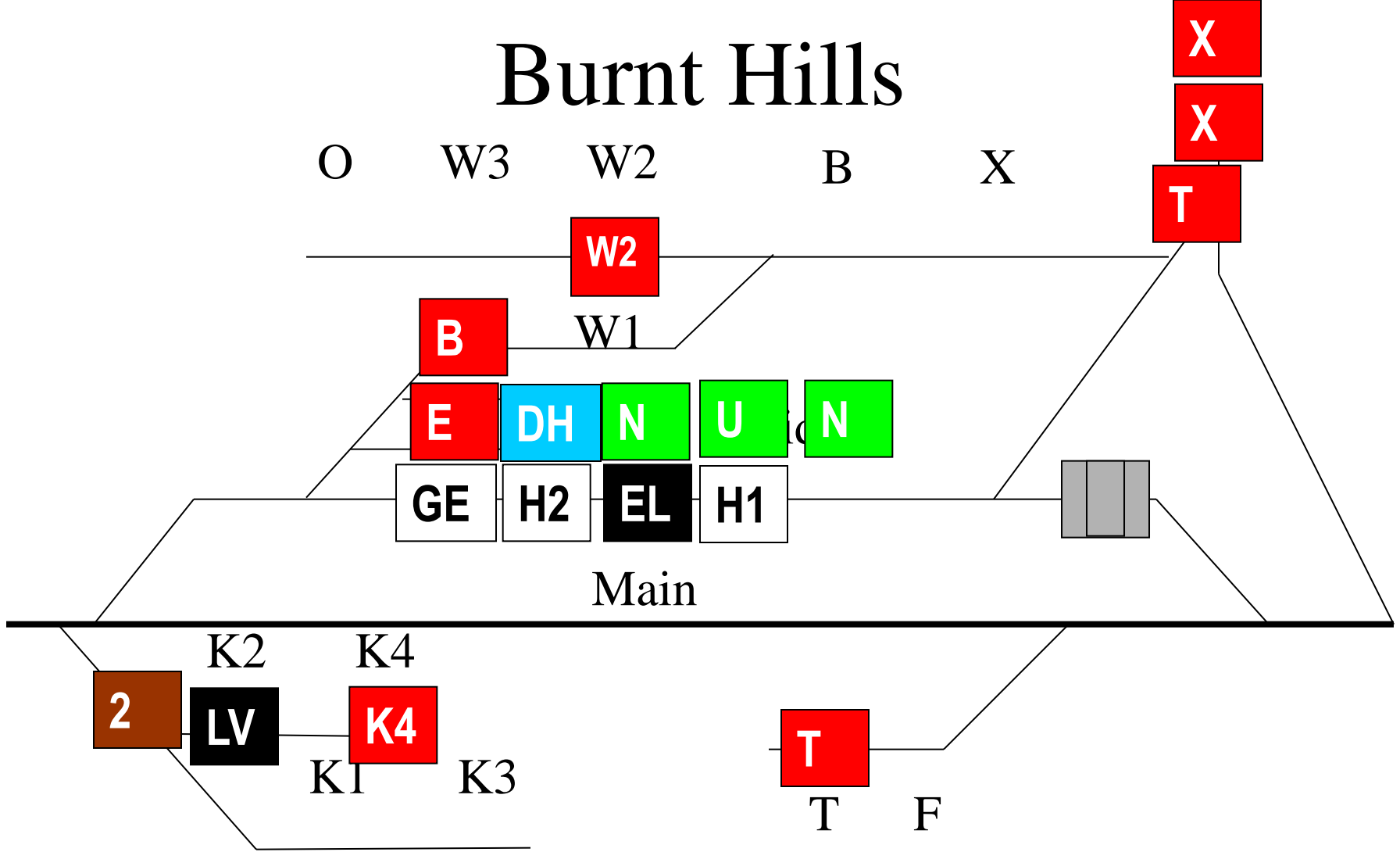


Burnt Hills



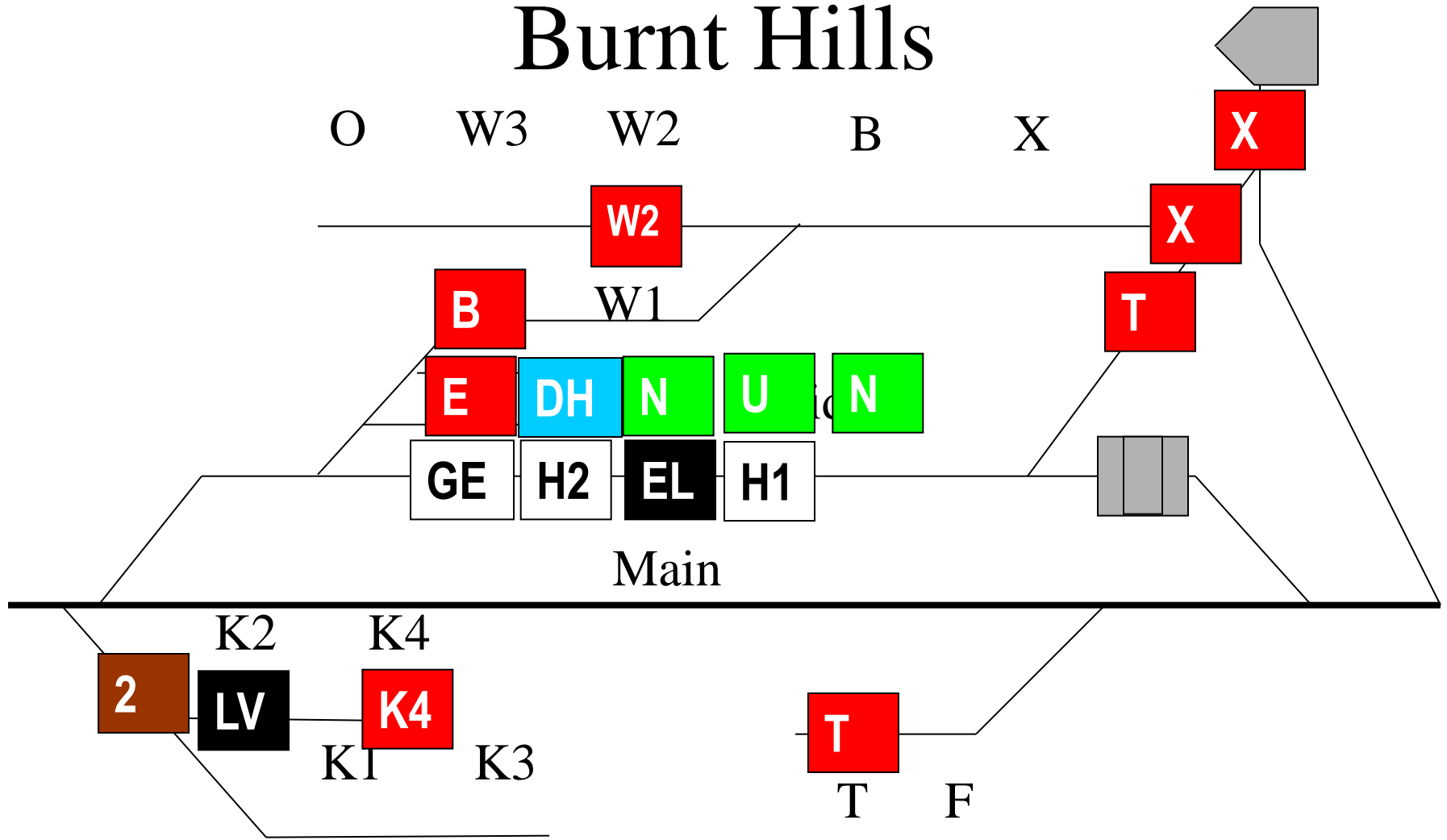
Set T car aside

Burnt Hills



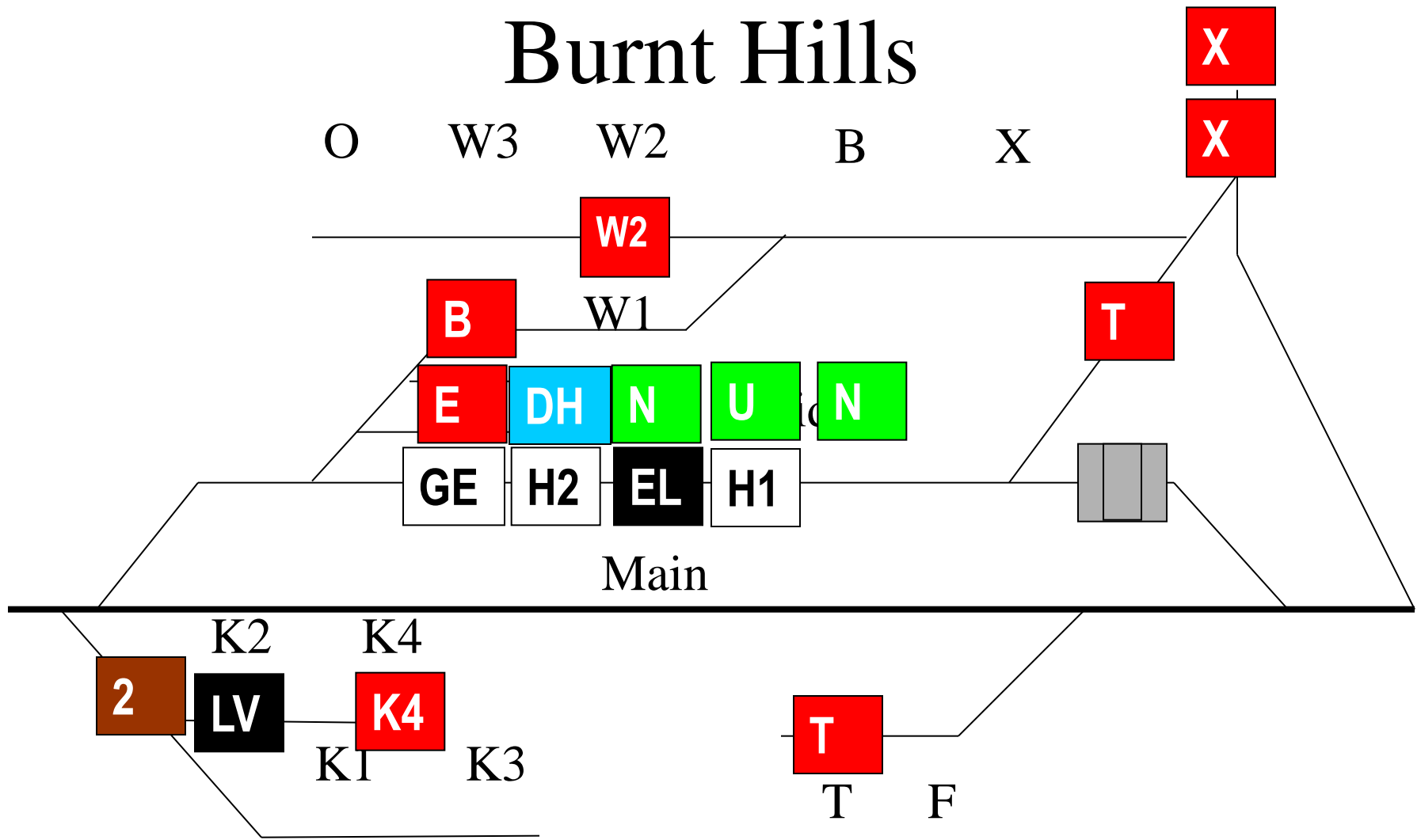
Set T car aside

Burnt Hills



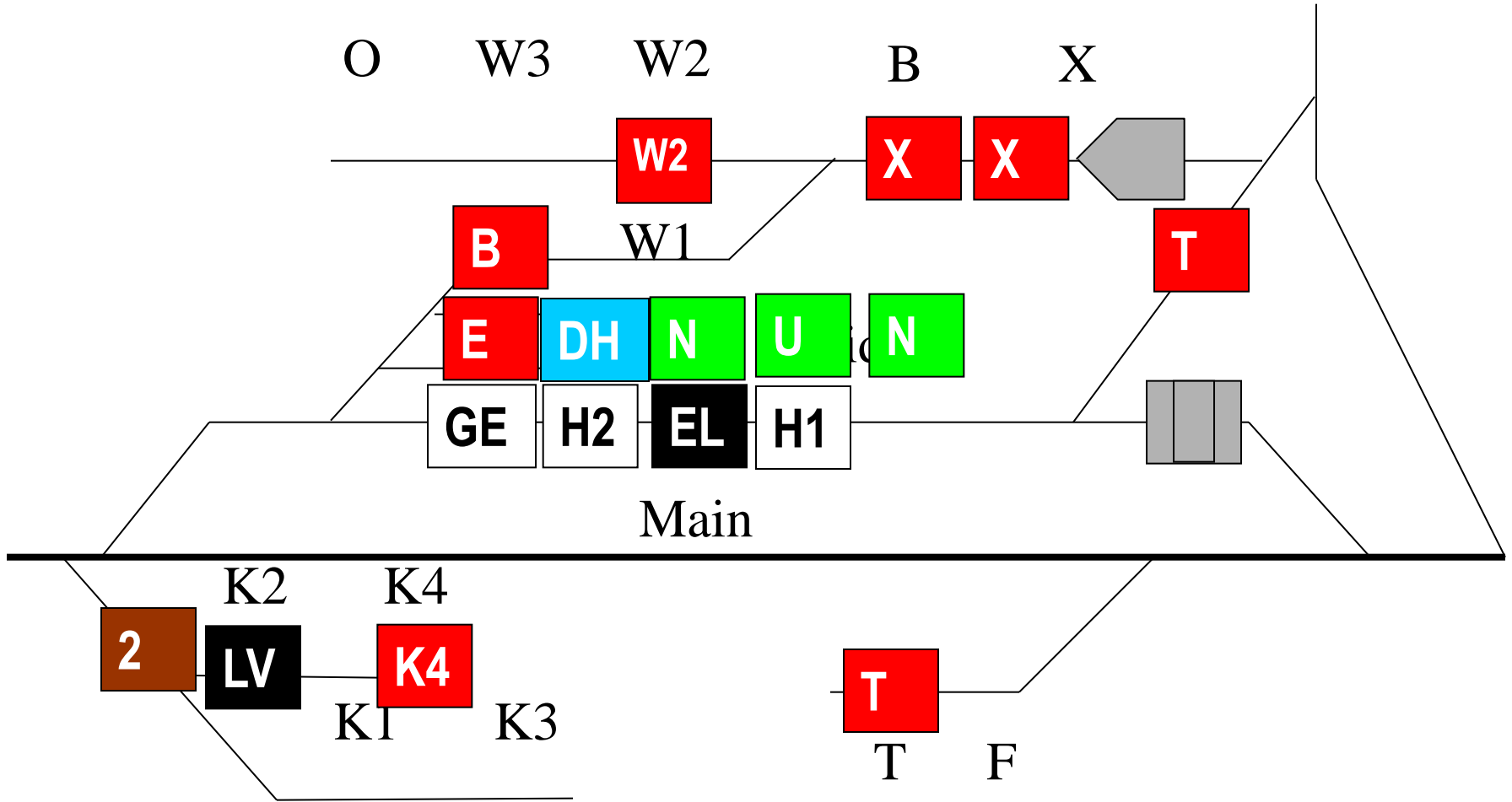
Set T car aside

Burnt Hills



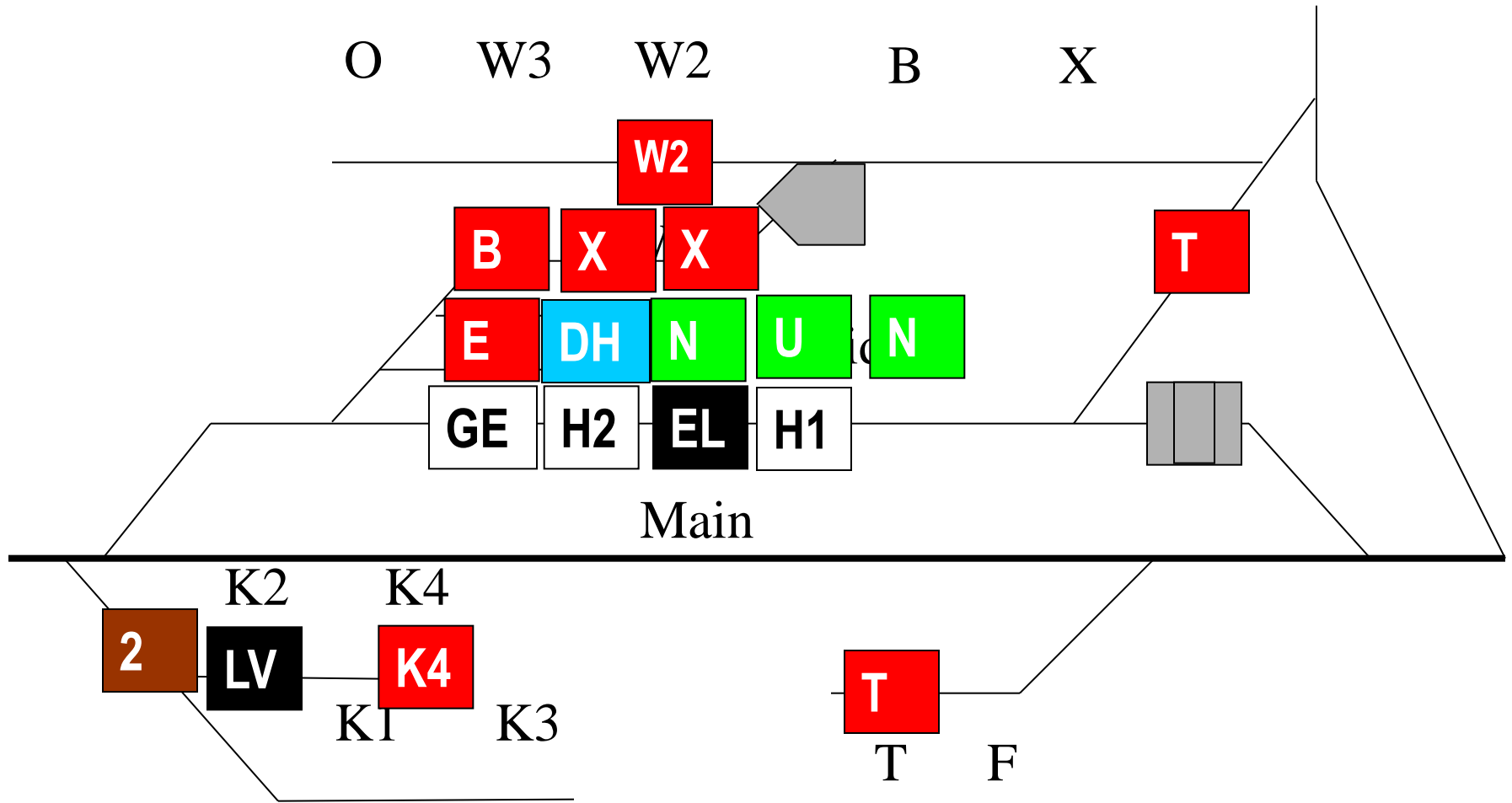
Deliver Borden's (B) car

Burnt Hills



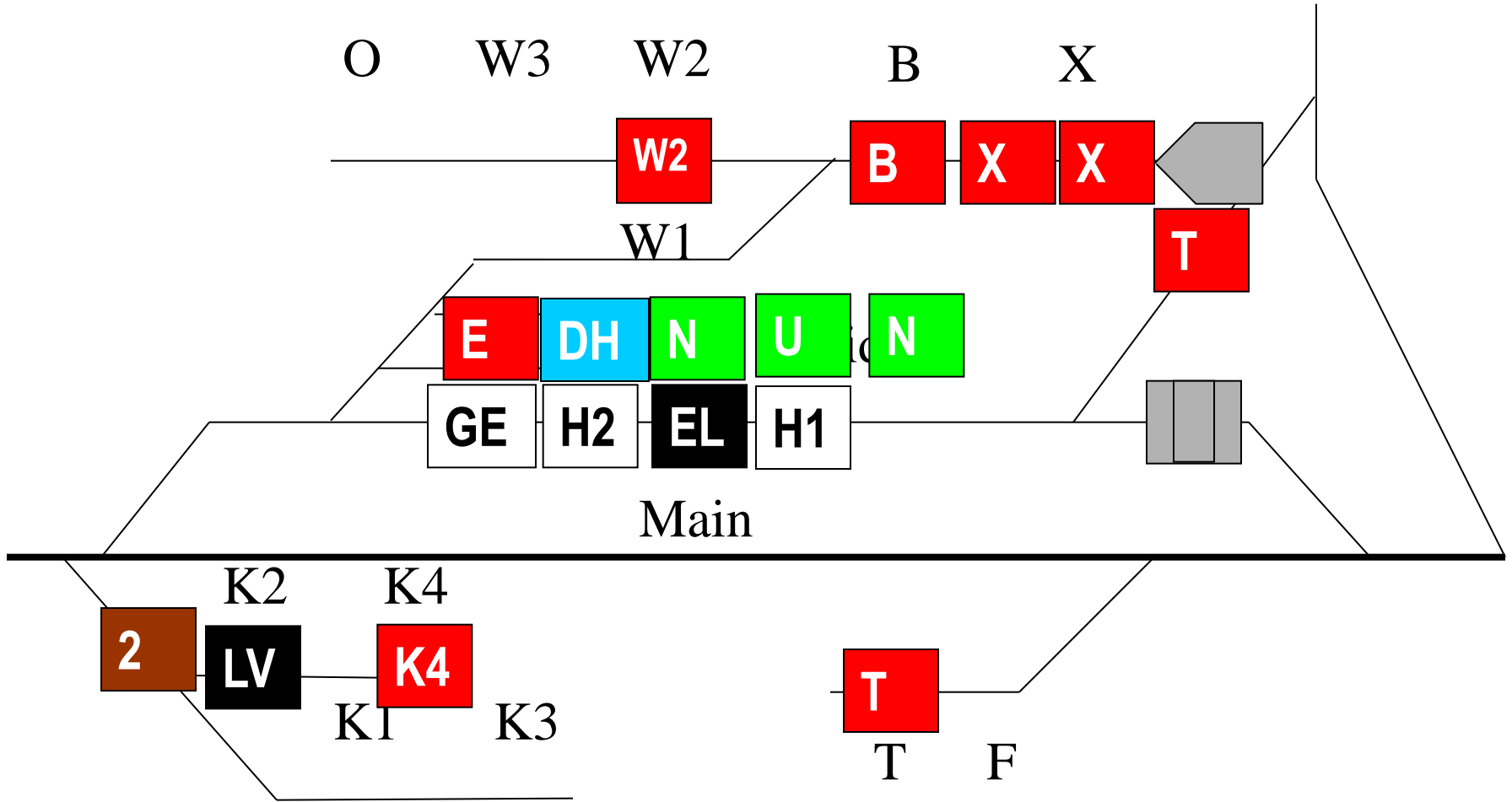
Deliver Borden's (B) car

Burnt Hills



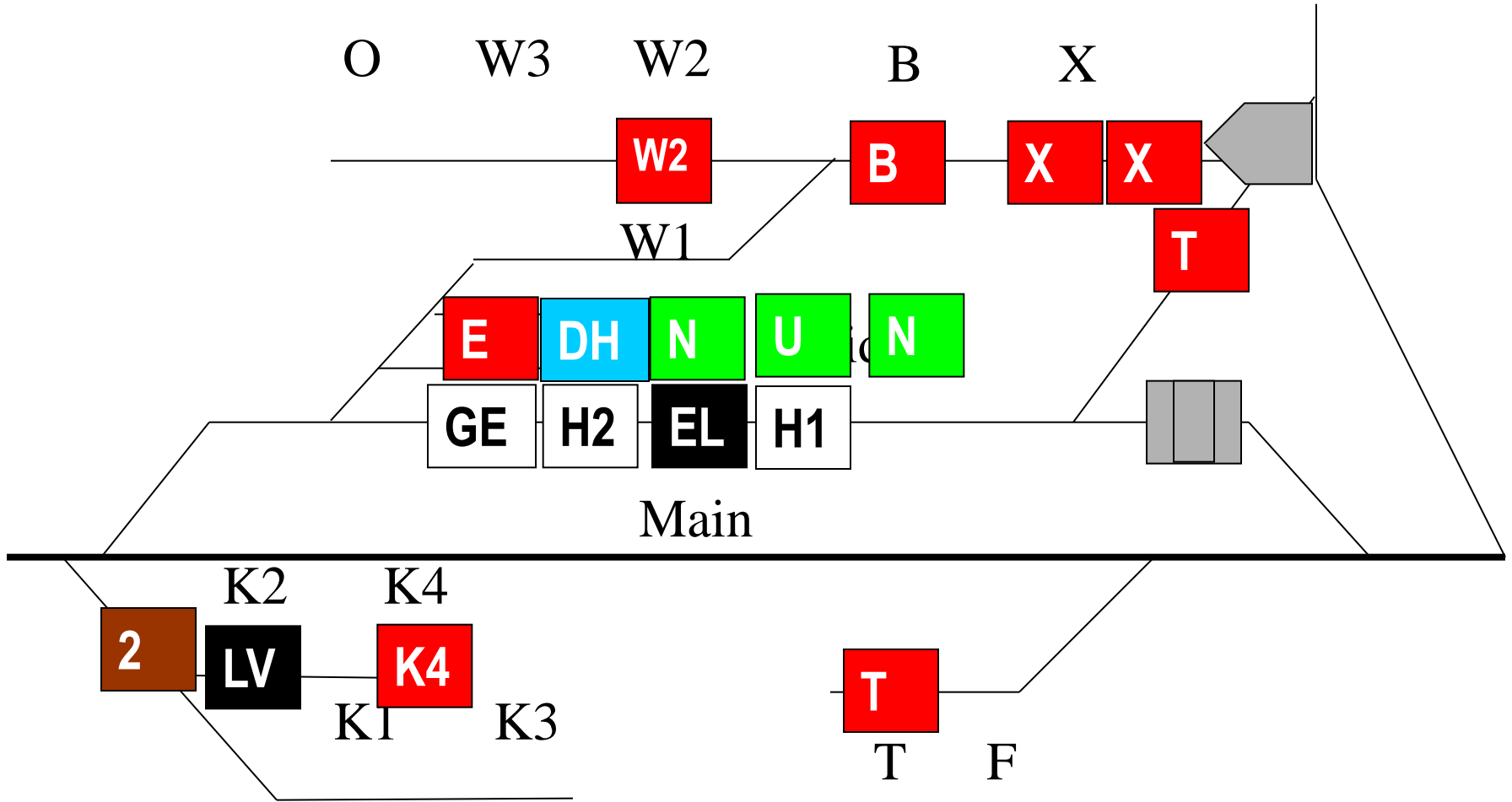
Deliver Borden's (B) car

Burnt Hills



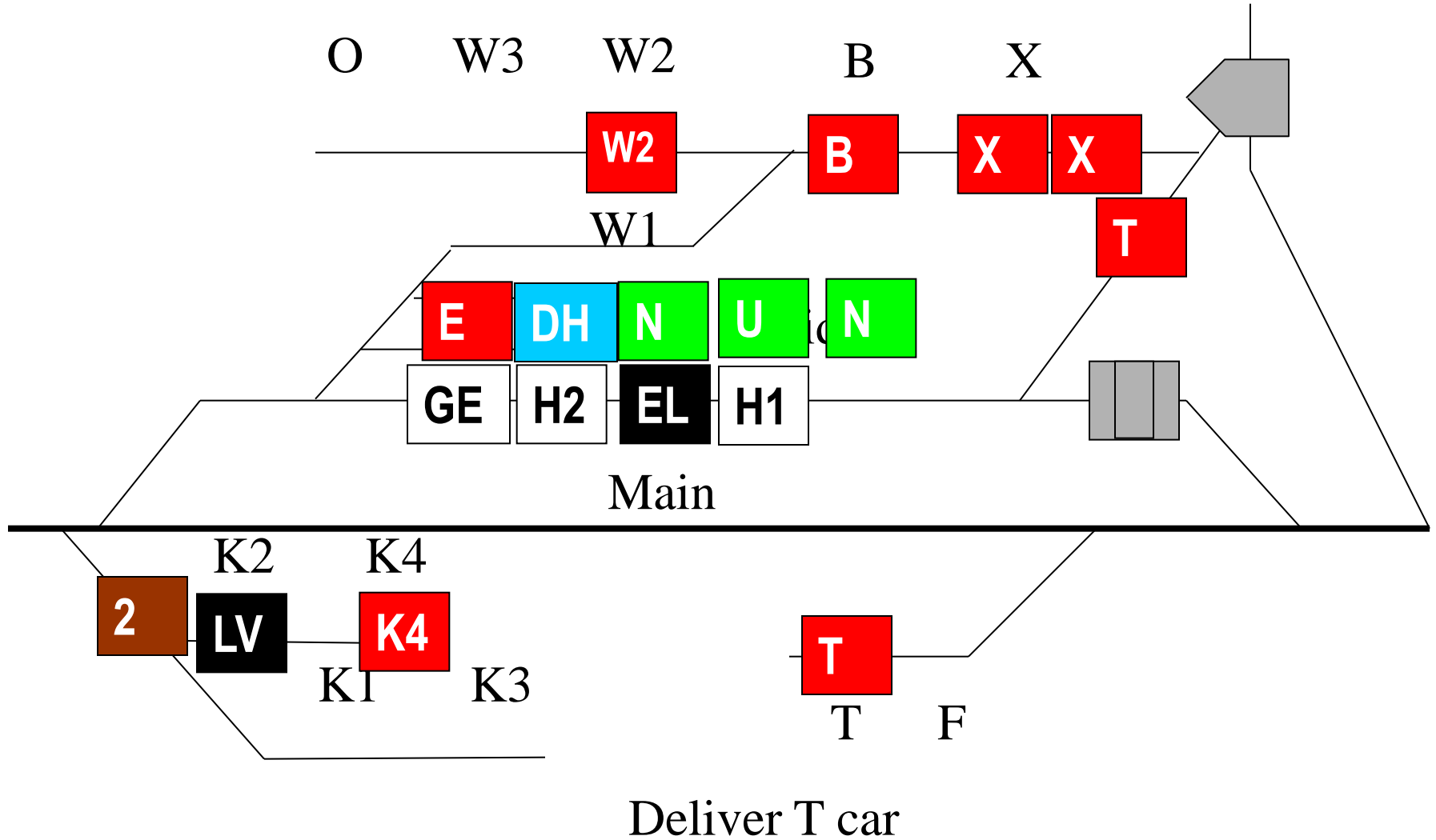
Borden's spotted. Deliver X cars.

Burnt Hills

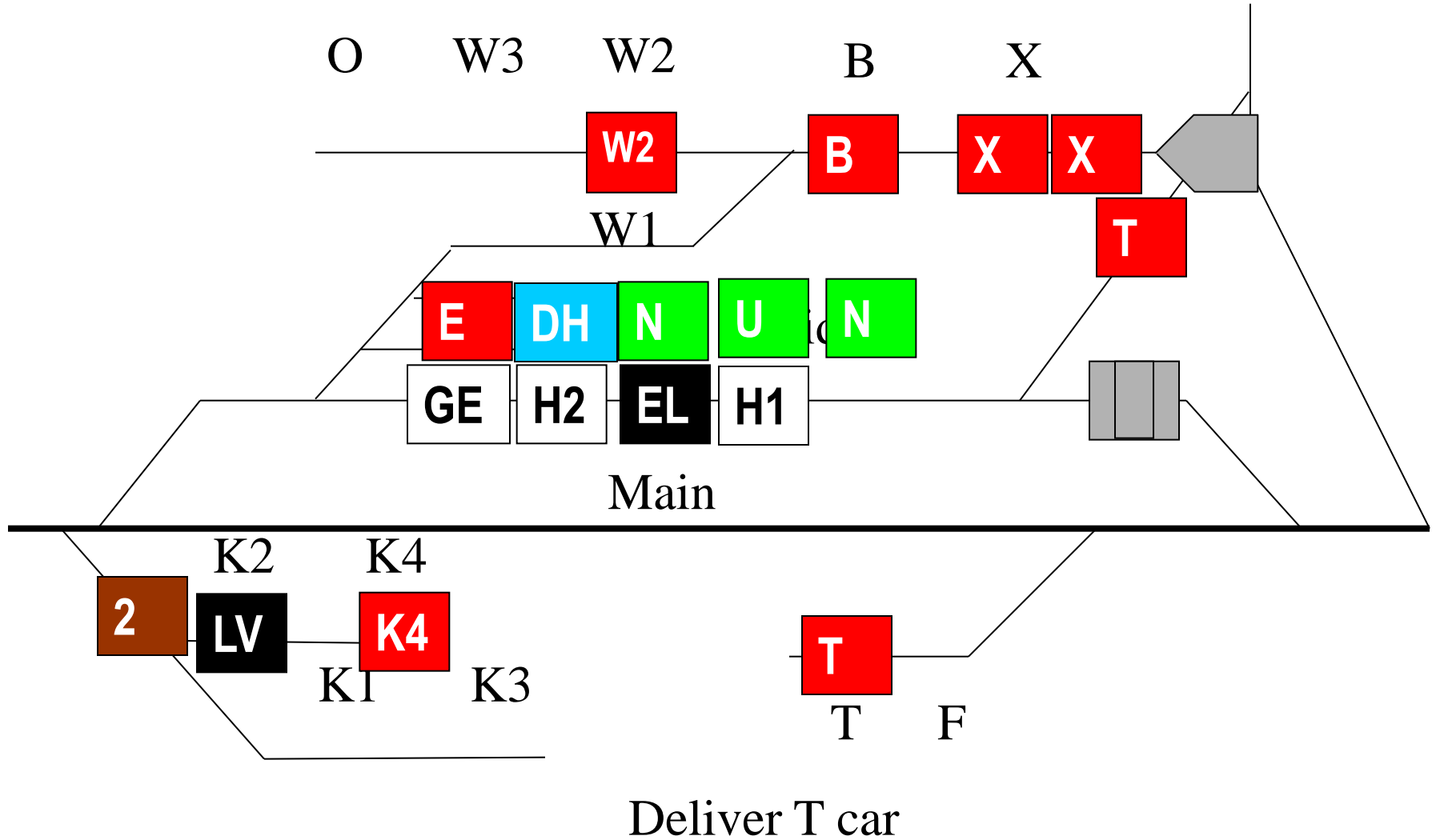


Borden's spotted. Deliver X cars.

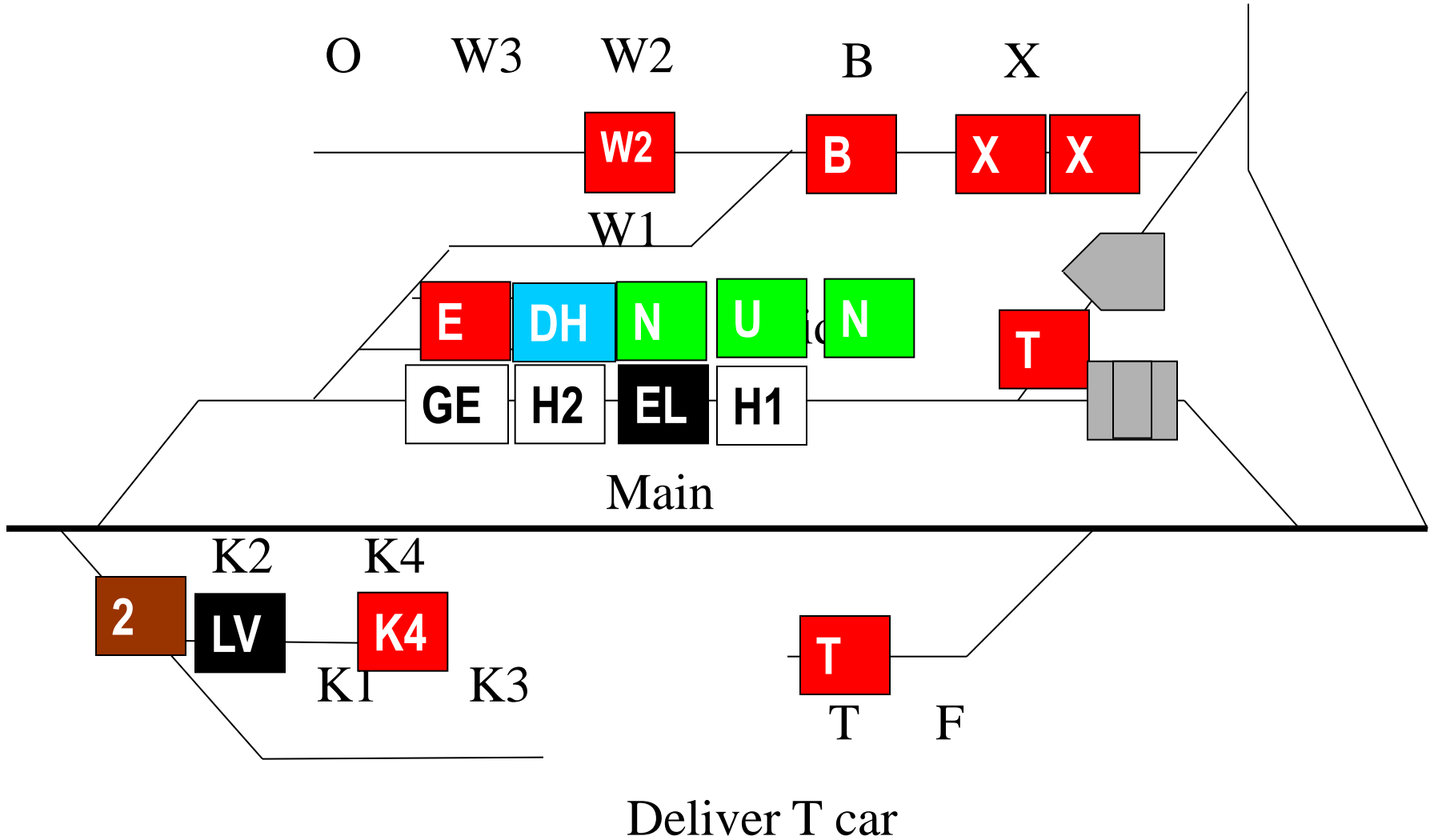
Burnt Hills



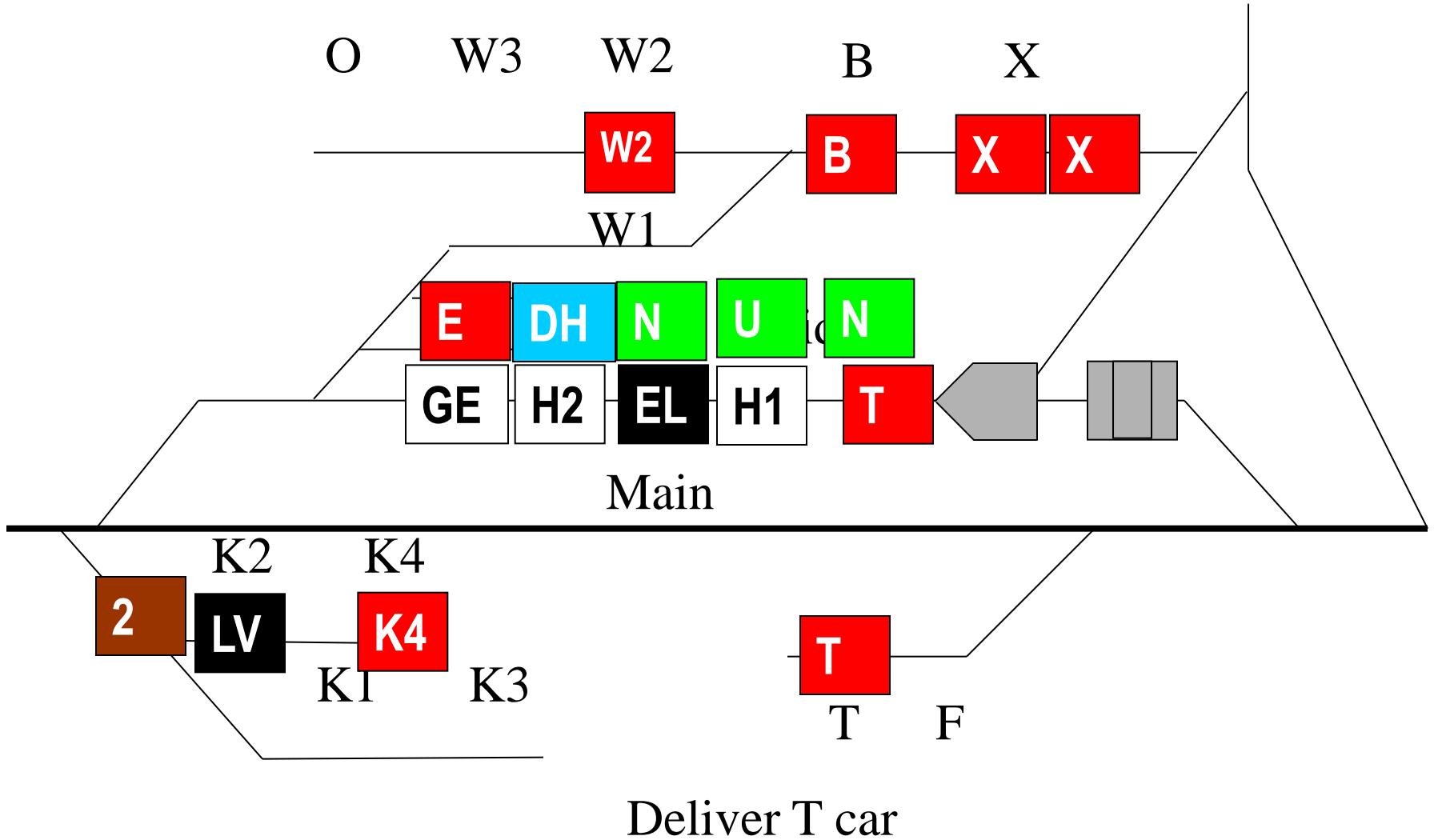
Burnt Hills



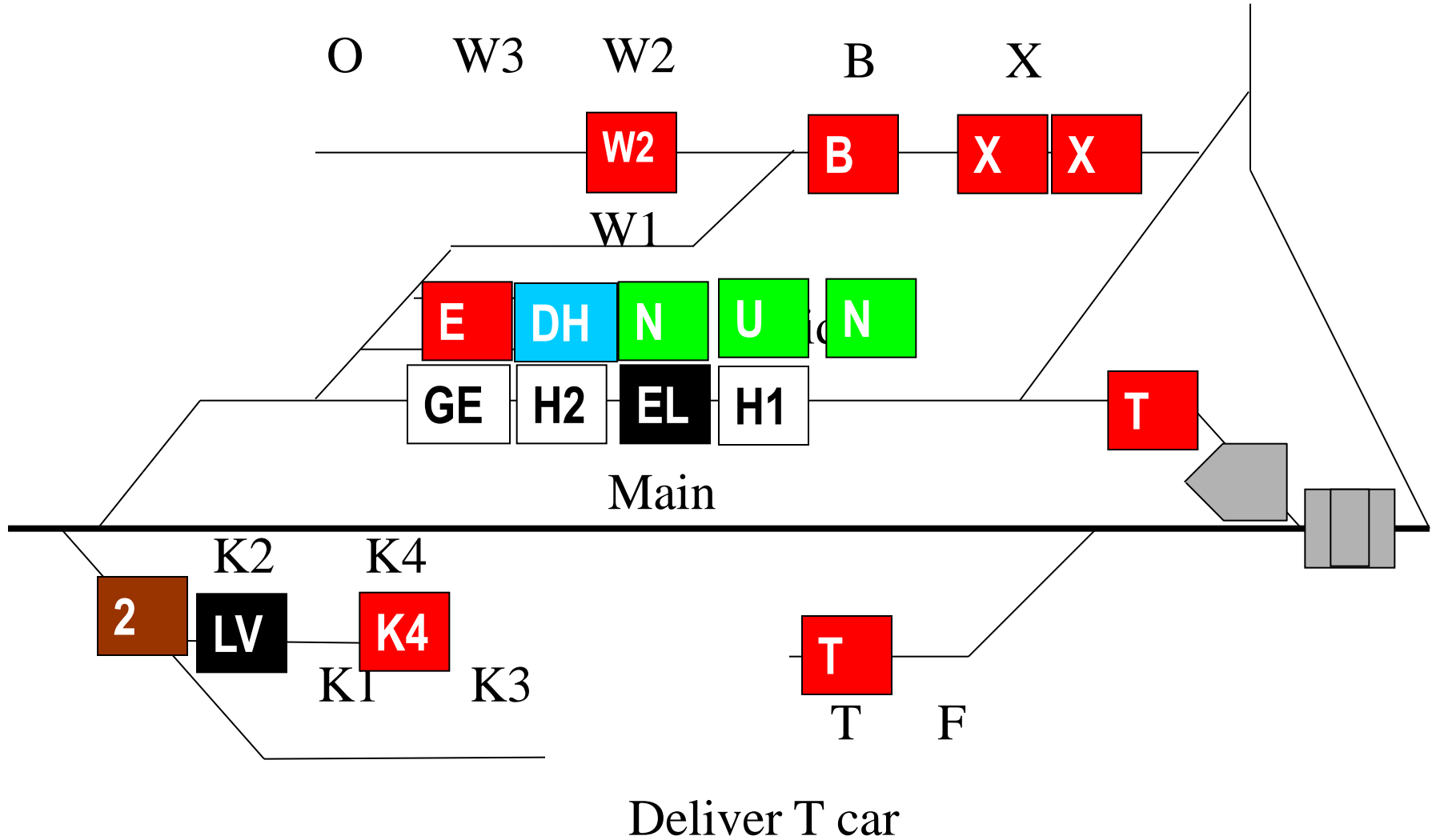
Burnt Hills



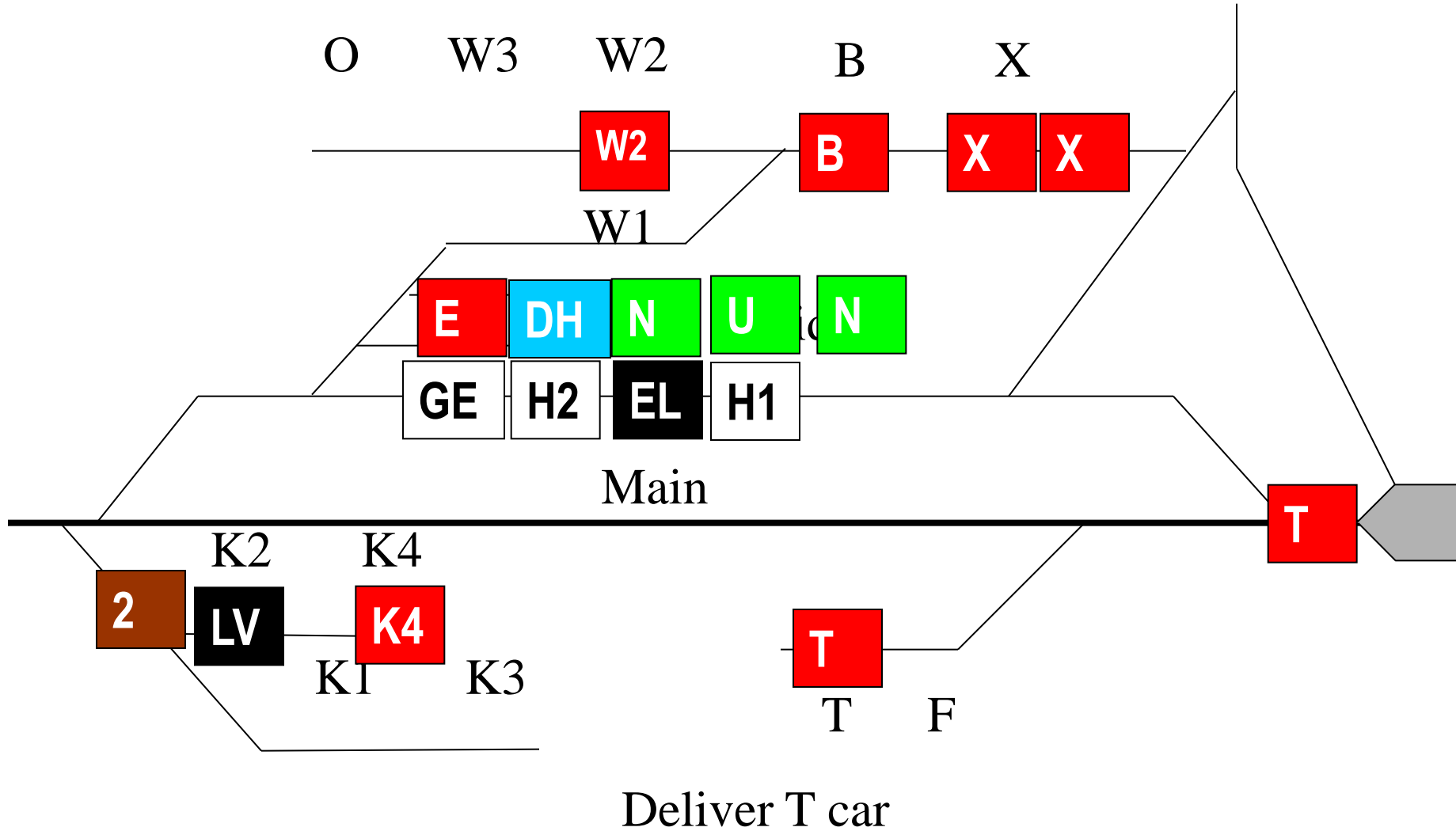
Burnt Hills



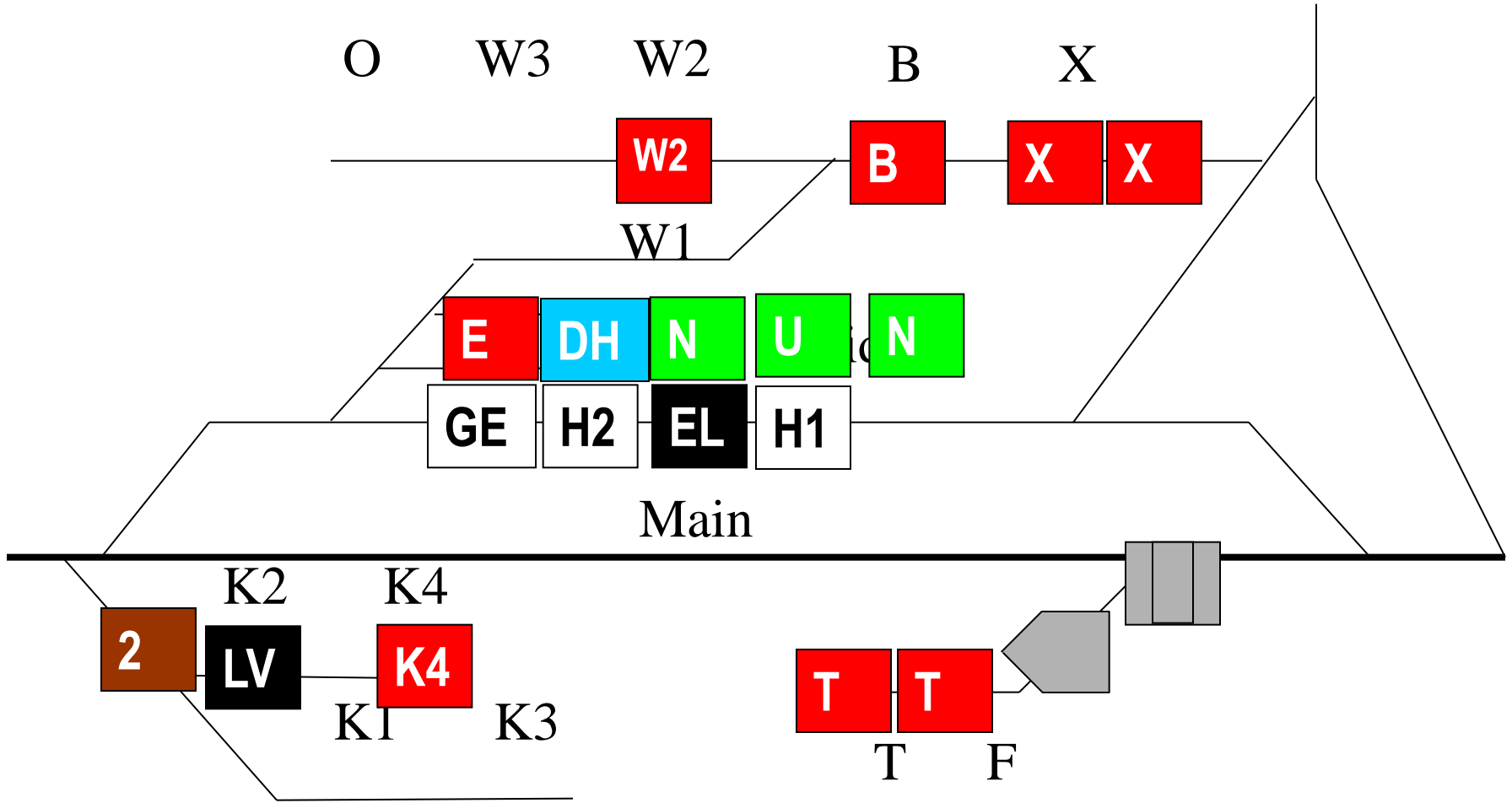
Burnt Hills



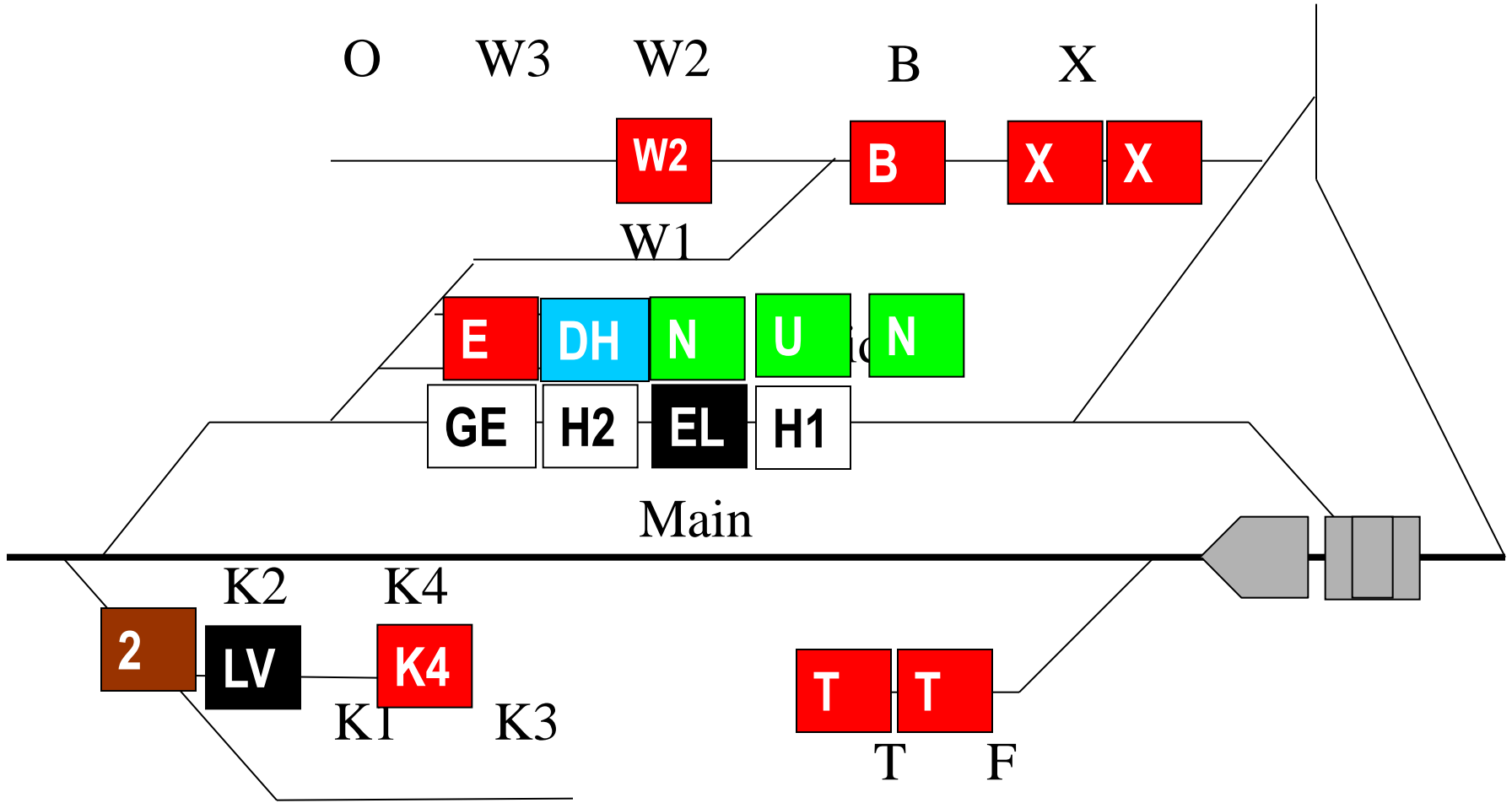
Burnt Hills



Burnt Hills

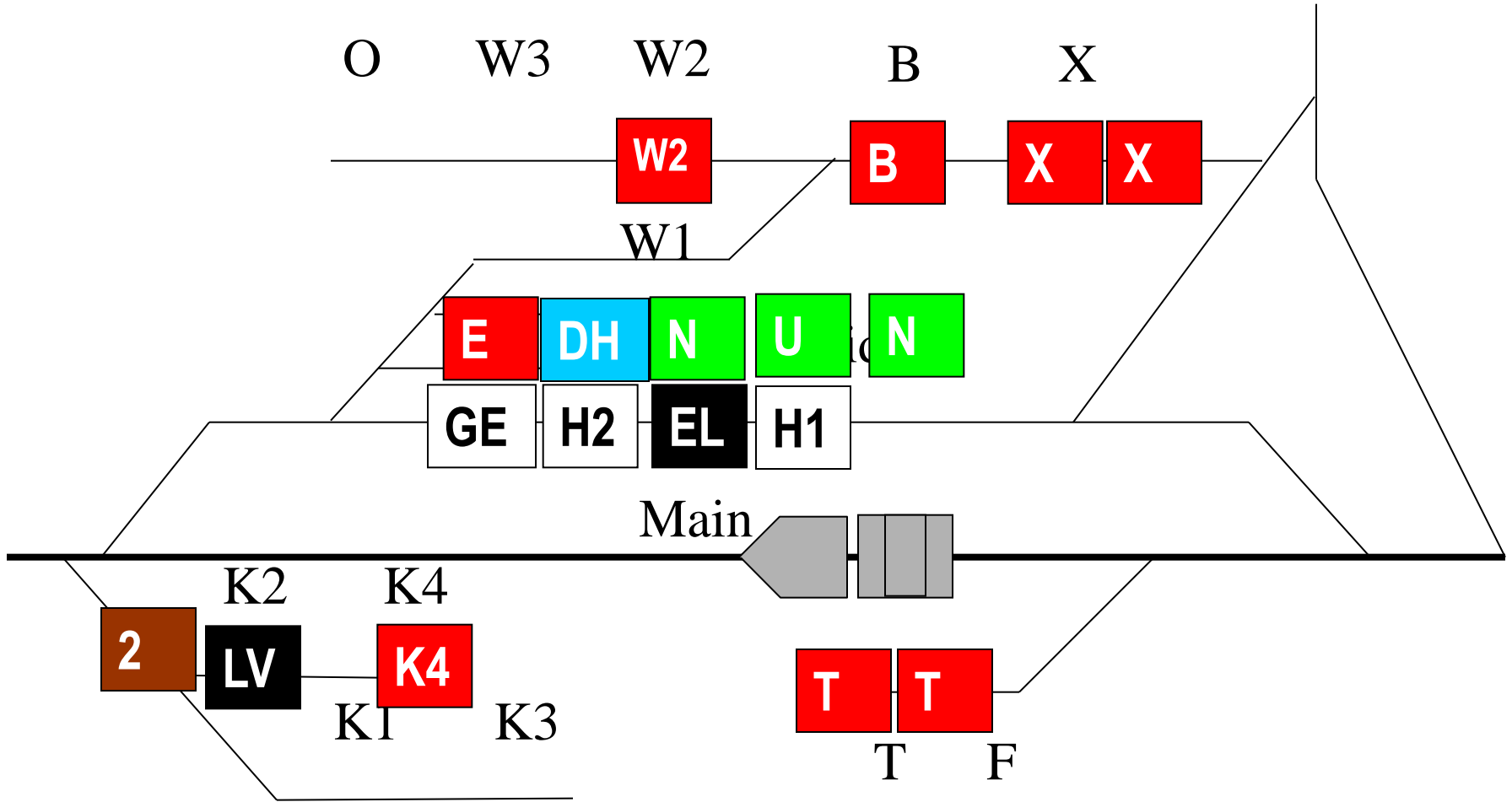


Burnt Hills



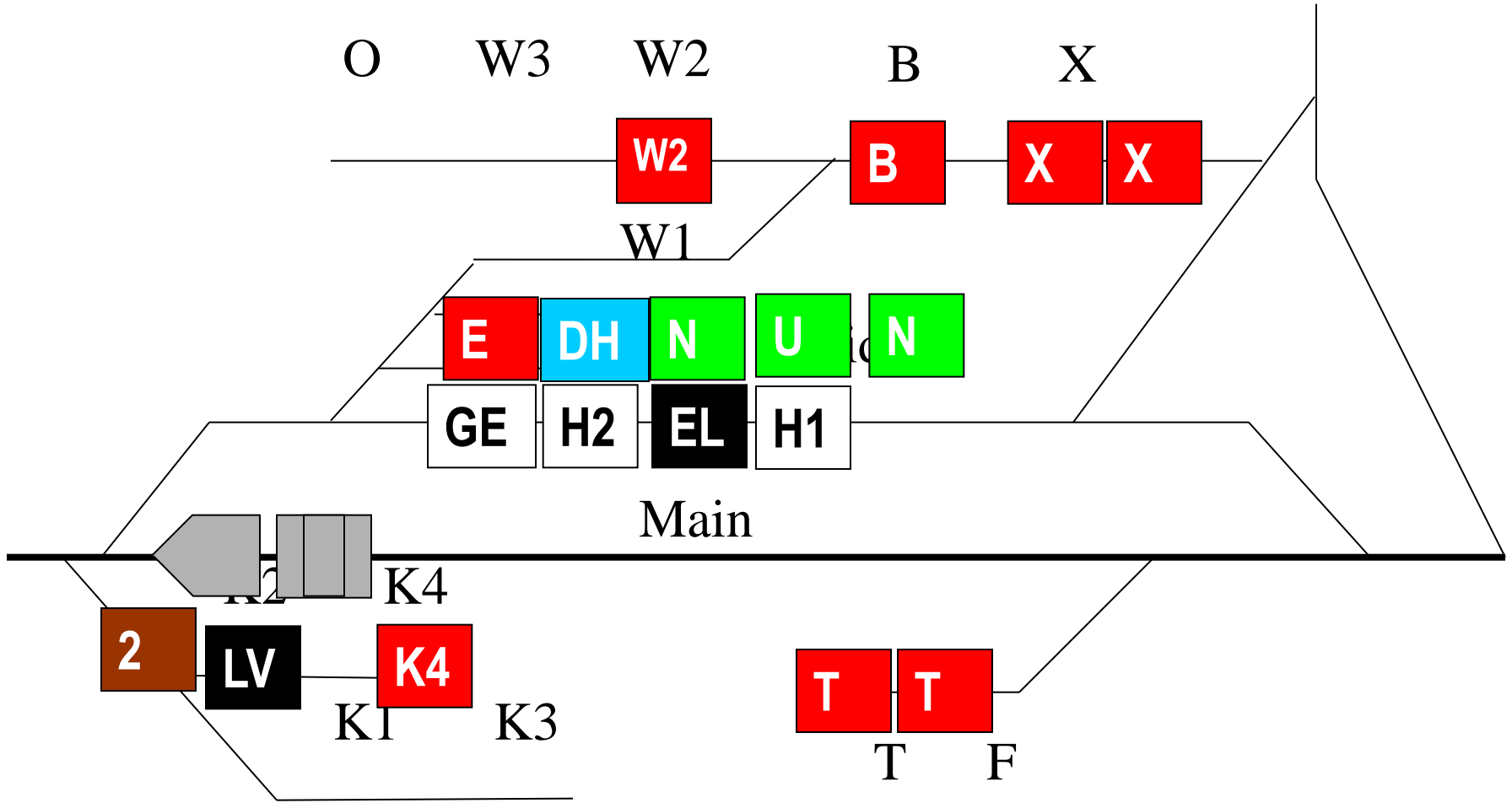
Almost done! Runaround on Main

Burnt Hills



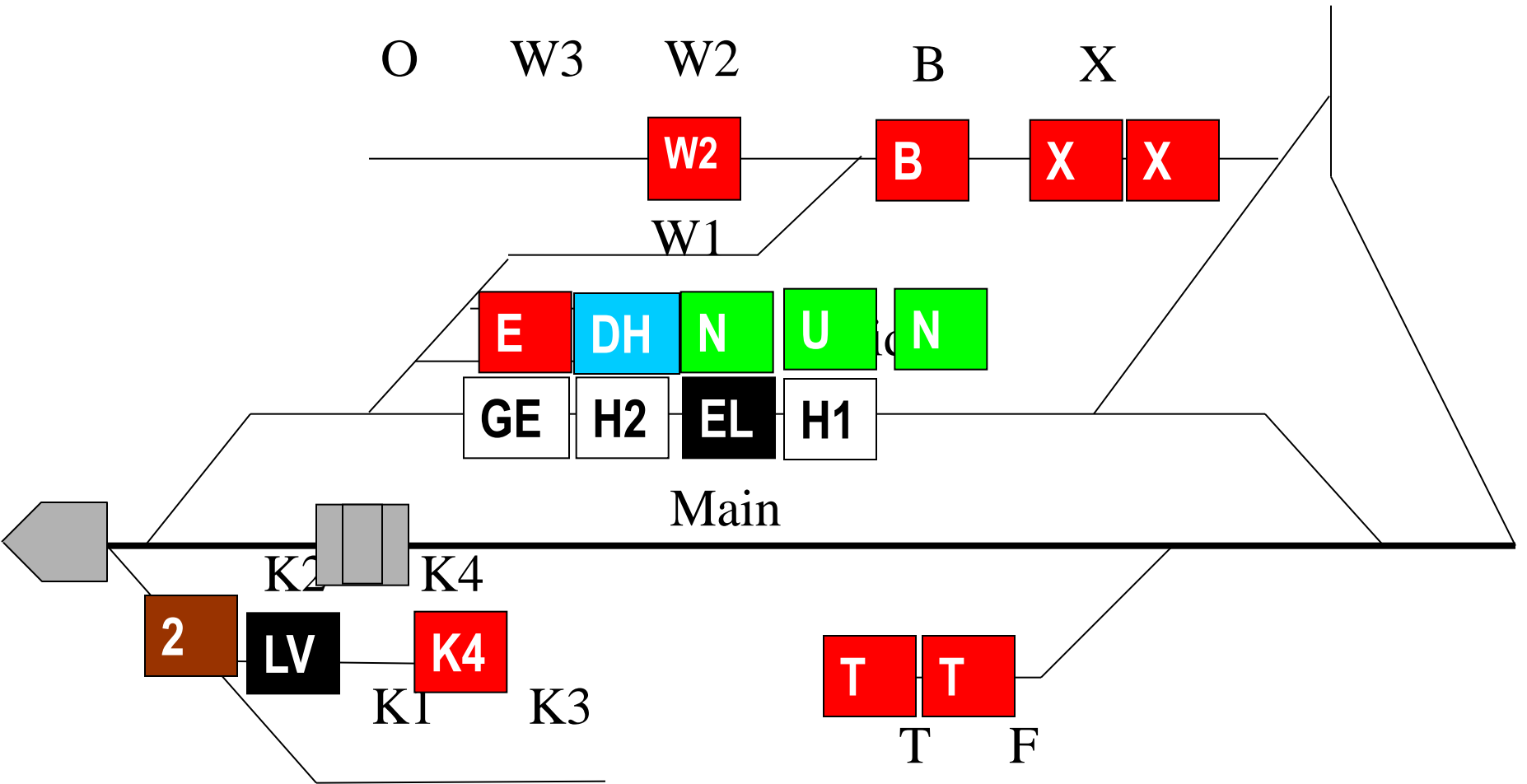
Almost done! Runaround on Main

Burnt Hills



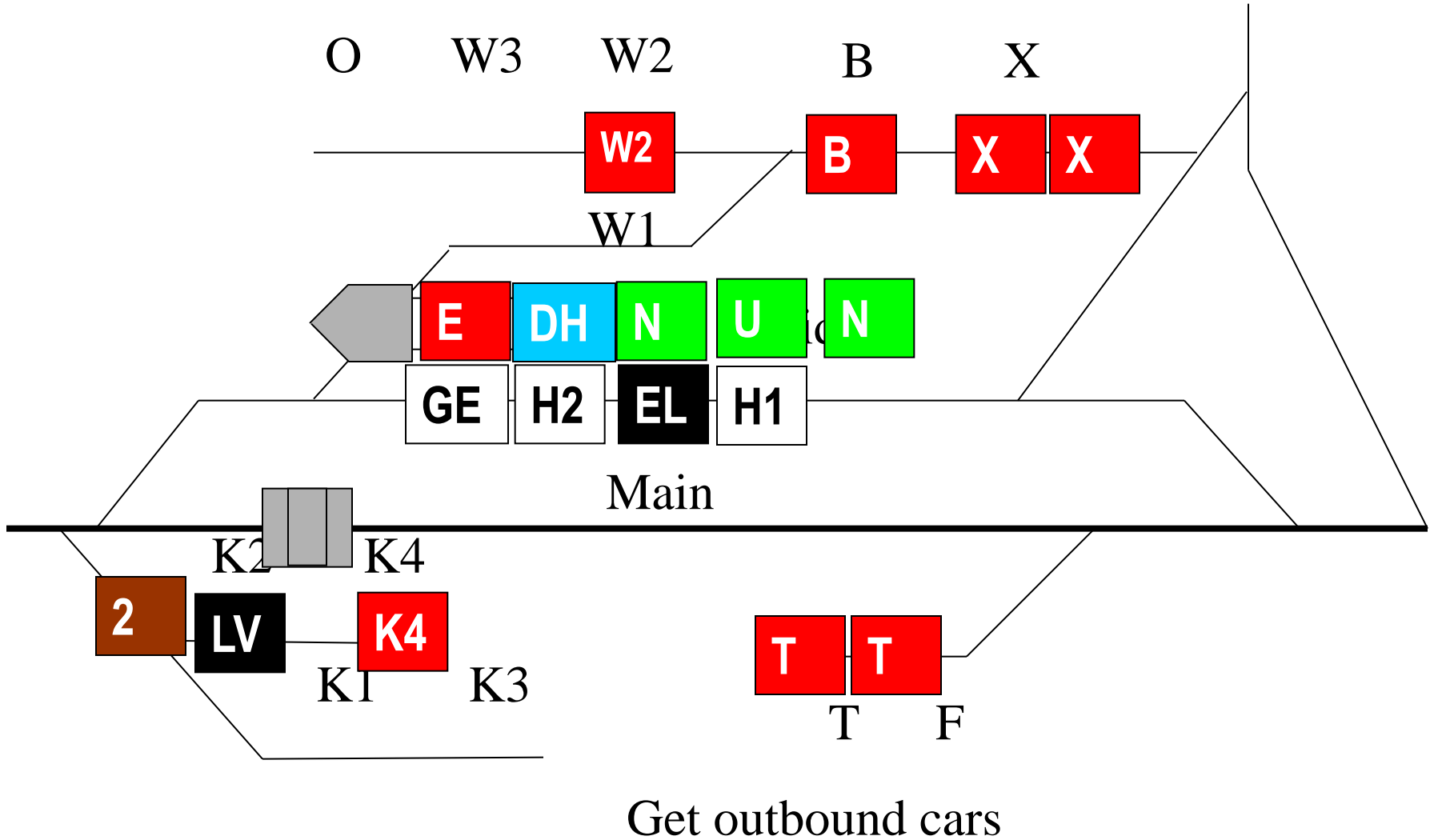
Leave caboose on main

Burnt Hills

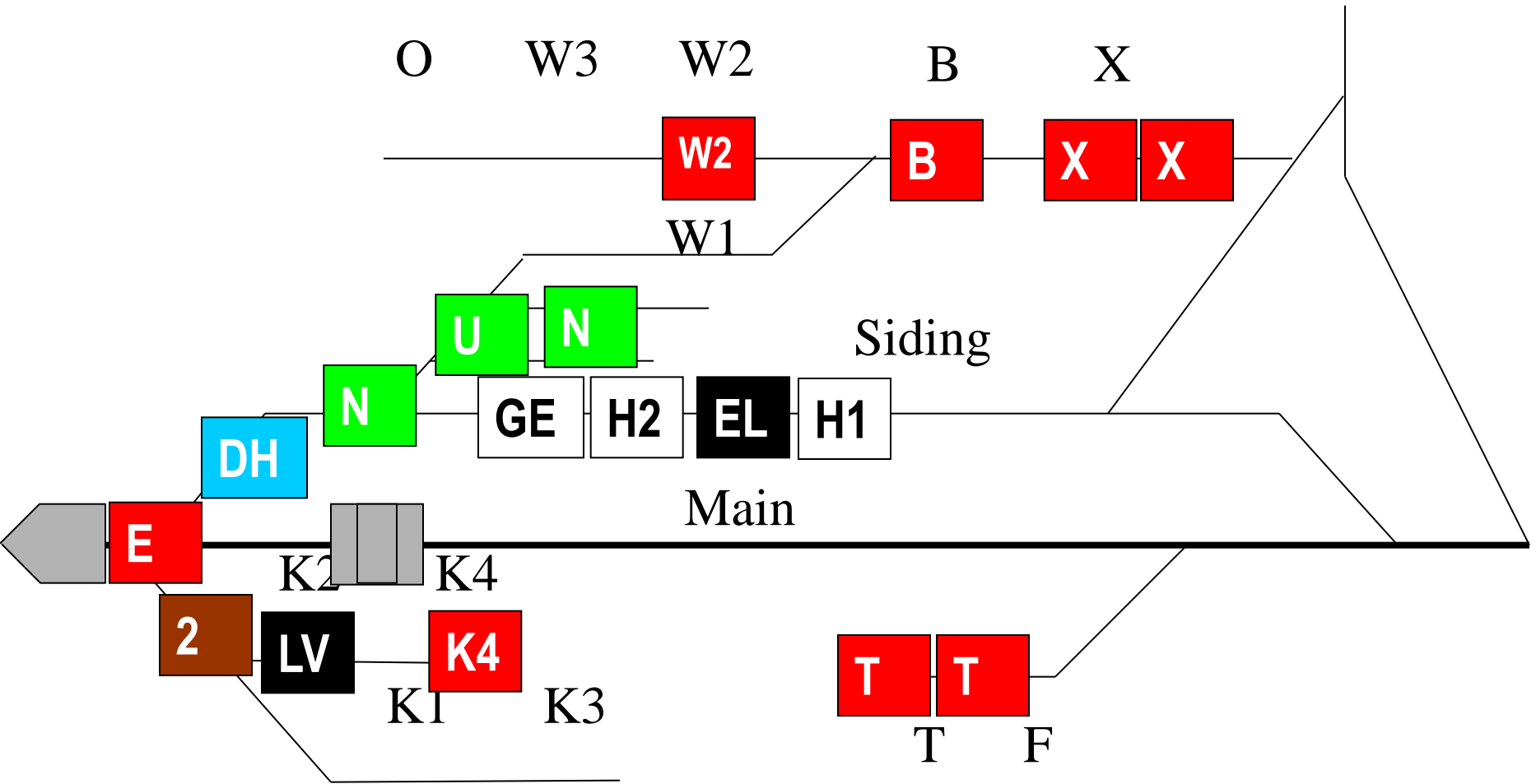


Leave caboose on main

Burnt Hills

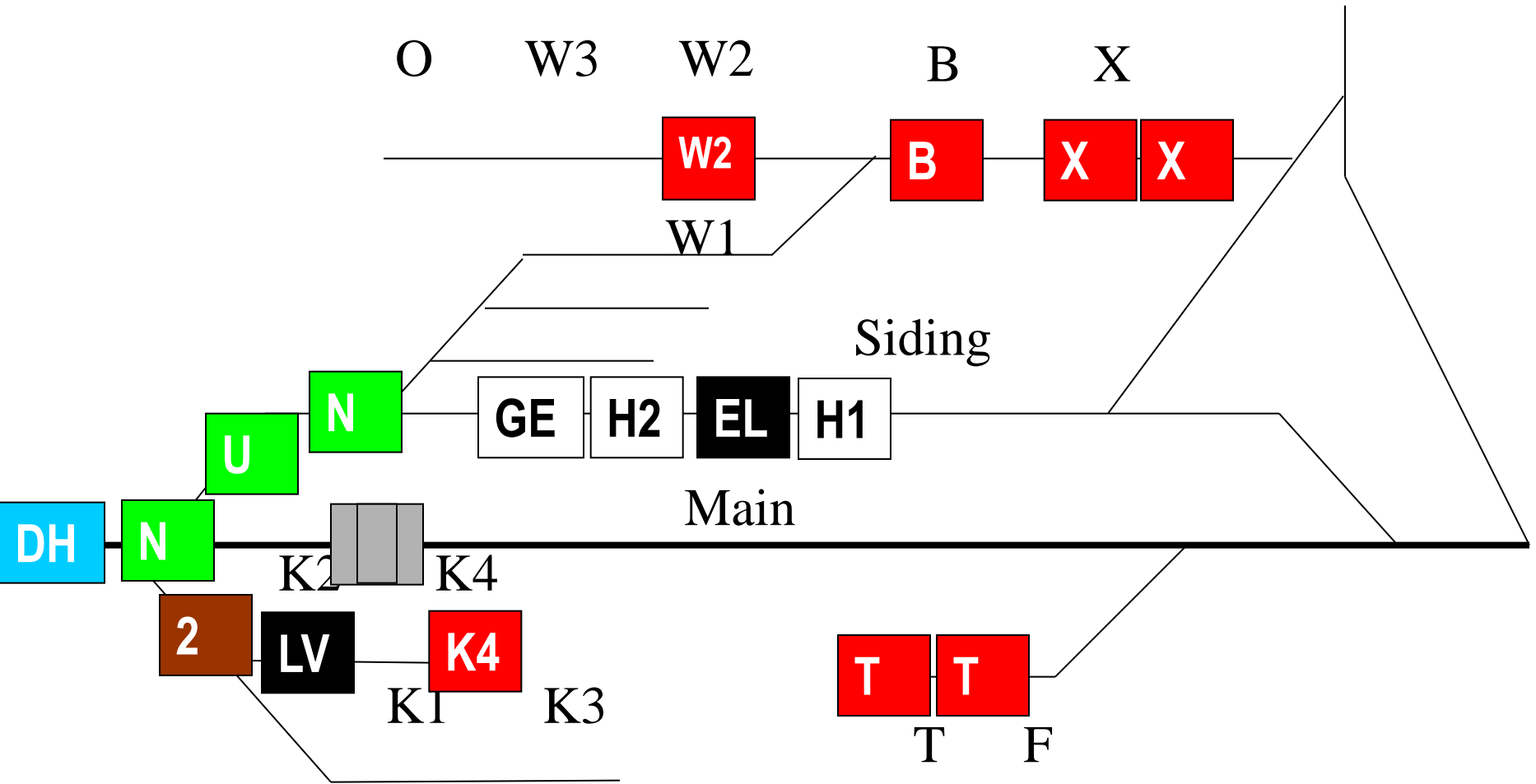


Burnt Hills



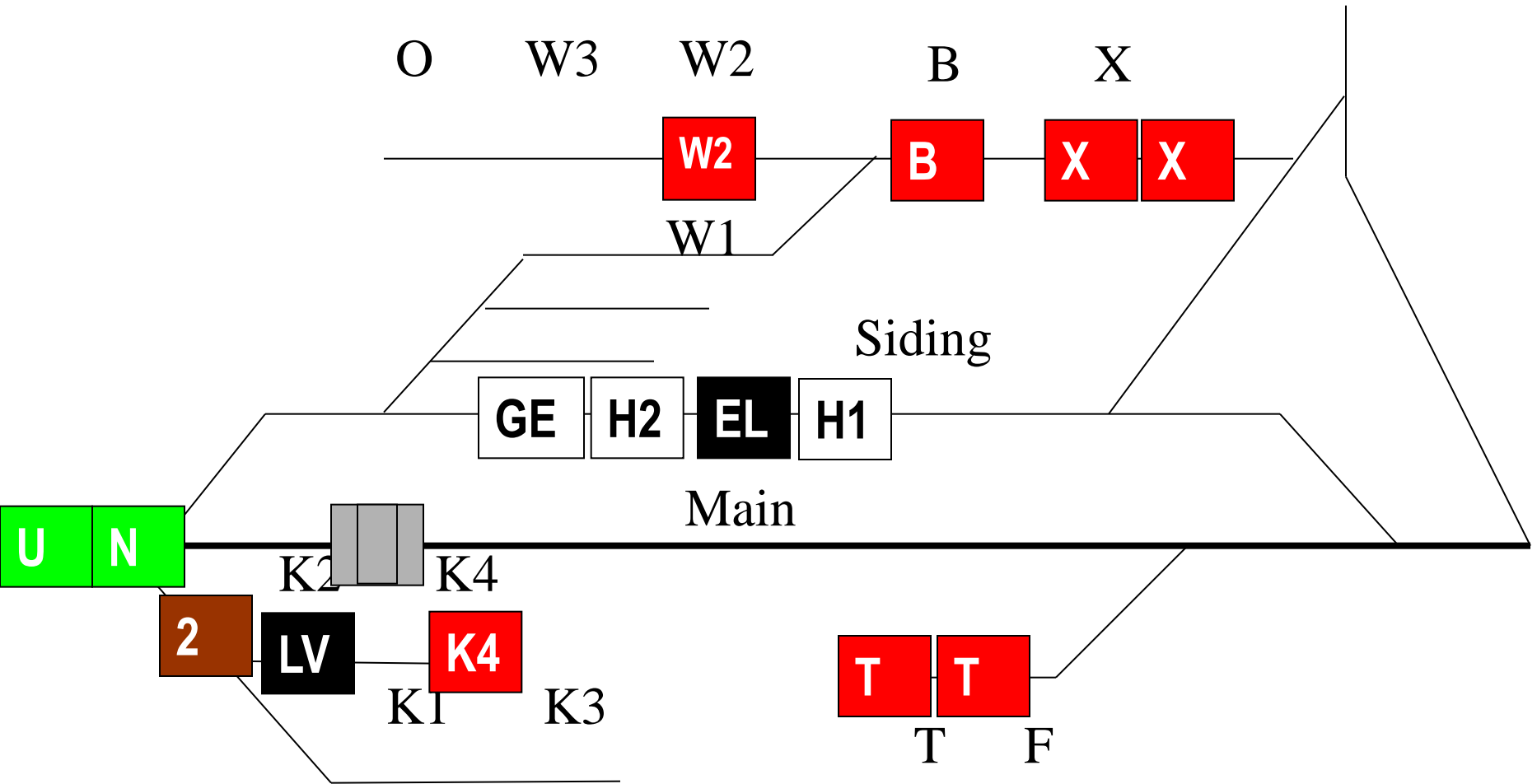
Get outbound cars, makeup train on main.

Burnt Hills



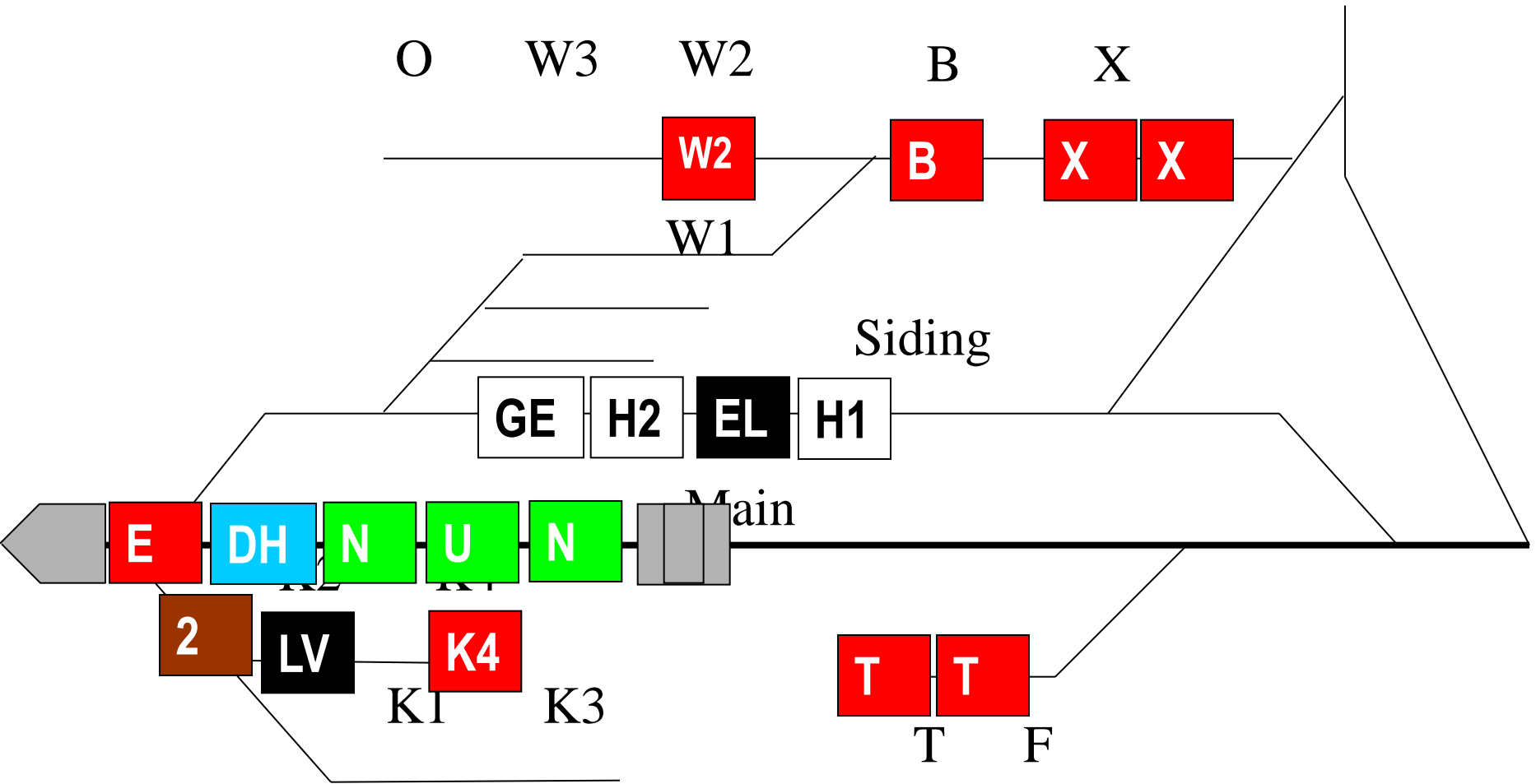
Get outbound cars, makeup train on main.

Burnt Hills



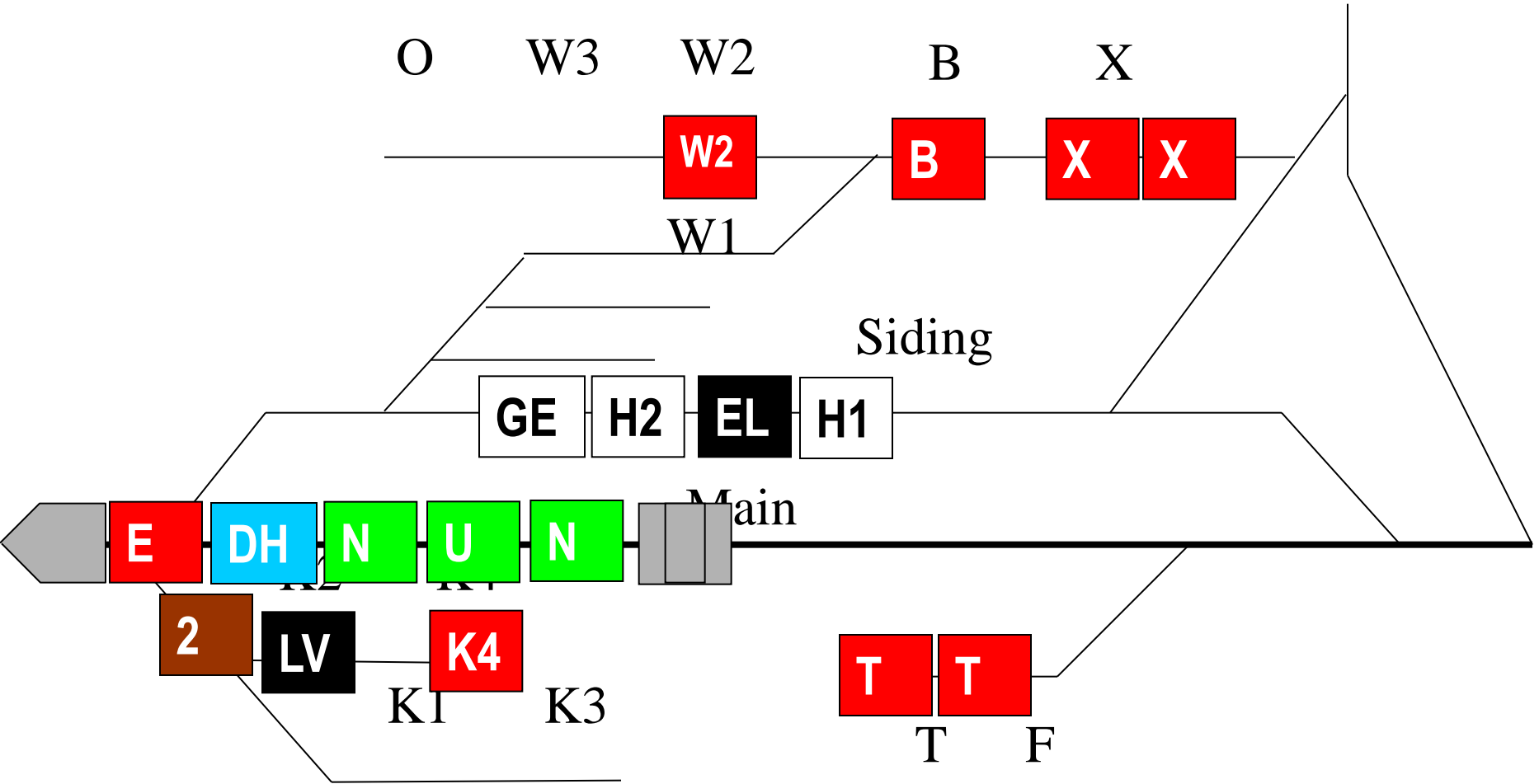
Get outbound cars, makeup train on main.

Burnt Hills



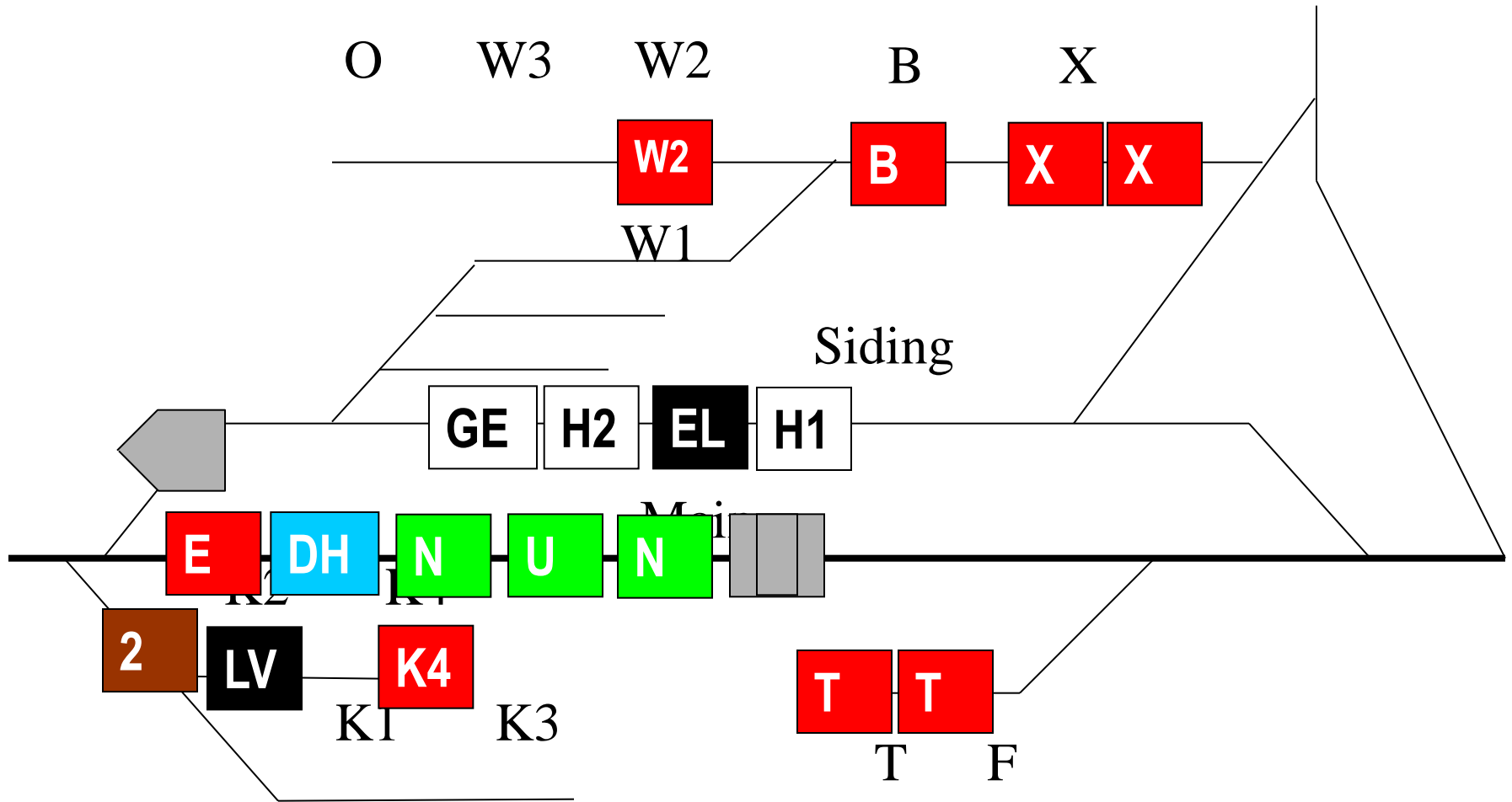
Get outbound cars, makeup train on main.

Burnt Hills



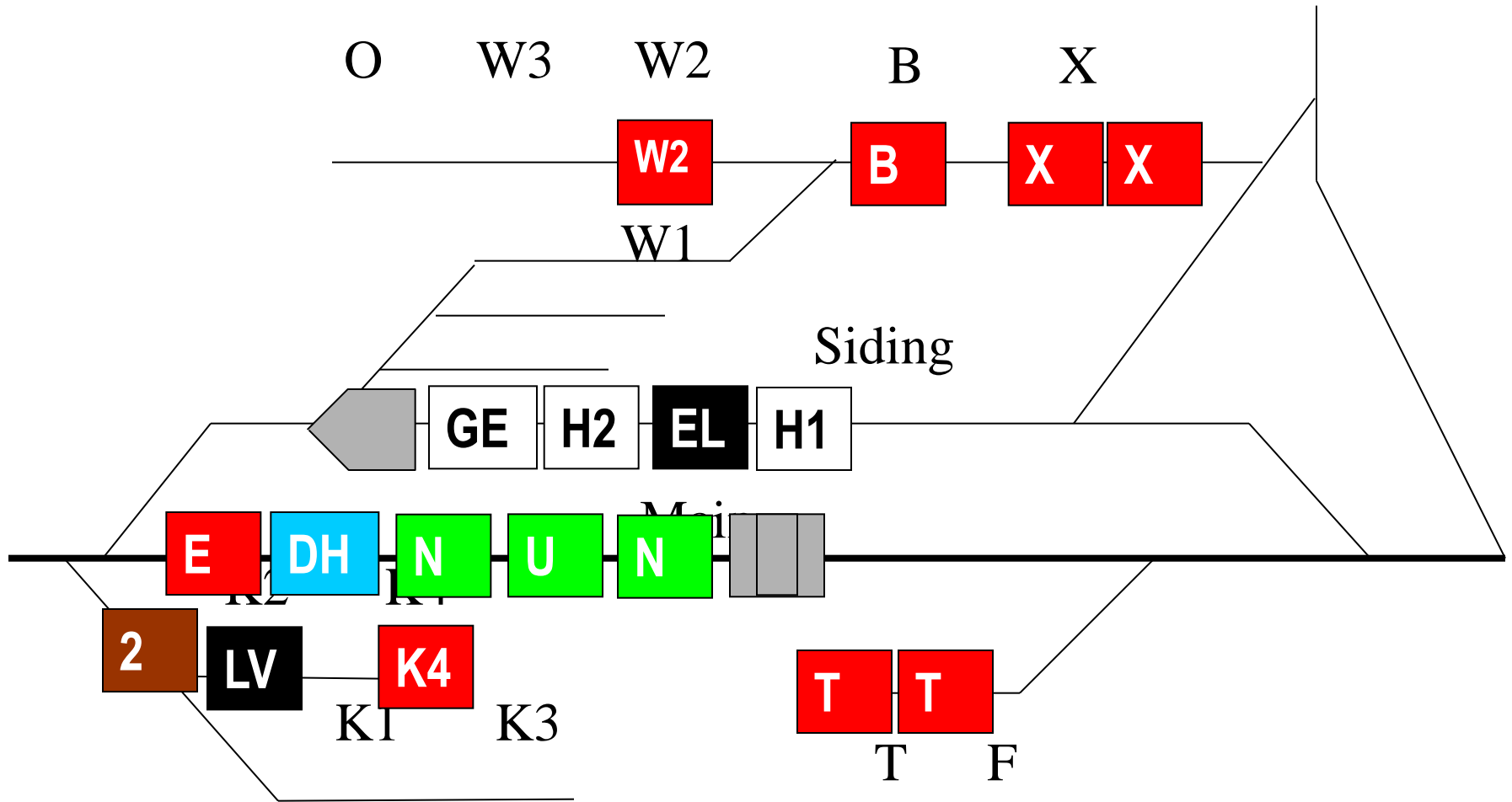
Leave train on main, put white and black cars on storage tracks

Burnt Hills



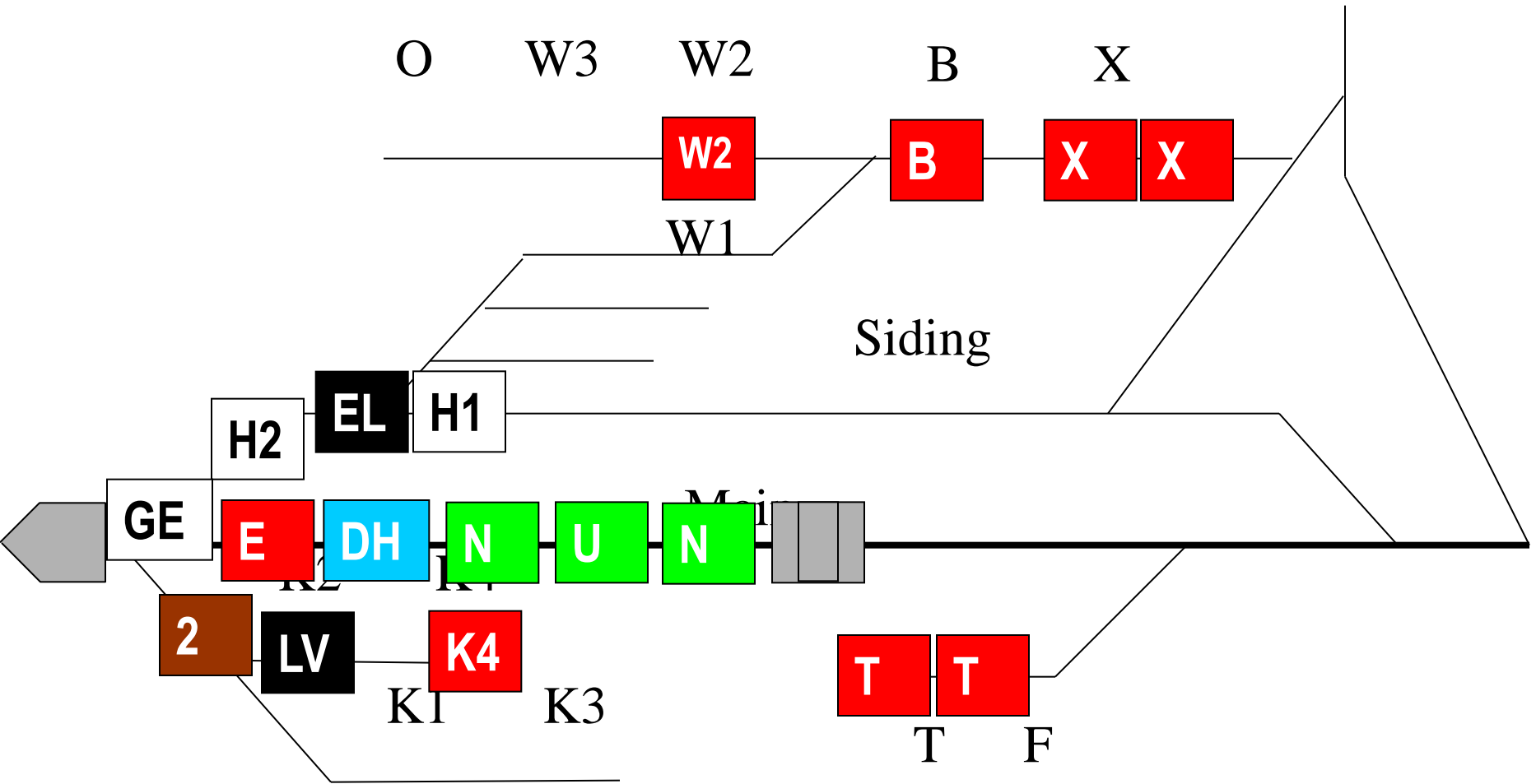
Leave train on main, put white and black cars on storage tracks

Burnt Hills



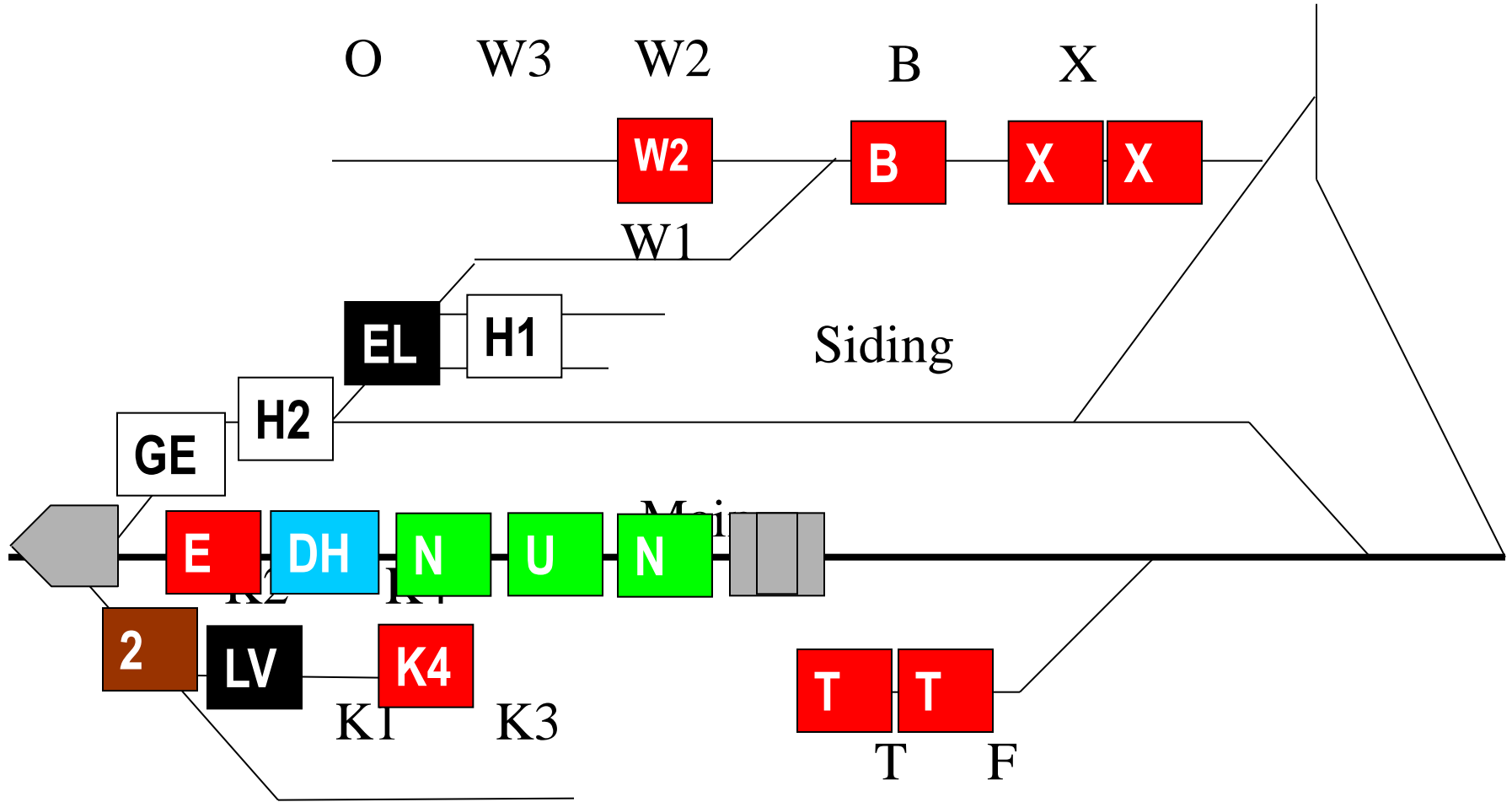
Leave train on main, put white and black cars on storage tracks

Burnt Hills



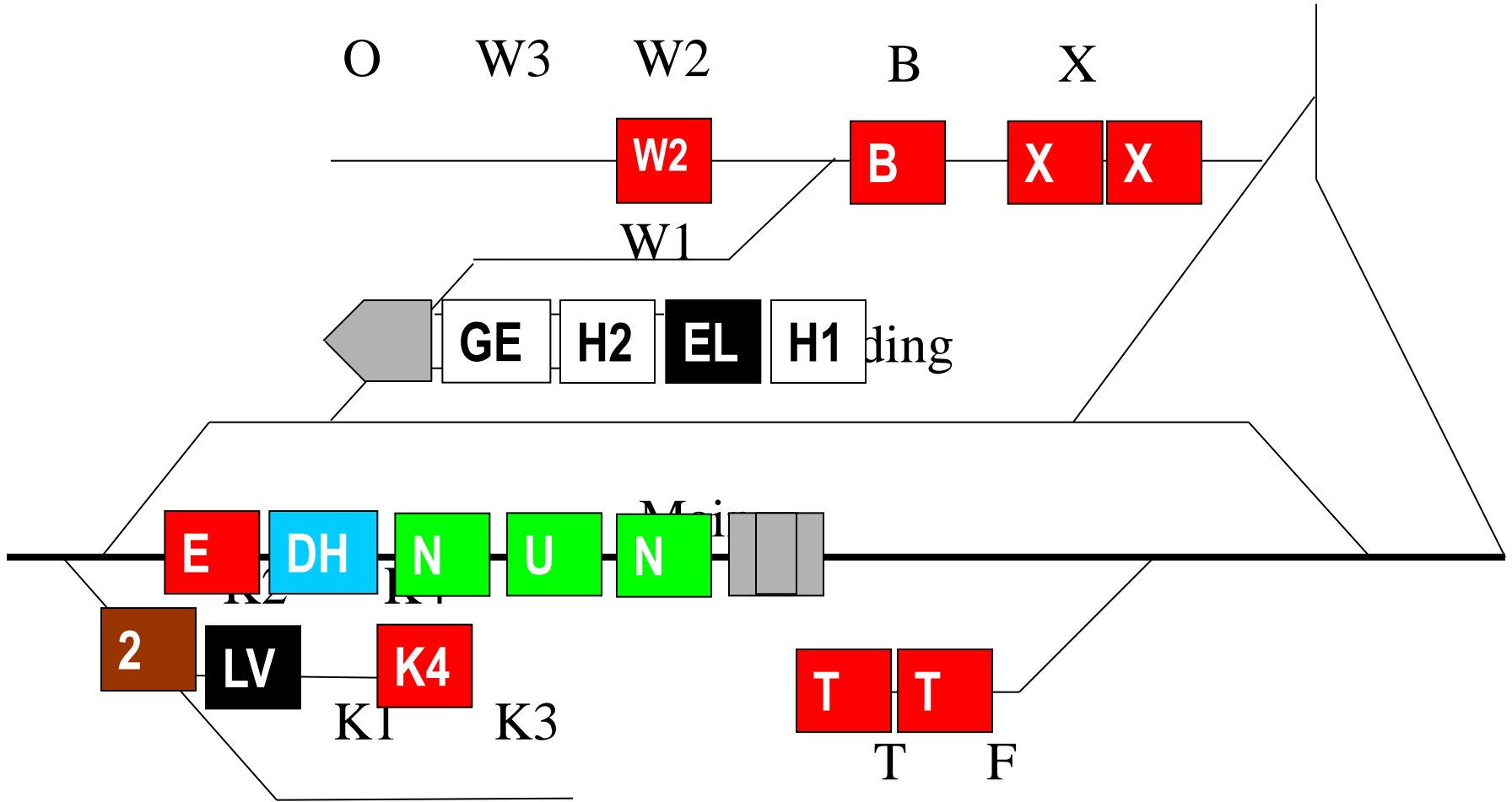
Leave train on main, put white and black cars on storage tracks

Burnt Hills



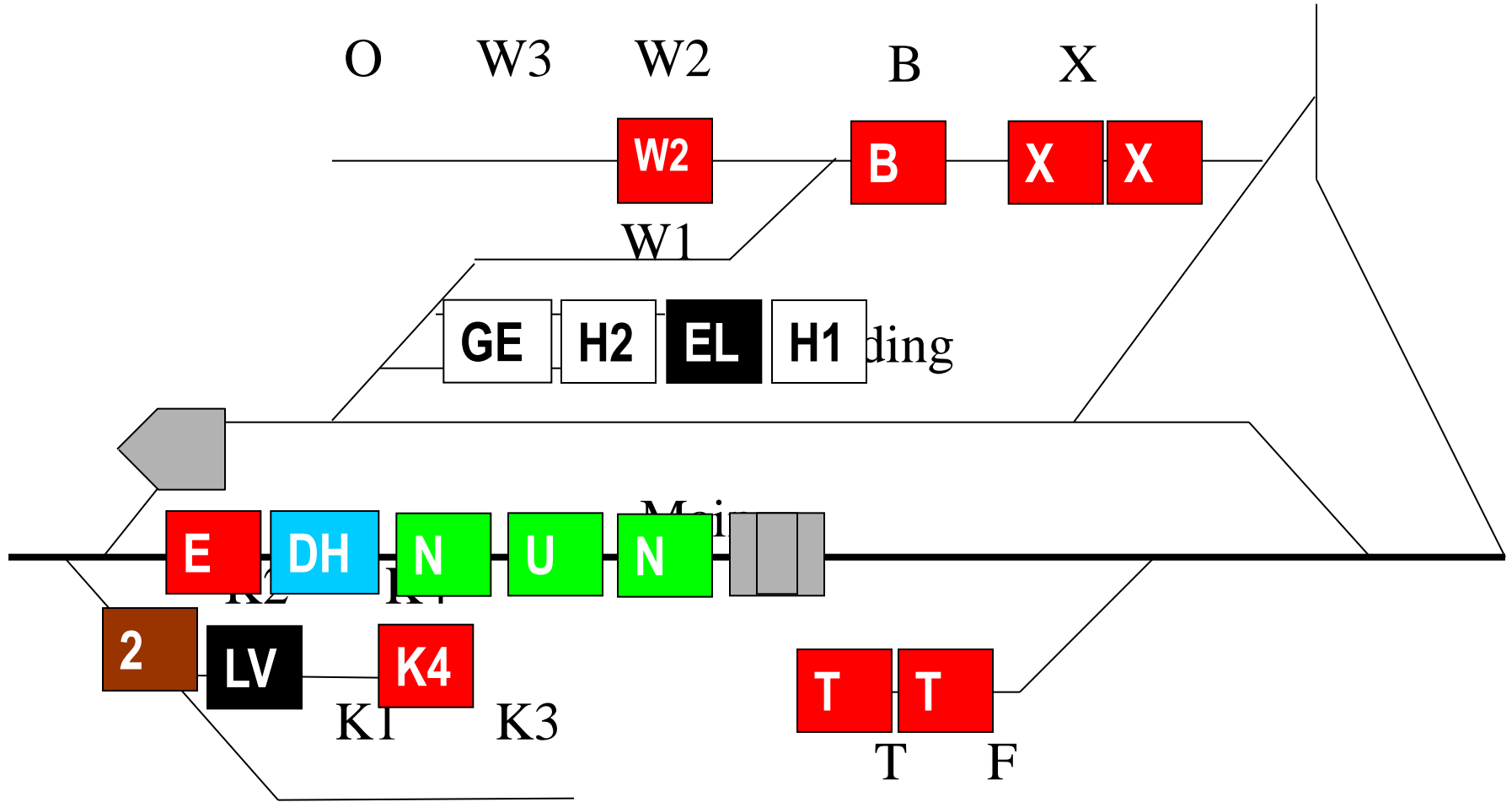
Leave train on main, put white and black cars on storage tracks

Burnt Hills



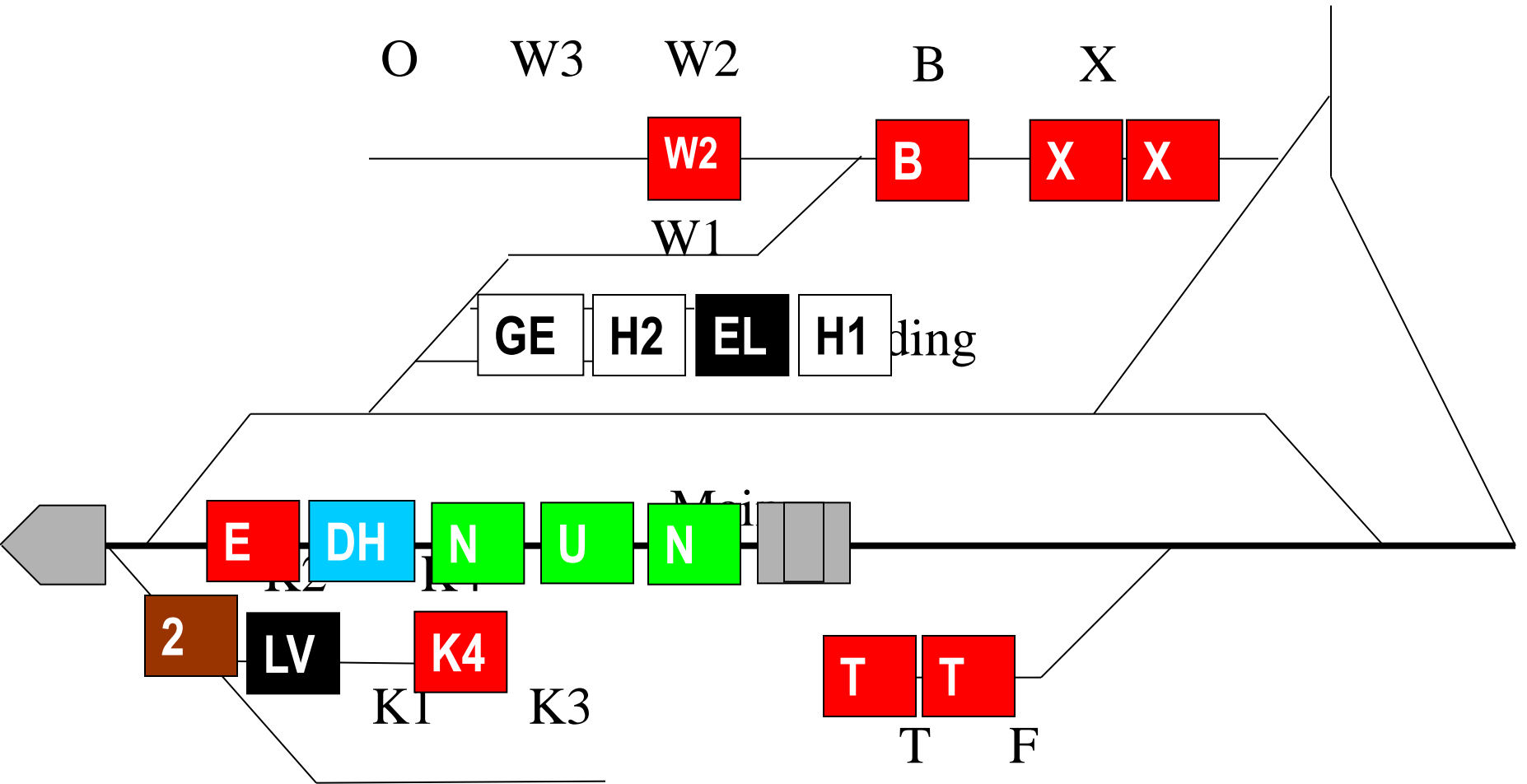
Leave train on main, put white and black cars on storage tracks

Burnt Hills



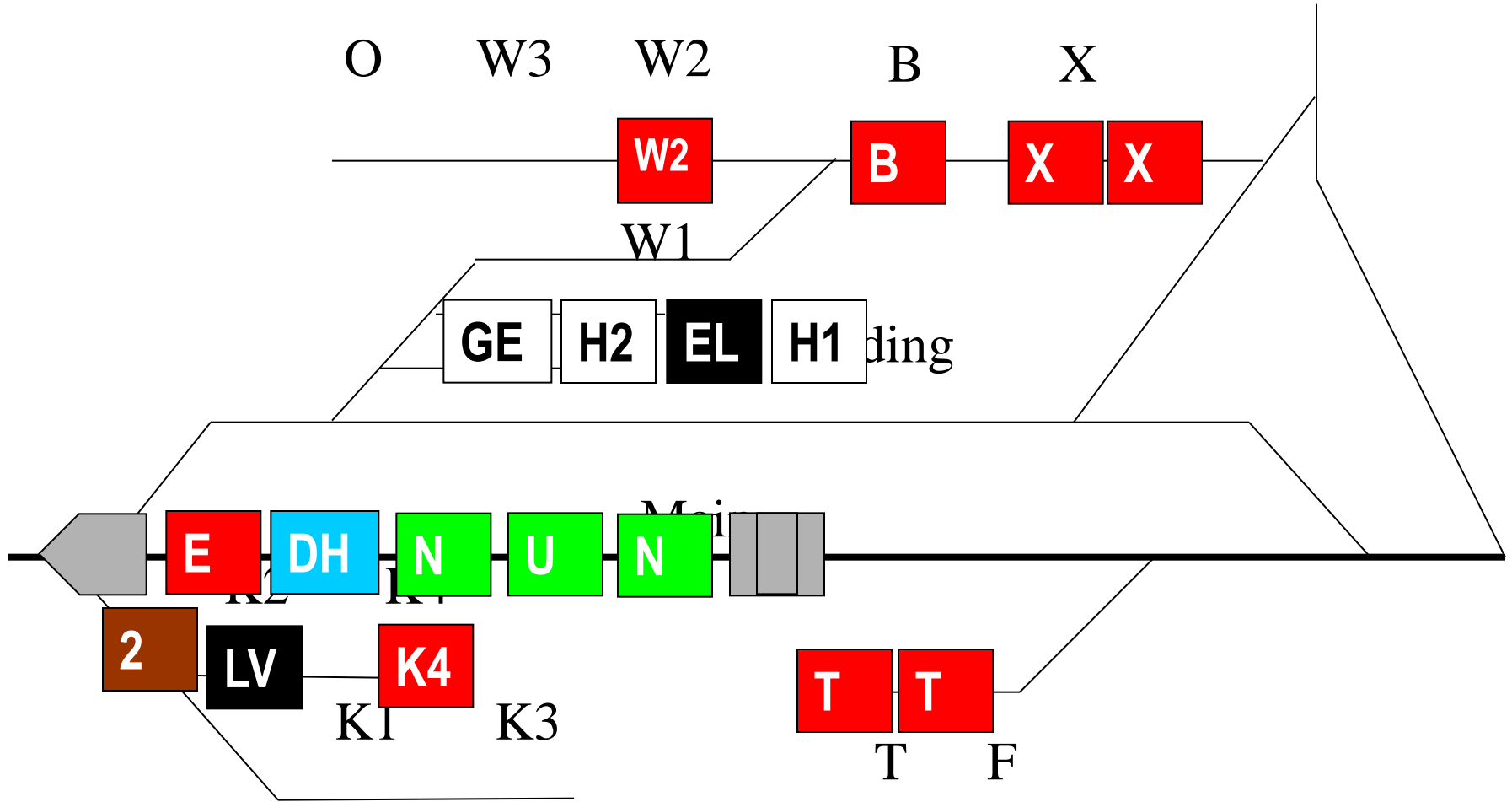
Grab train and leave town!

Burnt Hills



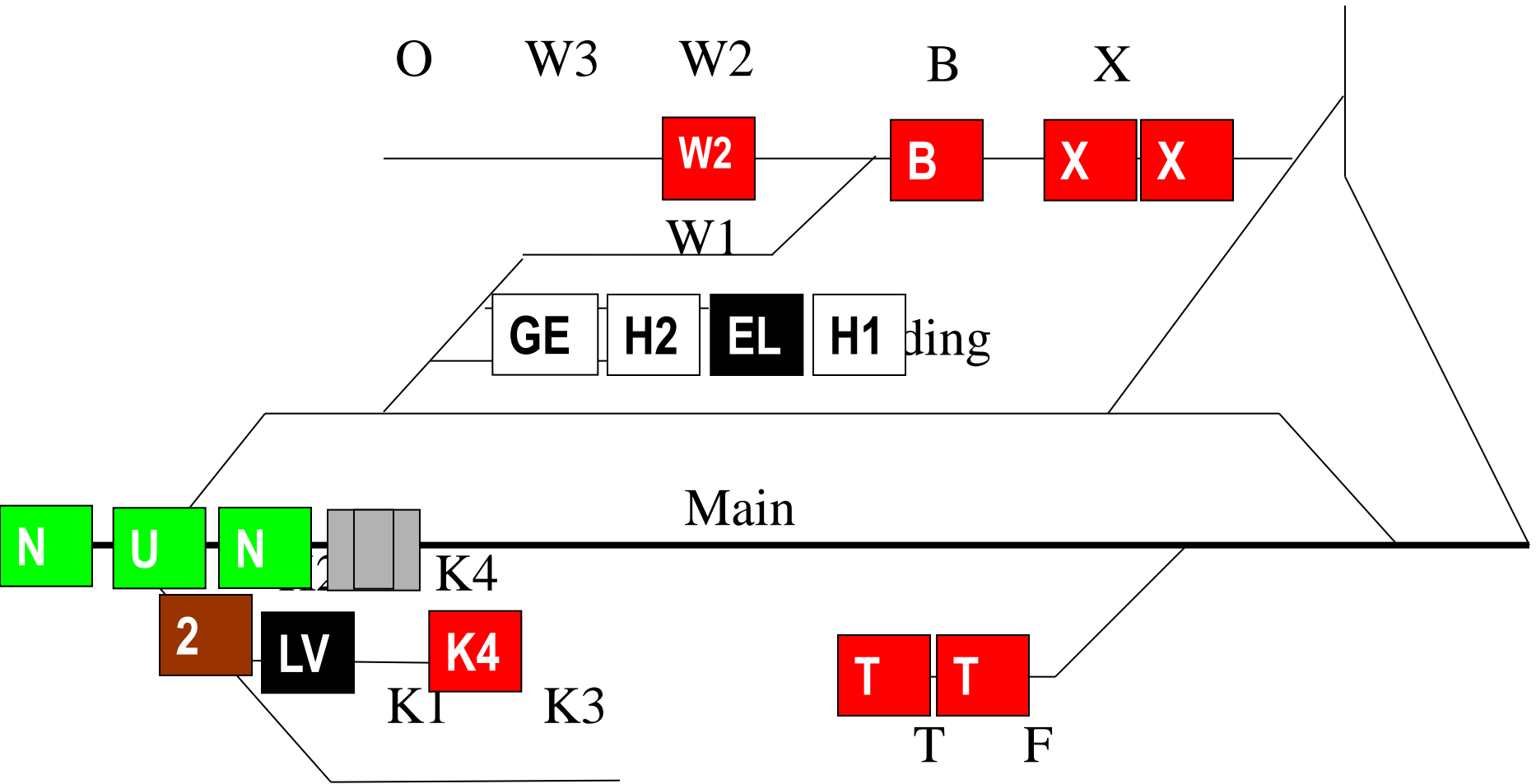
Grab train and leave town!

Burnt Hills



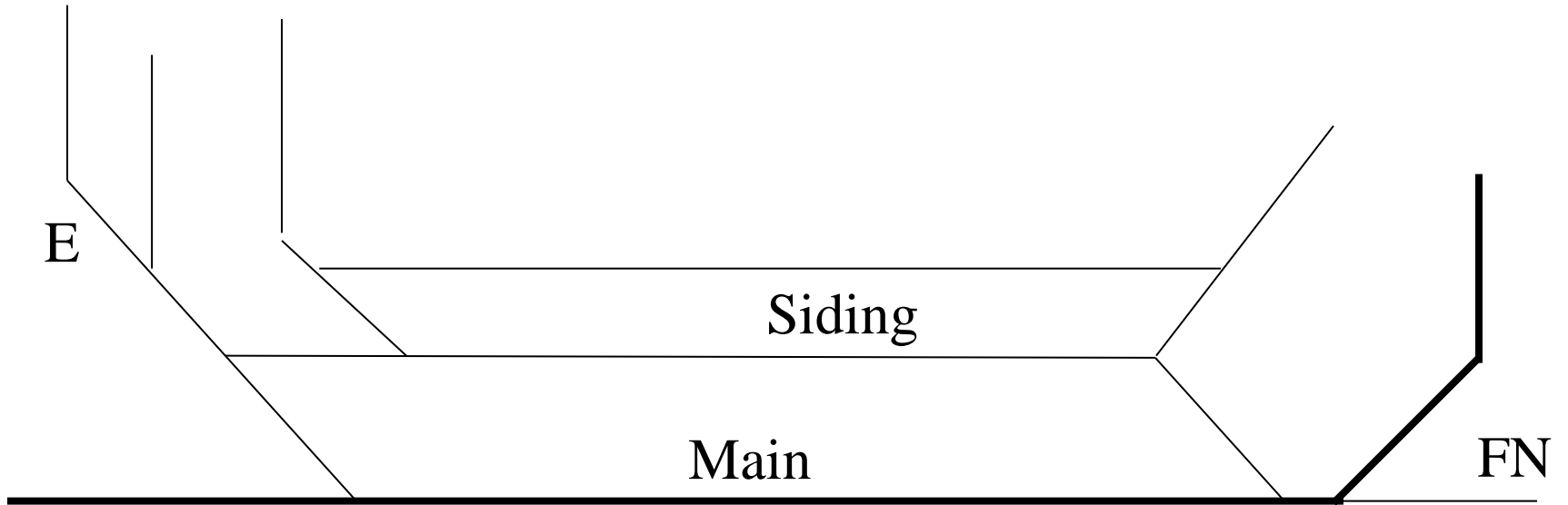
Grab train and leave town!

Burnt Hills



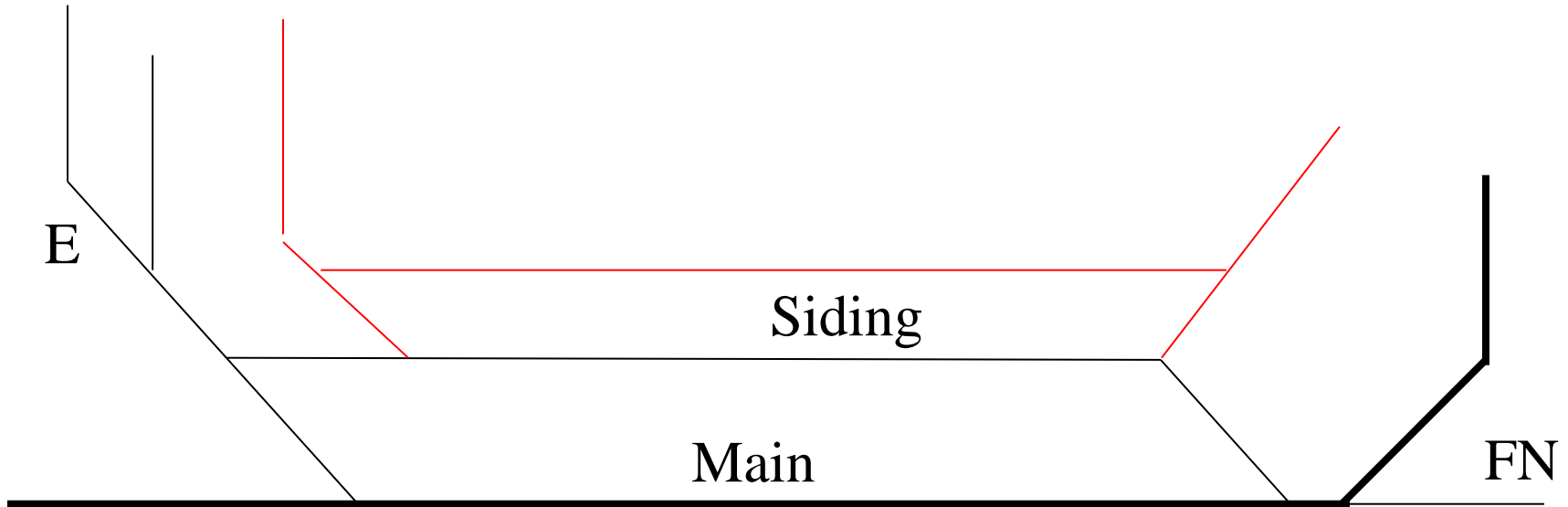
Grab train and leave town!

Franklin and Edison #3



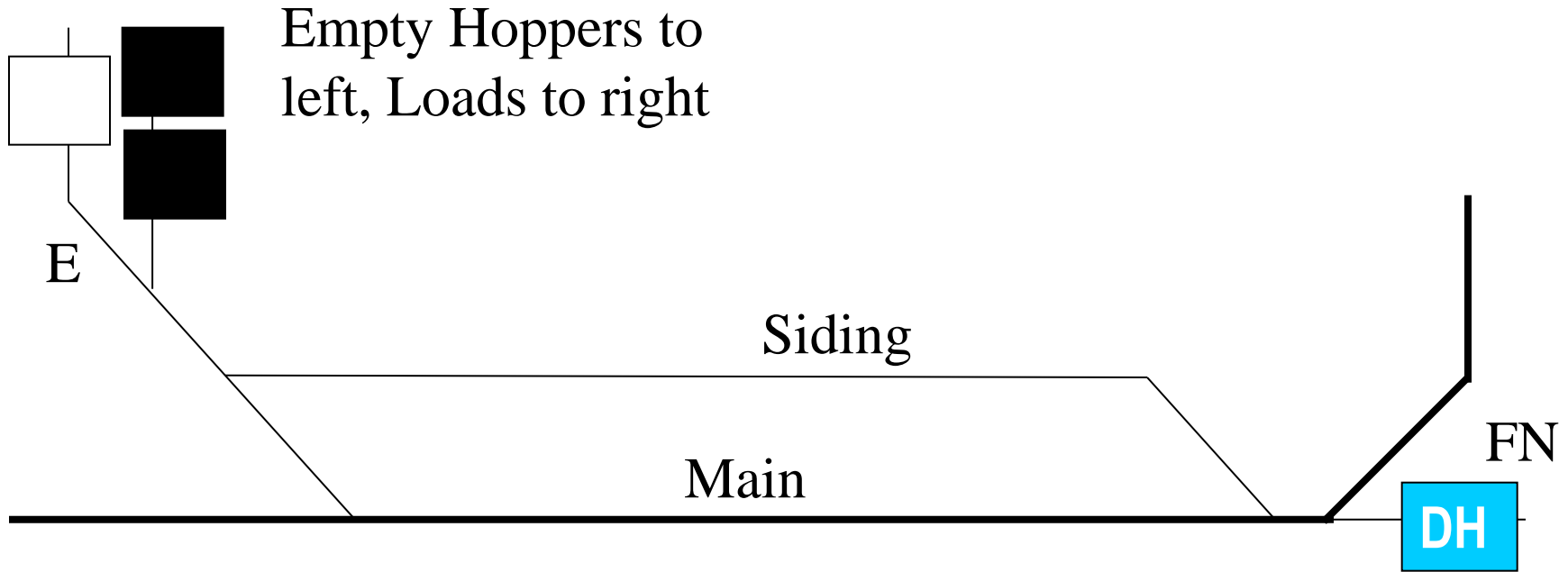
New area due to 2018 expansion

Franklin and Edison #3



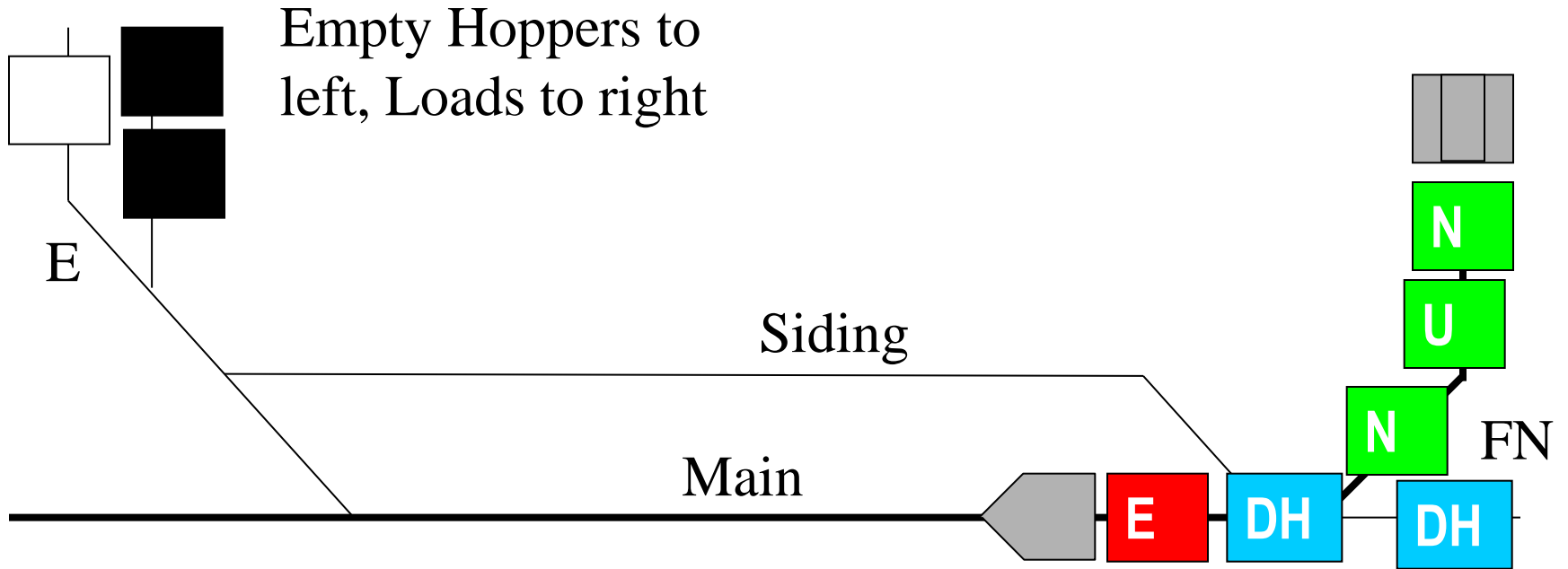
Per your train instructions, do NOT use the innermost track.

Franklin and Edison #3



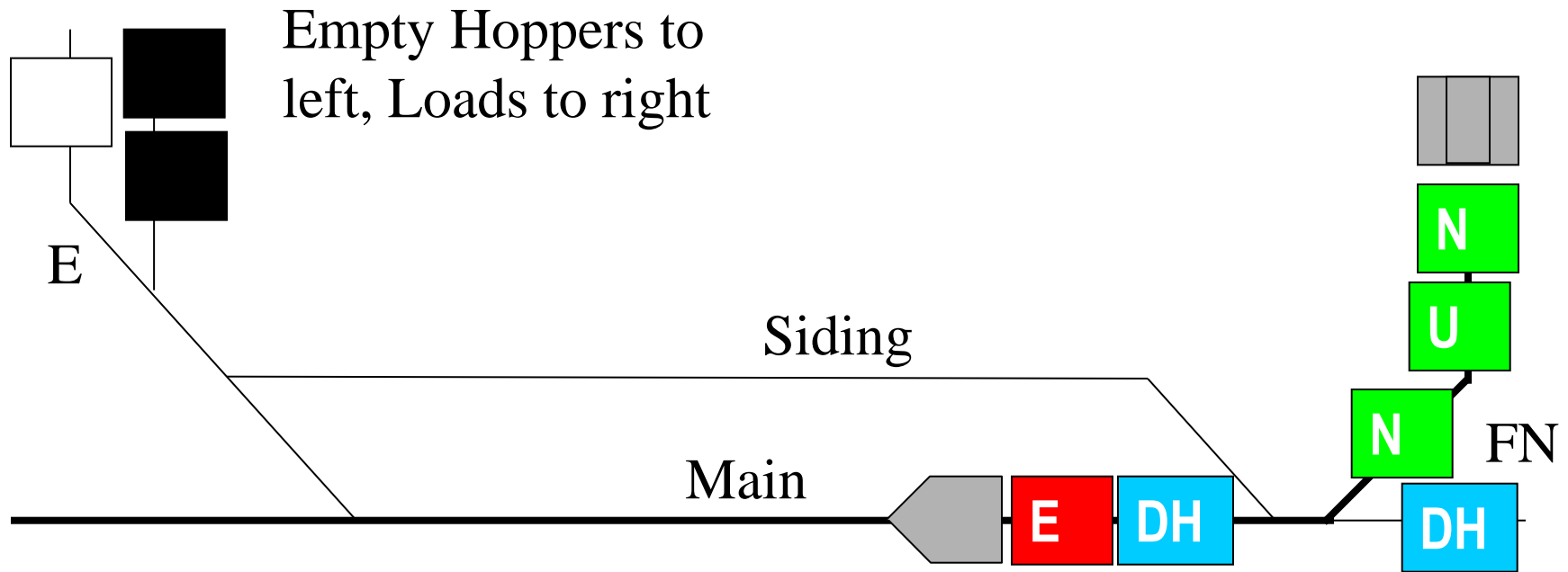
Also per train instructions, **ONLY** drop empty hoppers at Edison #3, do not pickup loaded hoppers

Franklin and Edison #3



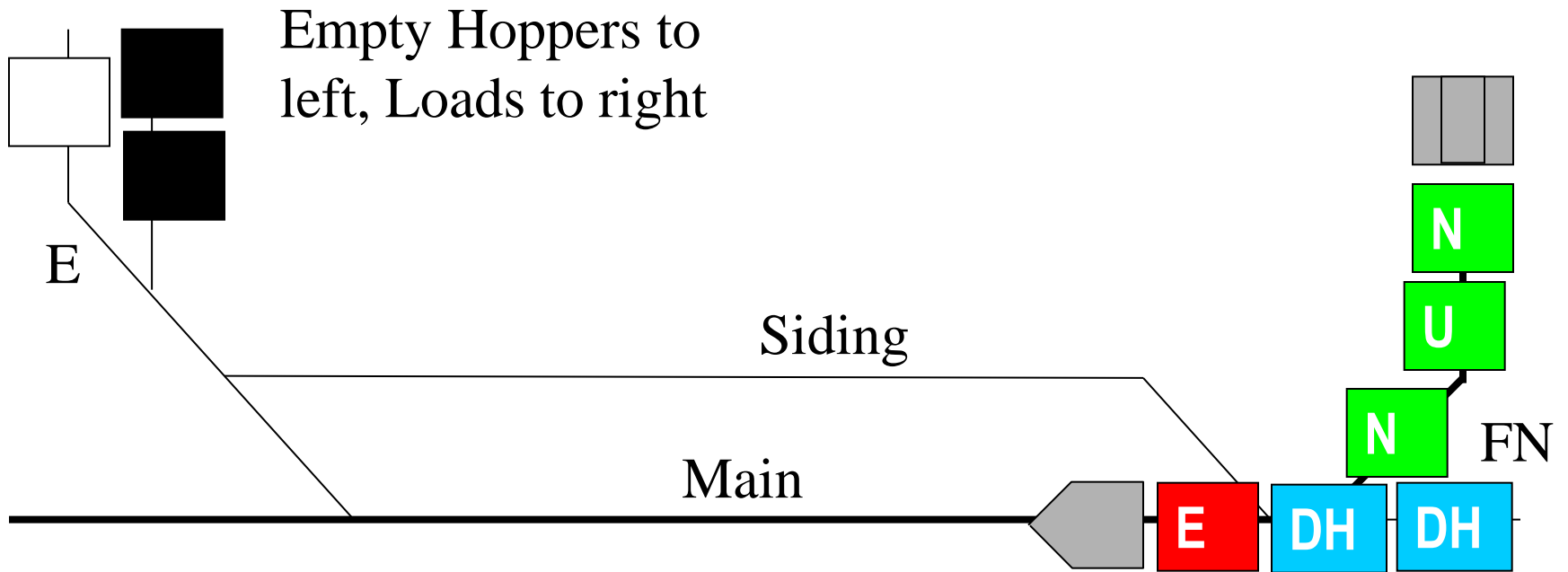
Pull train into town.

Franklin and Edison #3



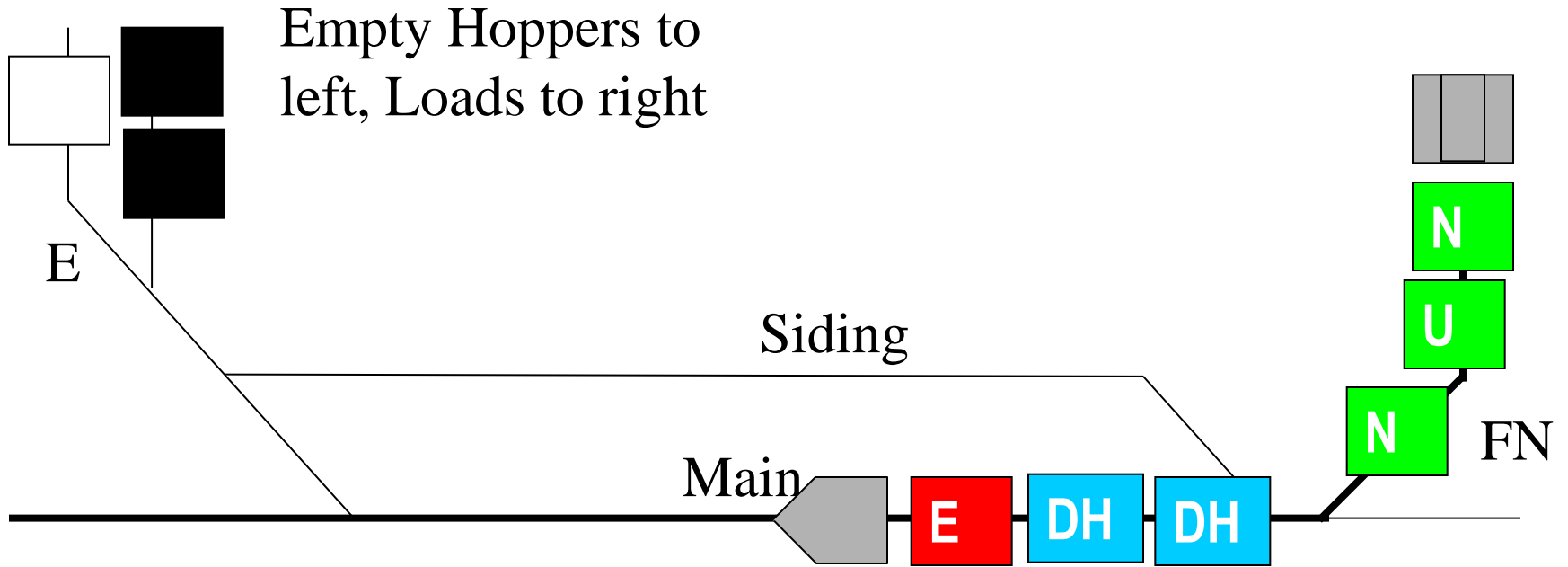
Stay on main. Drop rear of train before FN siding.
Might as well keep Blue DH's together

Franklin and Edison #3



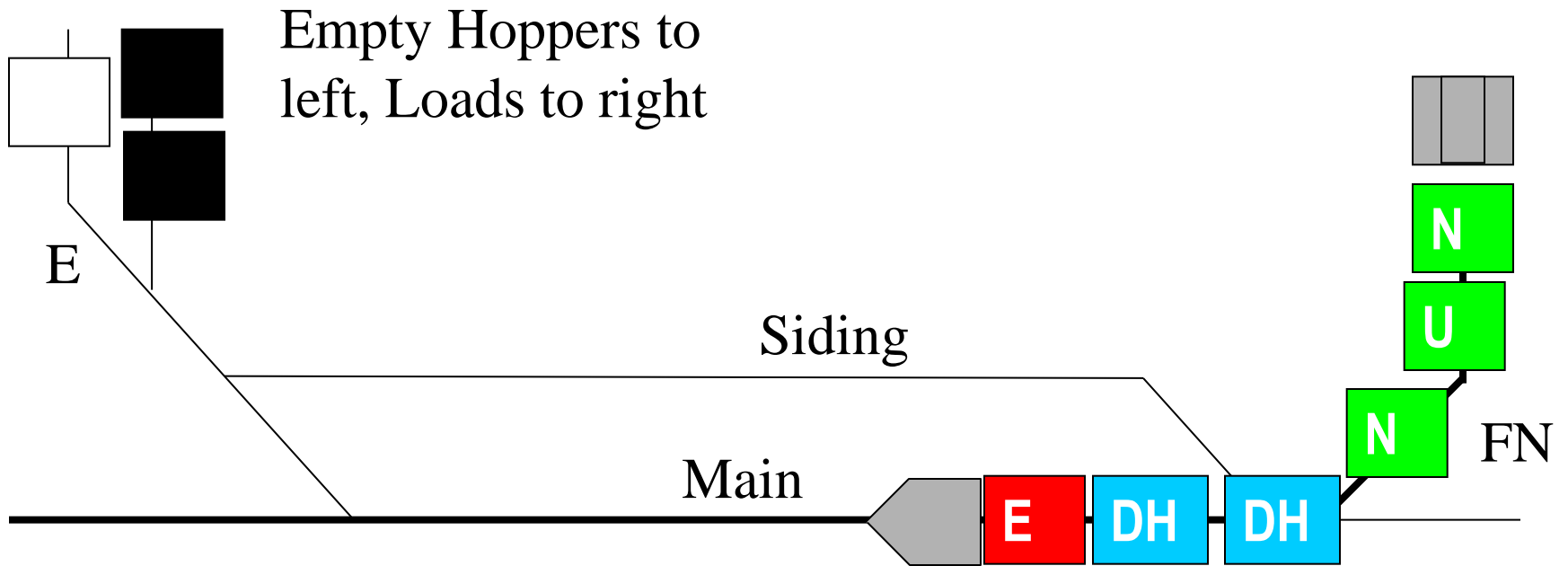
Pickup Blue DH

Franklin and Edison #3



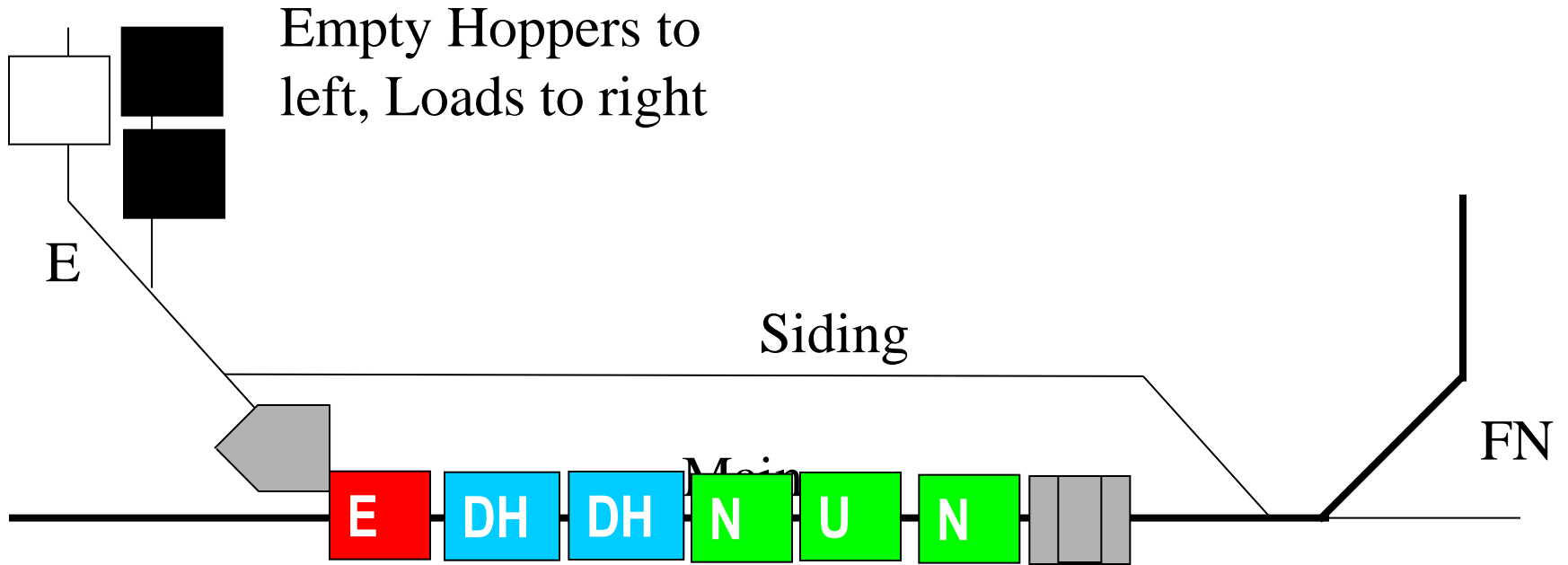
Pickup Blue DH

Franklin and Edison #3



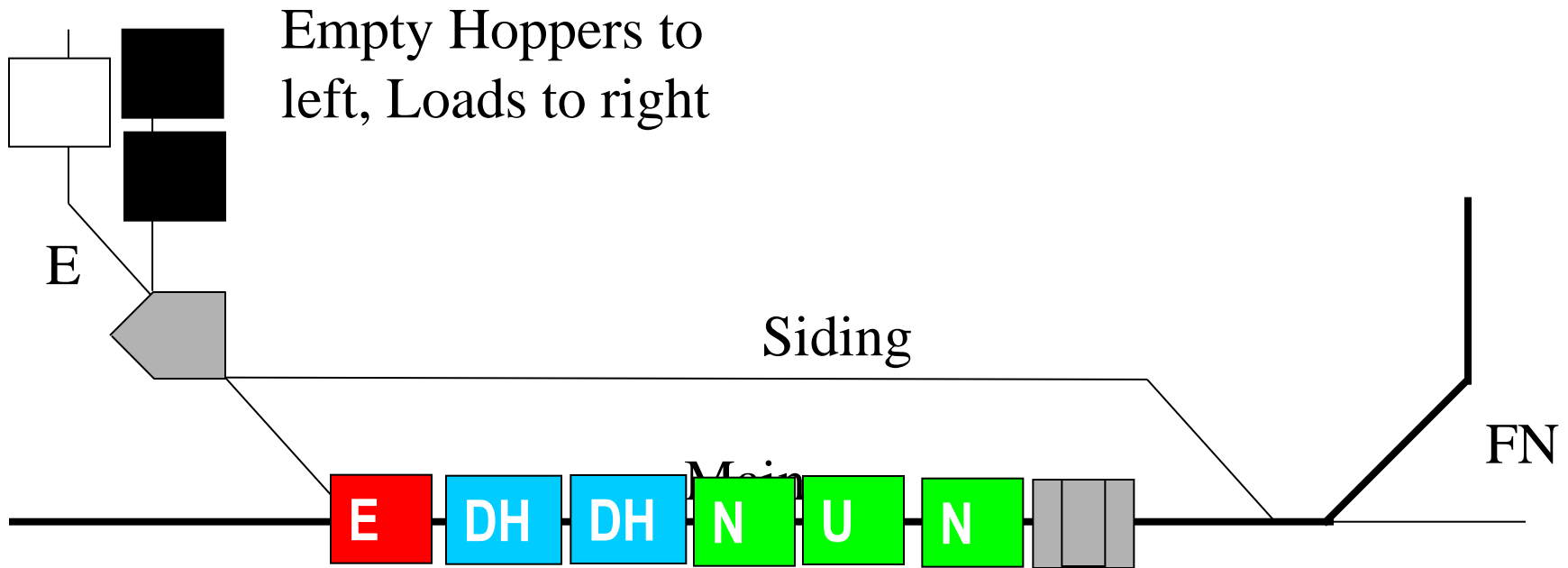
Get rest of train

Franklin and Edison #3



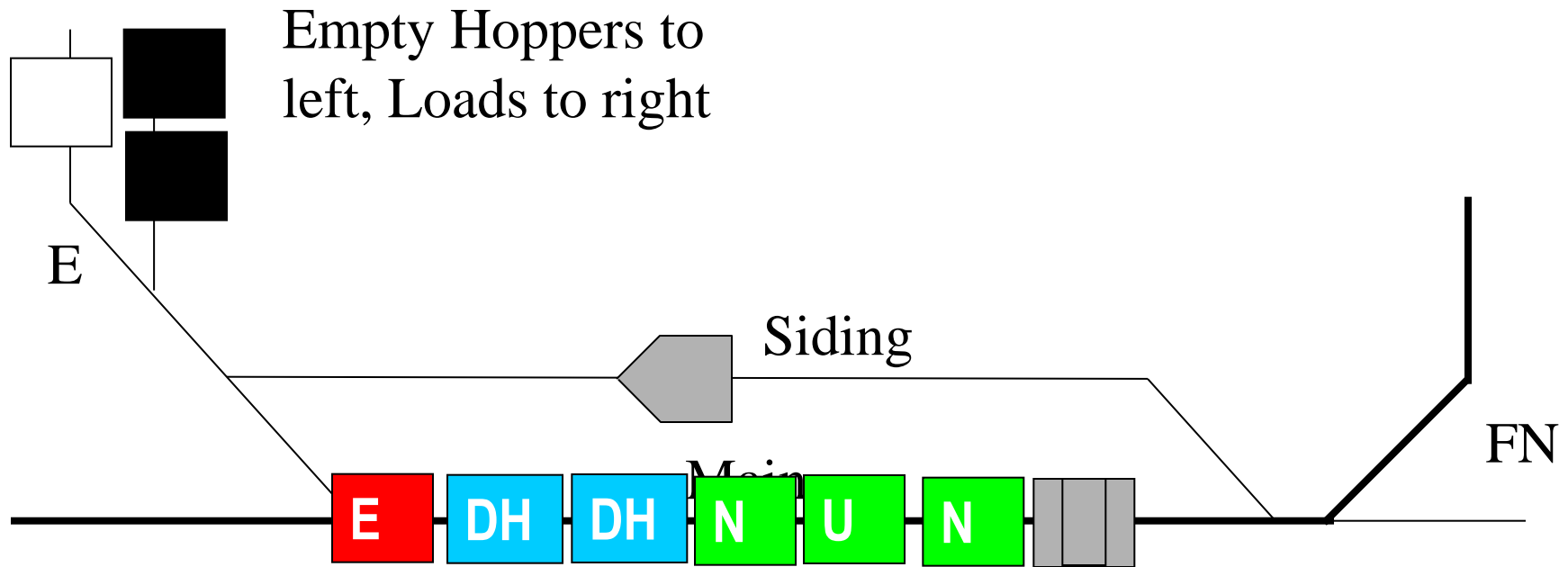
Get rest of train

Franklin and Edison #3



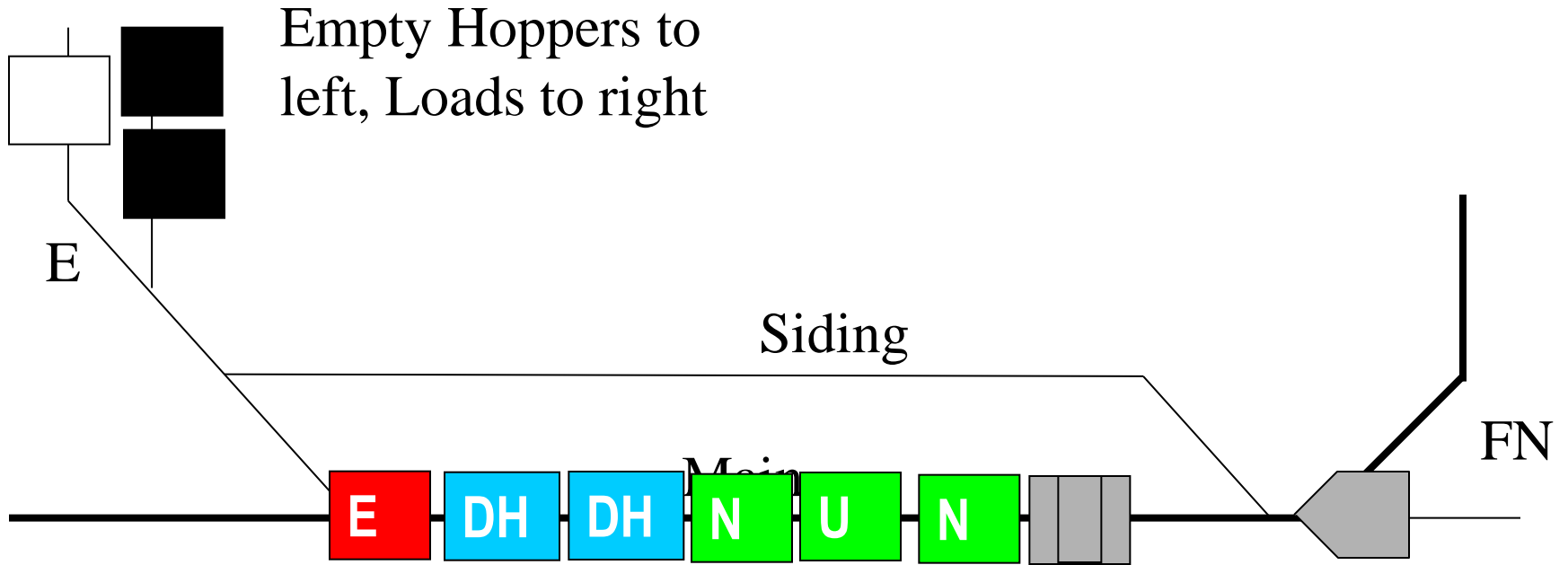
Run around train. Due to the orientation of the left hand crossover, is quicker to leave train on main

Franklin and Edison #3



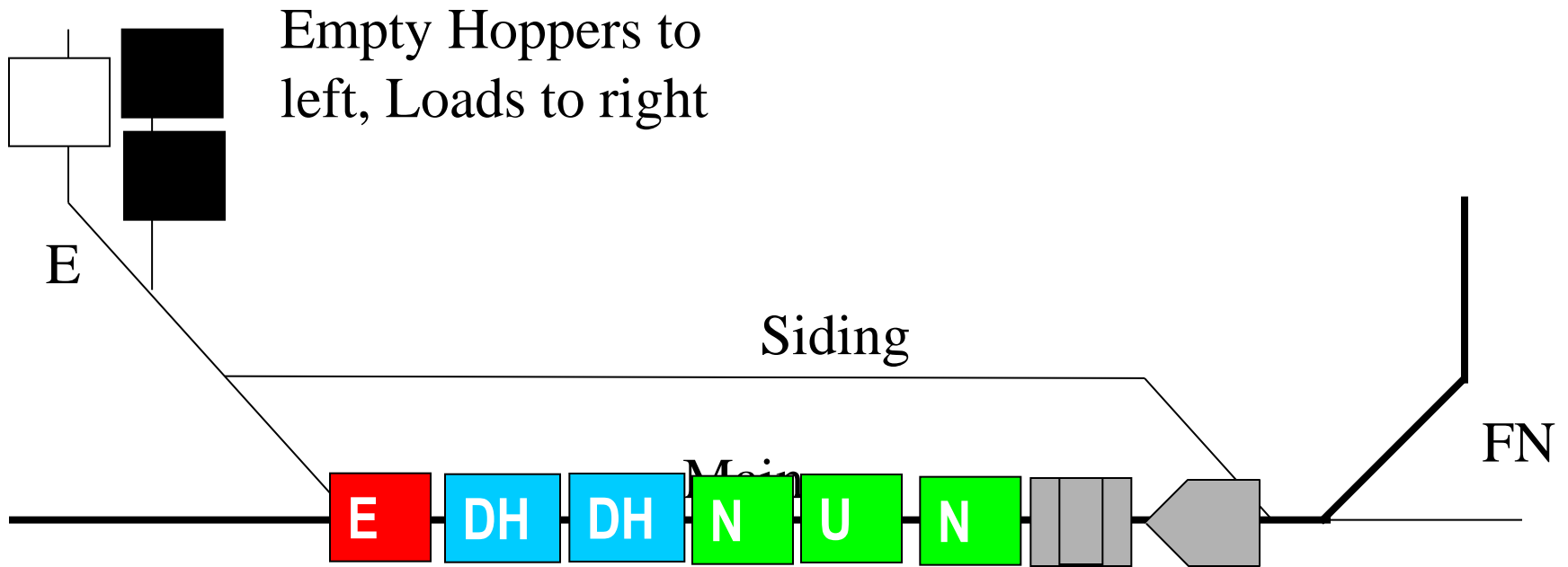
Run around train. Due to the orientation of the left hand crossover, is quicker to leave train on main.

Franklin and Edison #3



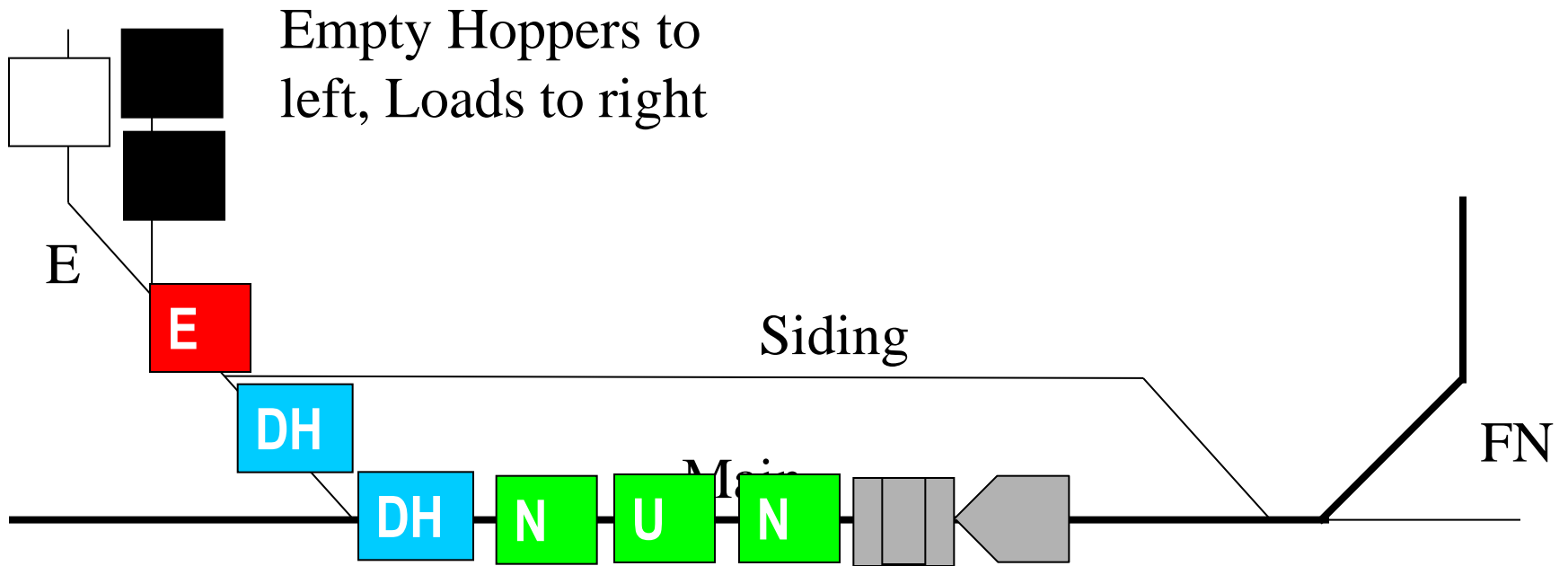
Run around train

Franklin and Edison #3



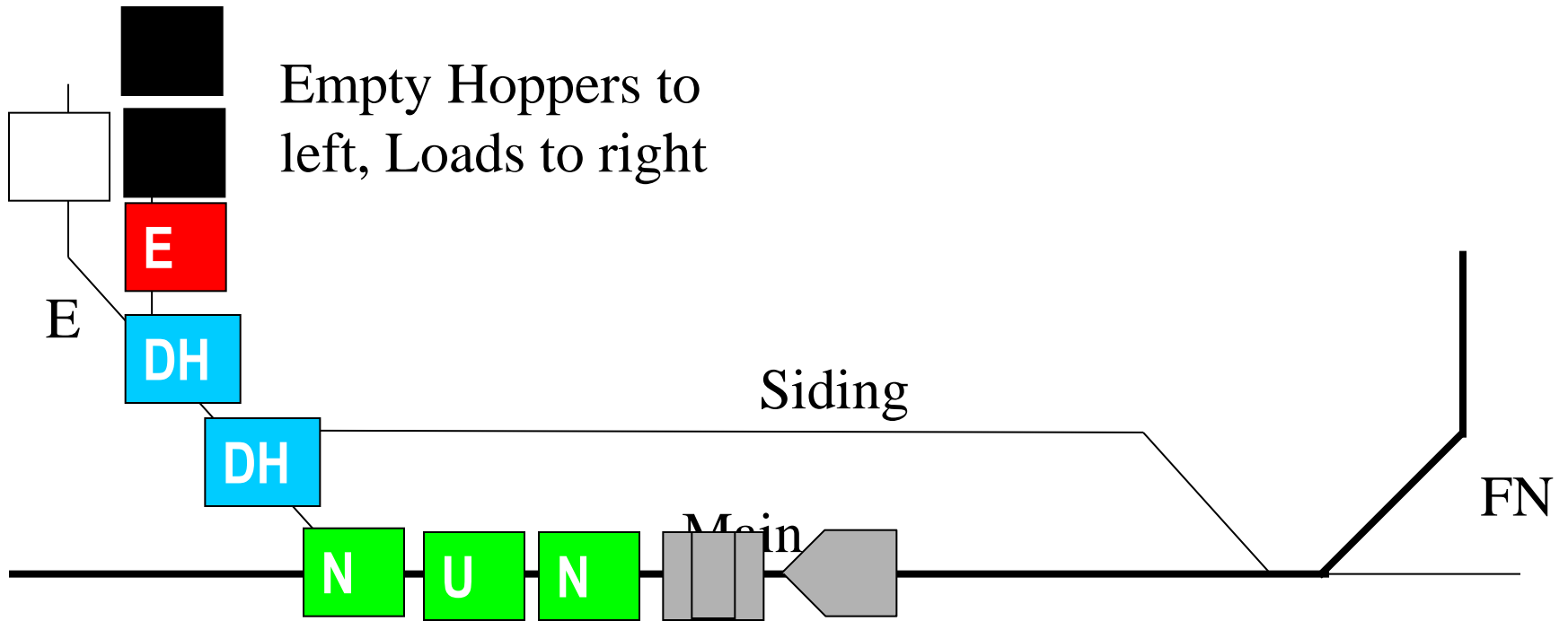
Setout E car with other loaded hoppers.

Franklin and Edison #3



Setout E car with other loaded hoppers.

Franklin and Edison #3



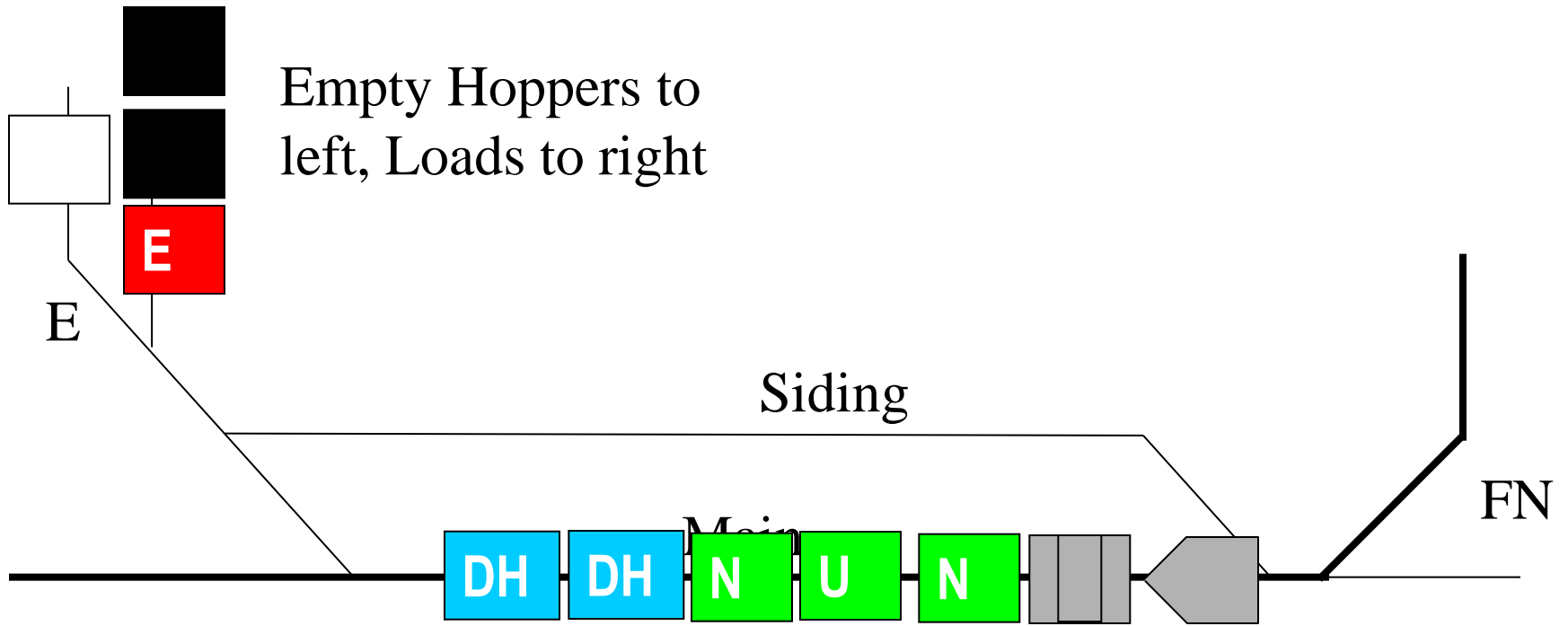
Empty Hoppers to
left, Loads to right

Siding

FN

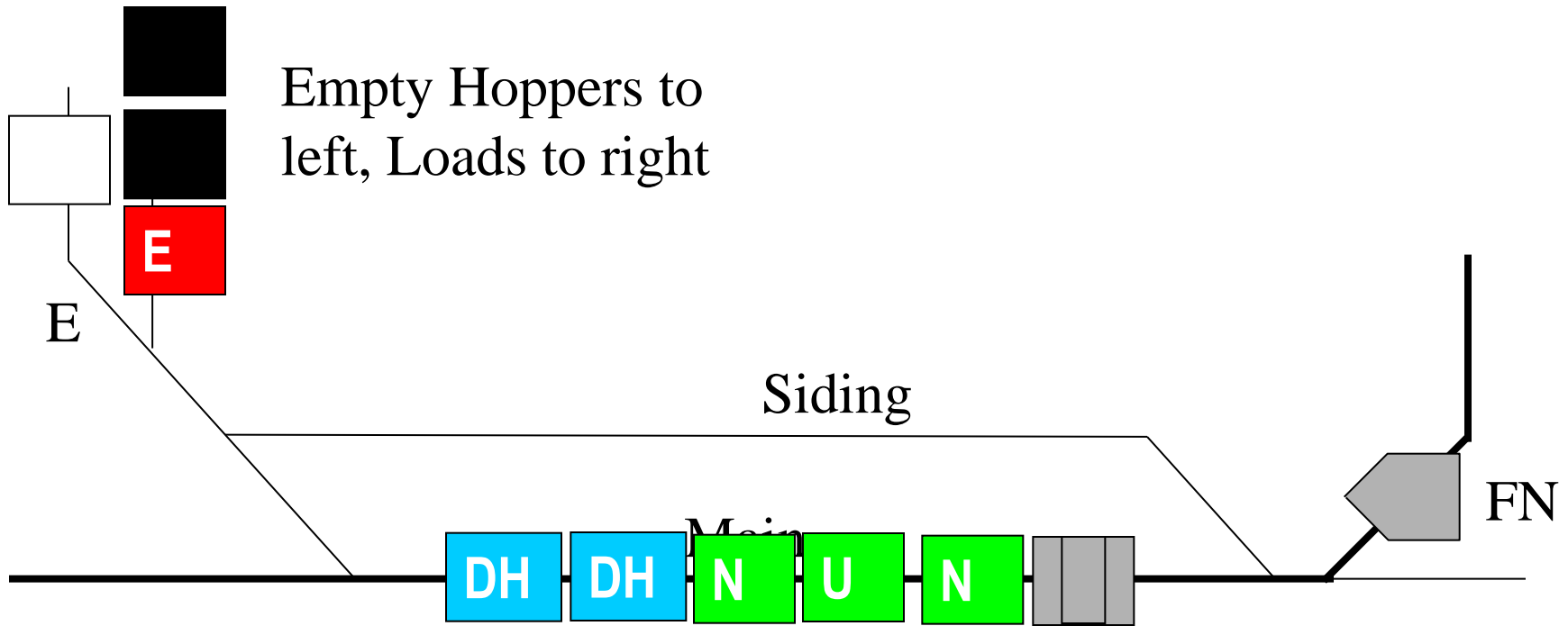
E car is setout.

Franklin and Edison #3



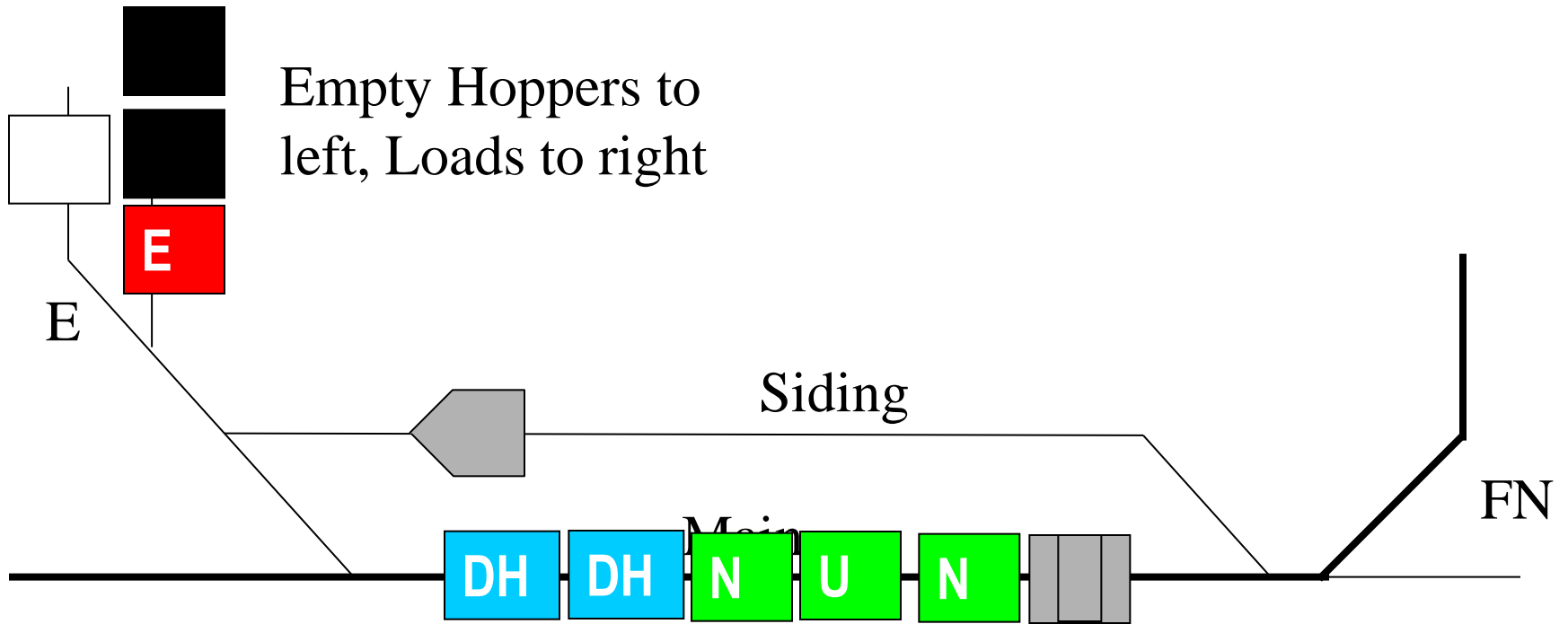
Pull train back on main and runaround.

Franklin and Edison #3



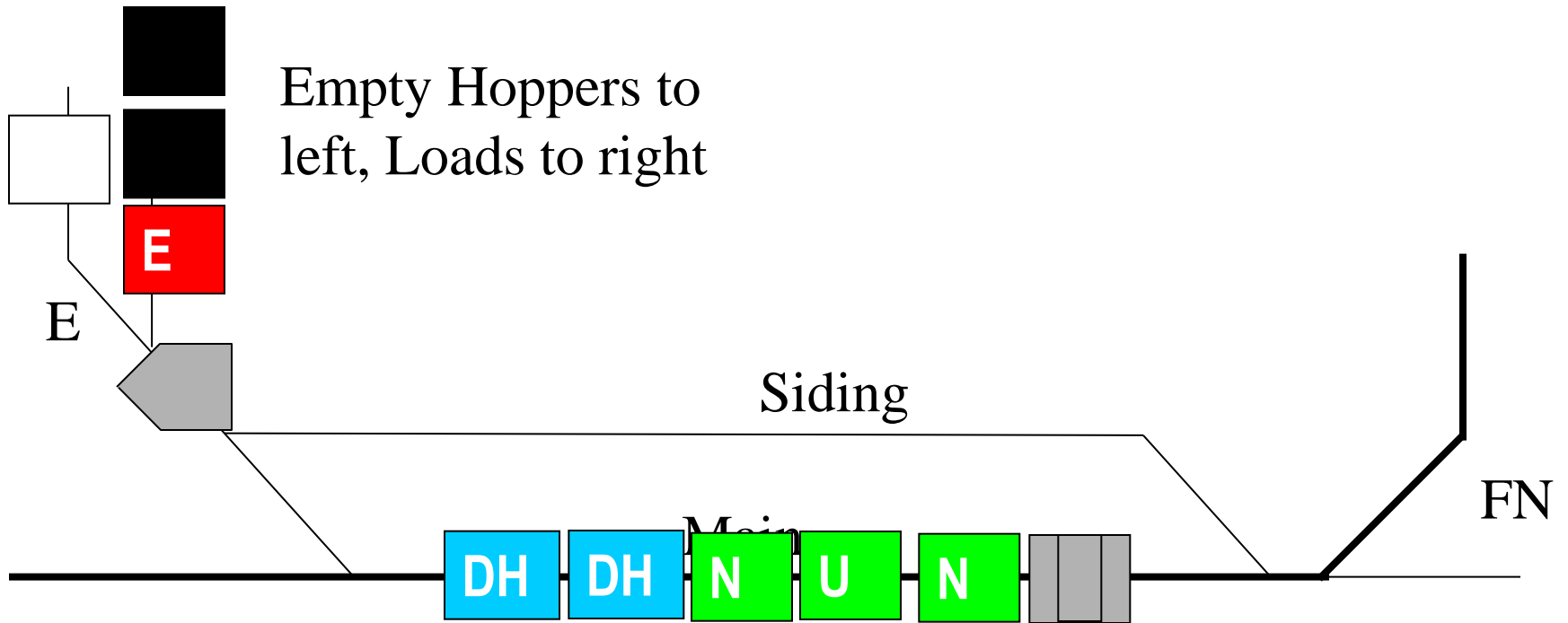
Pull train back on main and runaround.

Franklin and Edison #3



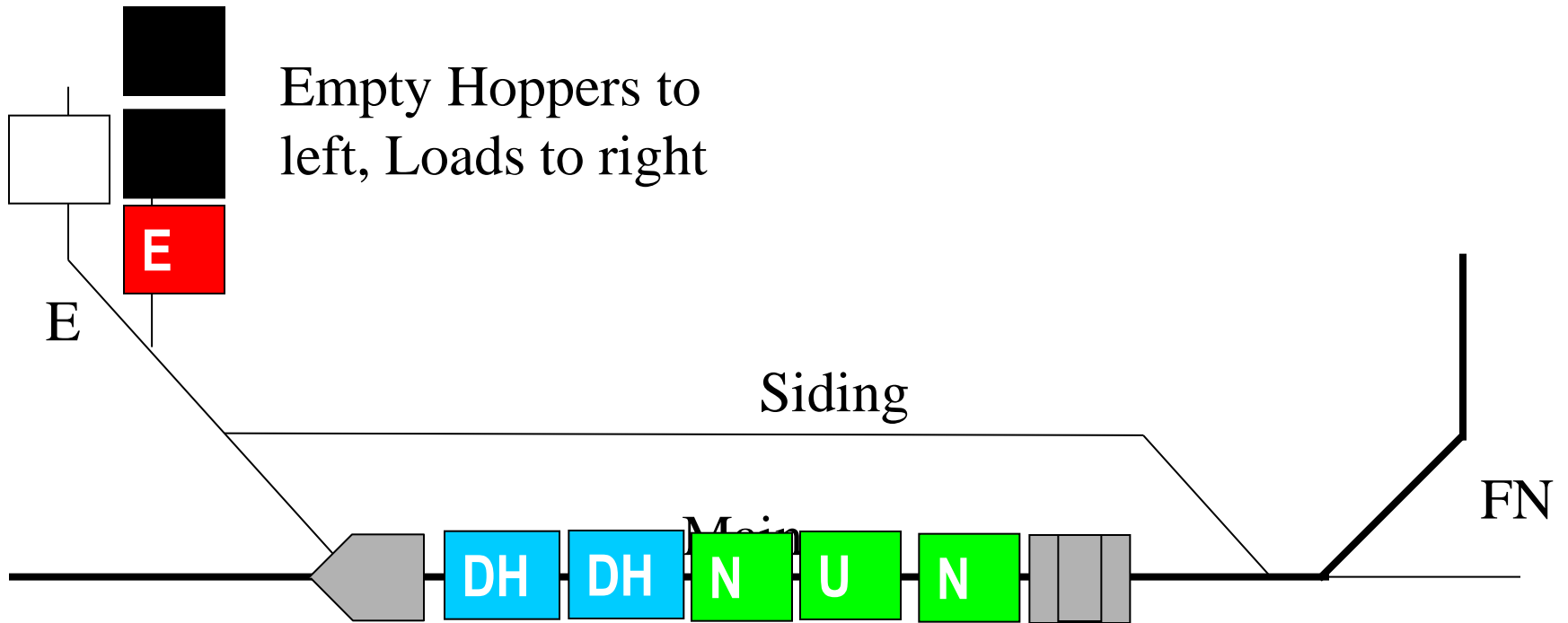
Pull train back on main and runaround.

Franklin and Edison #3



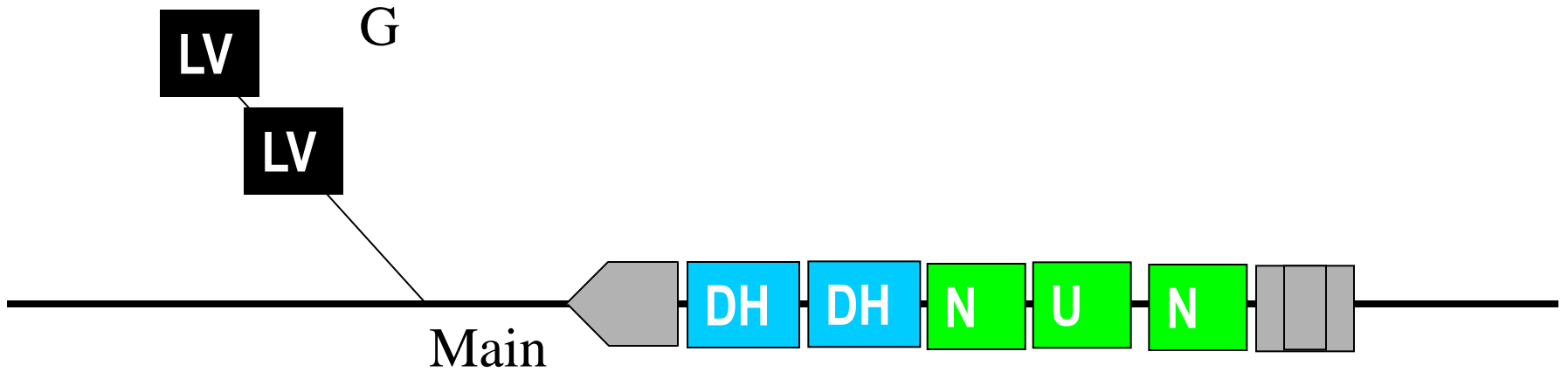
Pull train back on main and runaround.

Franklin and Edison #3



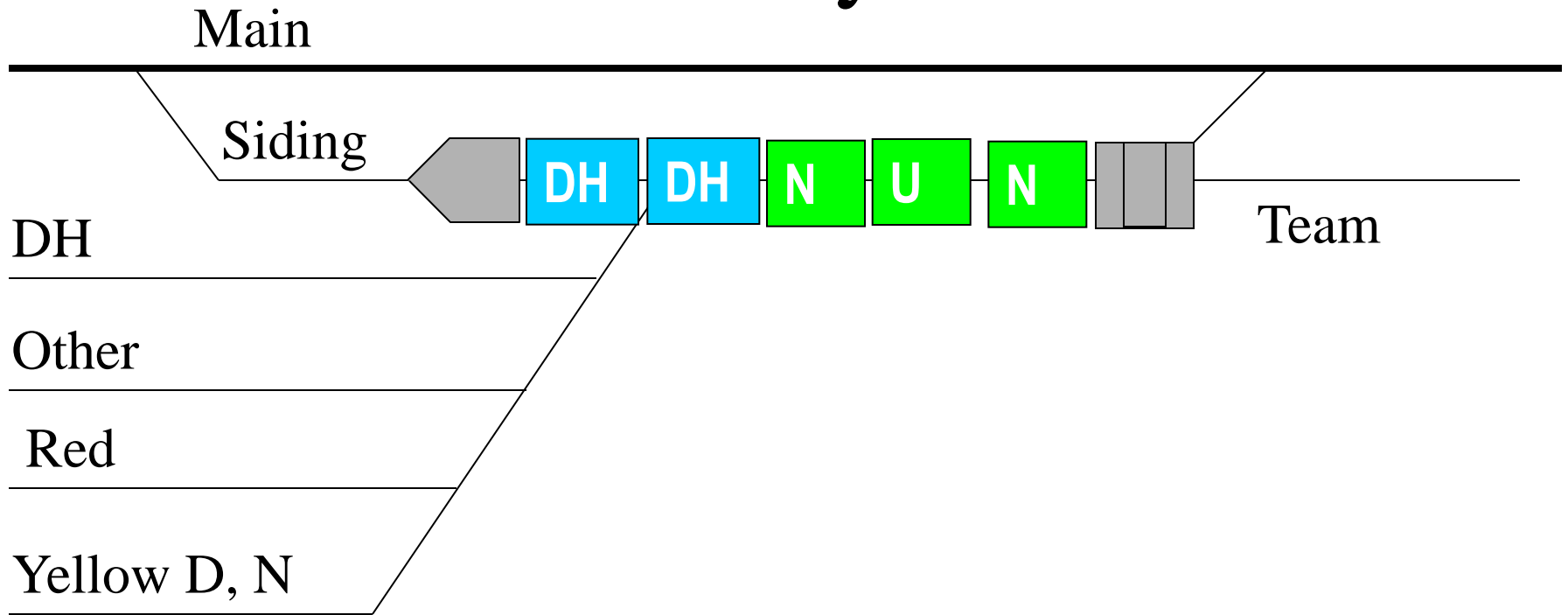
Depart for South Unadilla.

South Unadilla



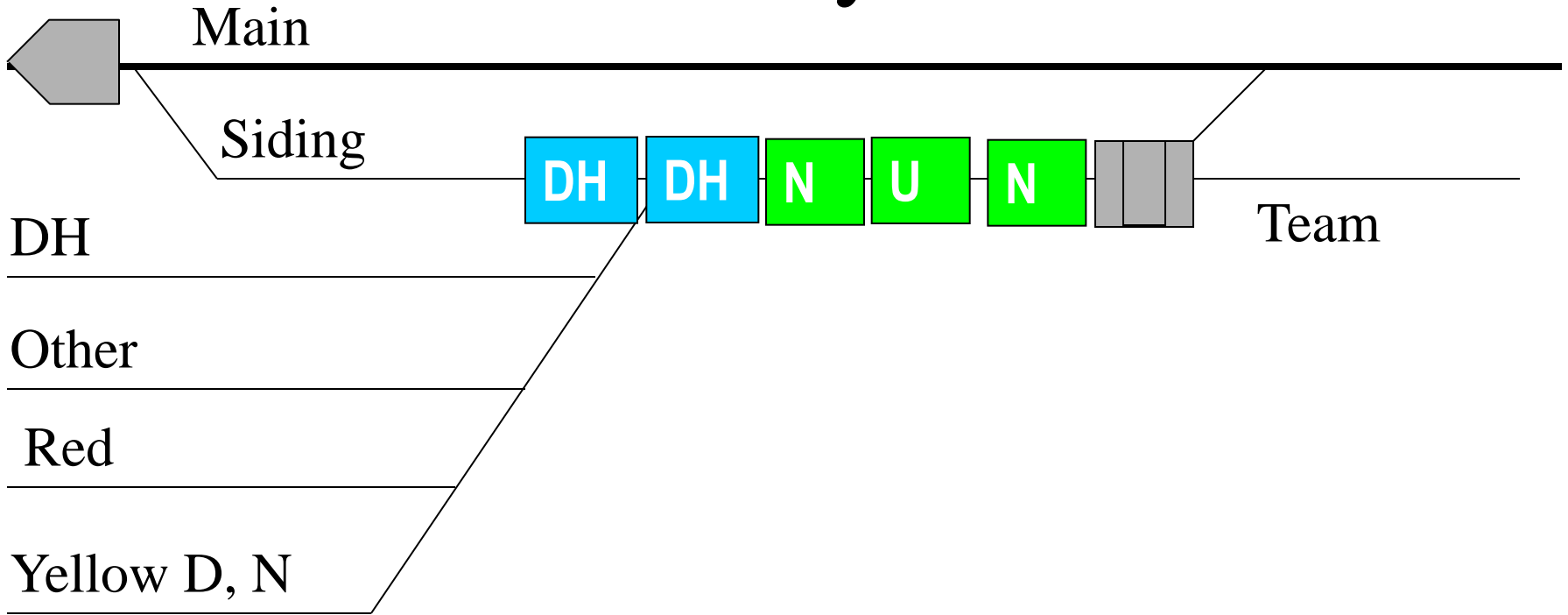
Arrive at South Unadilla. Directions do not have anything to do, it is serviced Southbound only.

Sidney



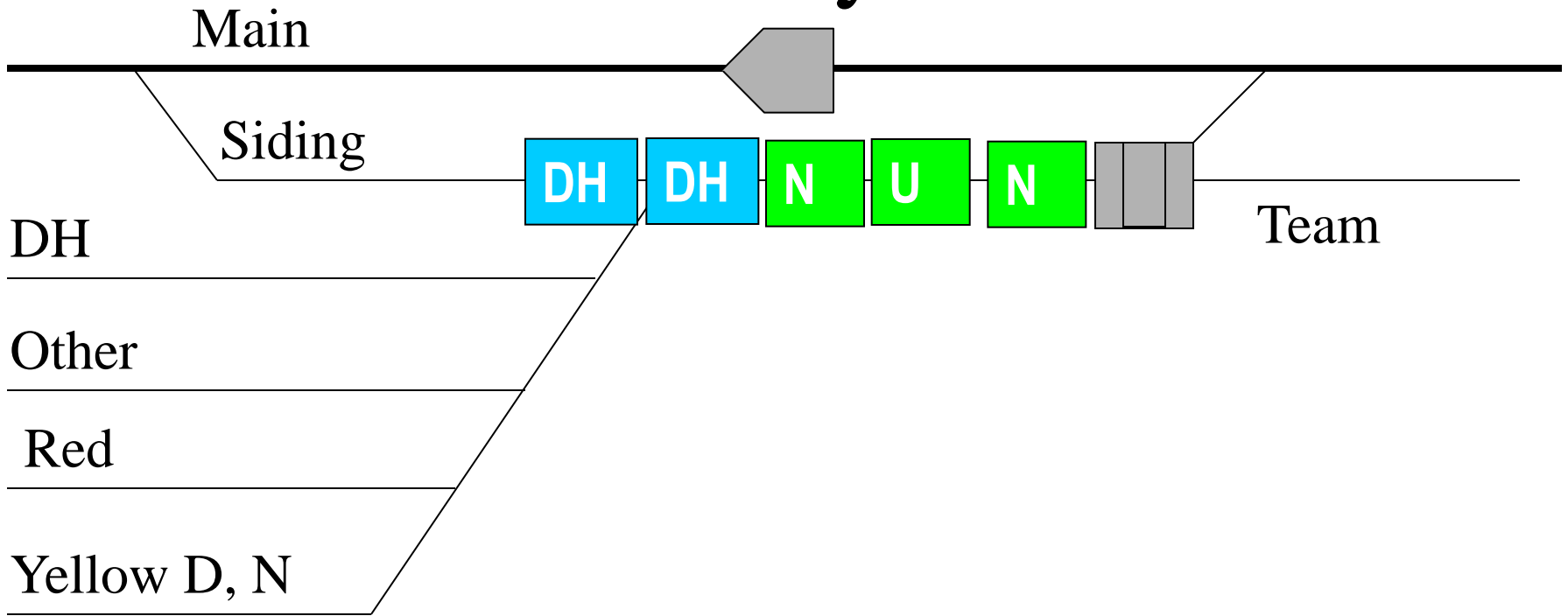
Arrive at Sidney. Set cars in Sidney yard, engine and caboose to Team

Sidney



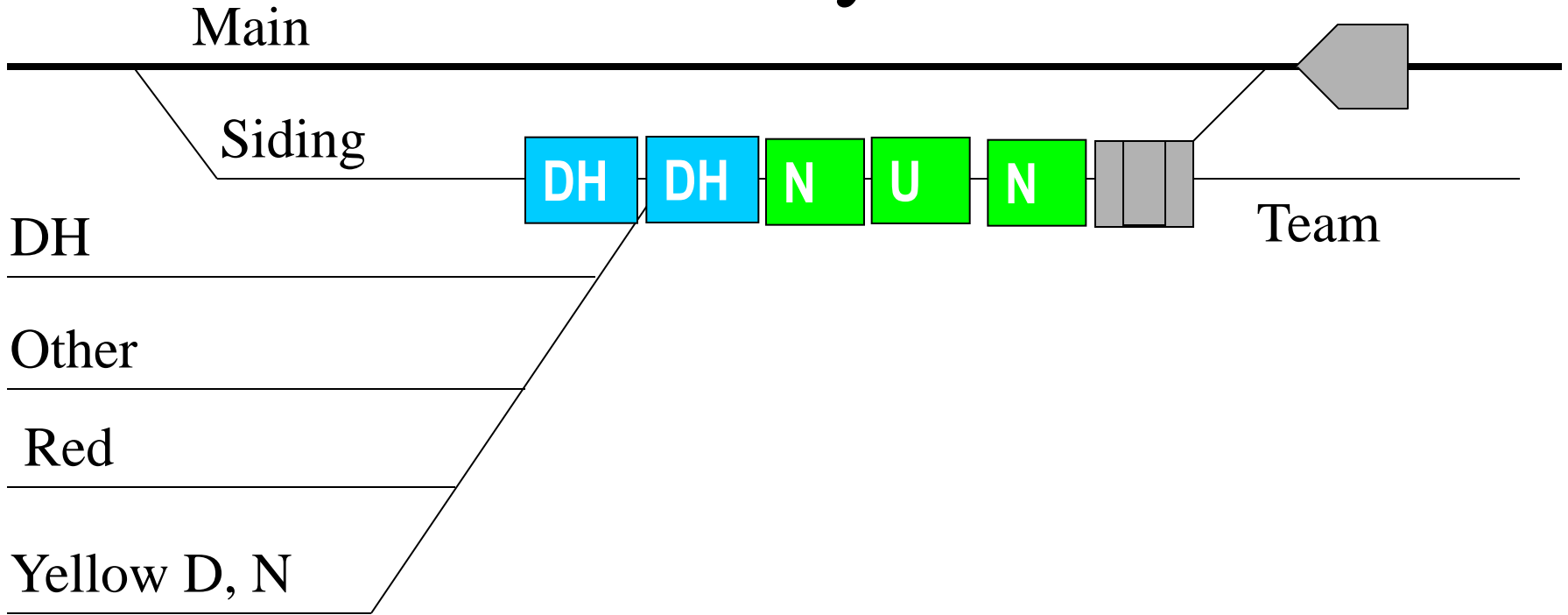
Run around train.

Sidney



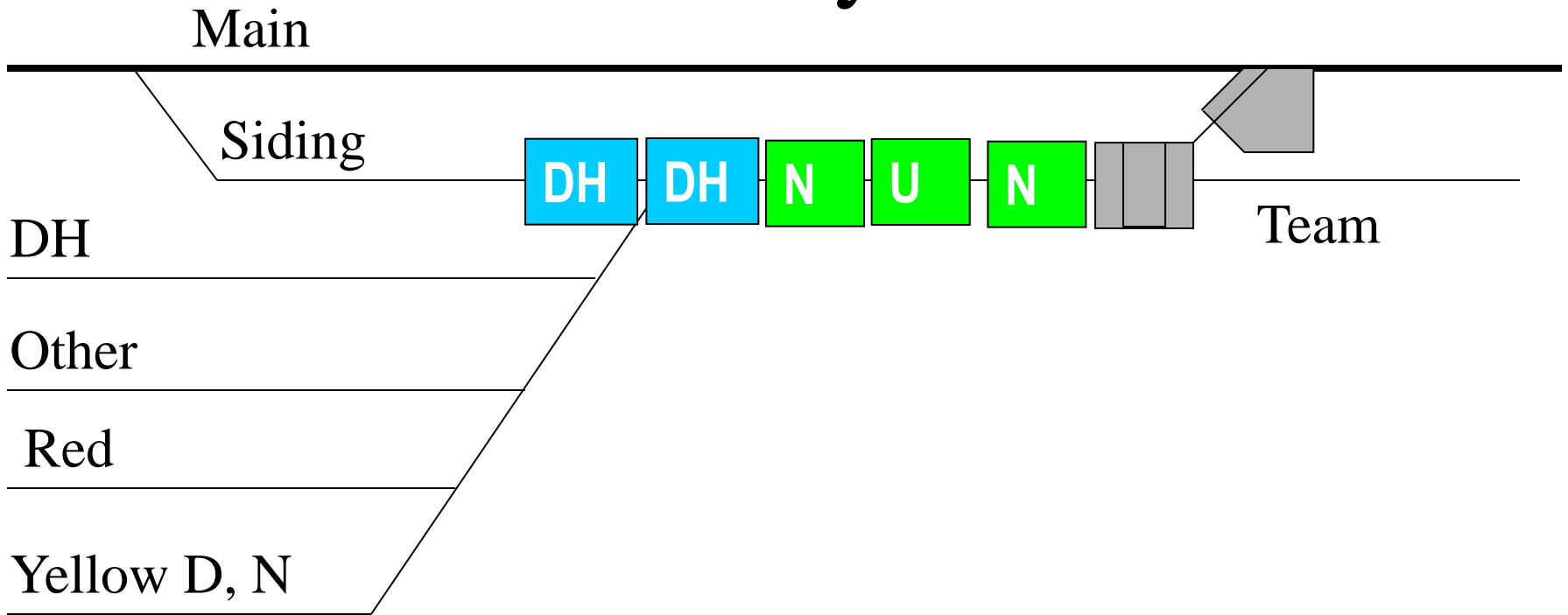
Run around train.

Sidney



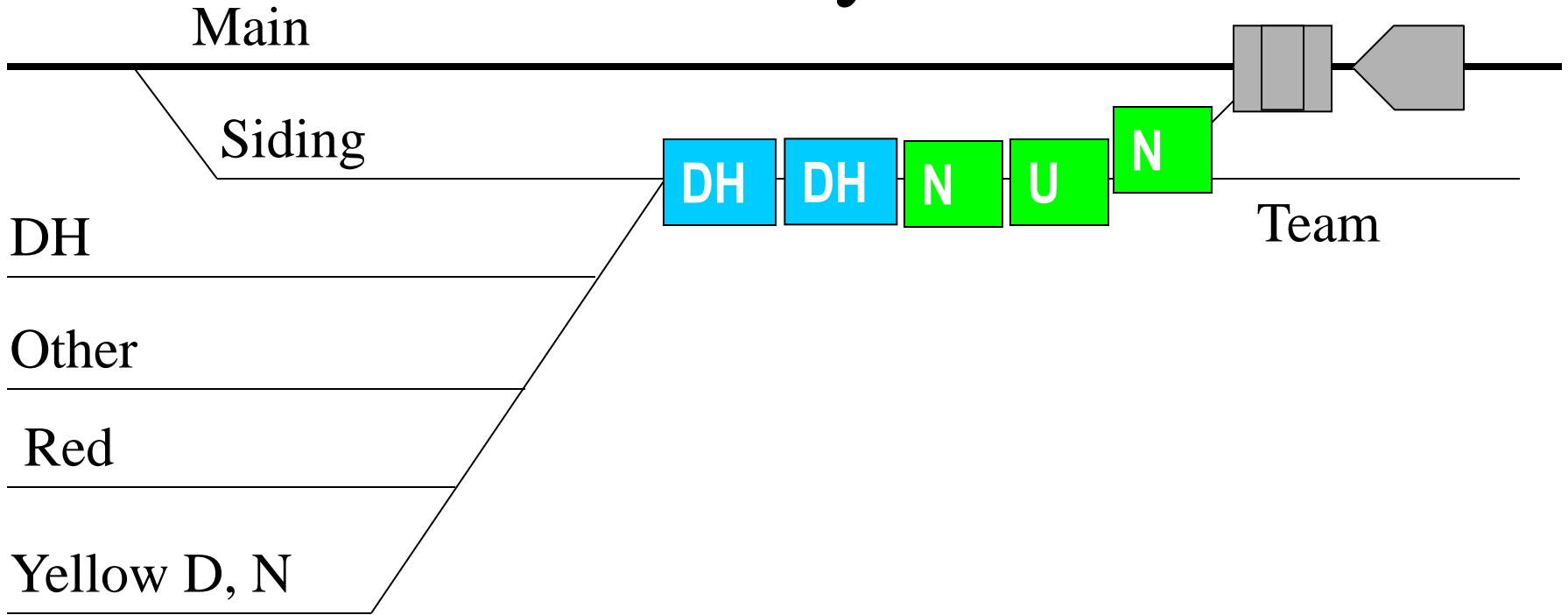
Run around train.

Sidney



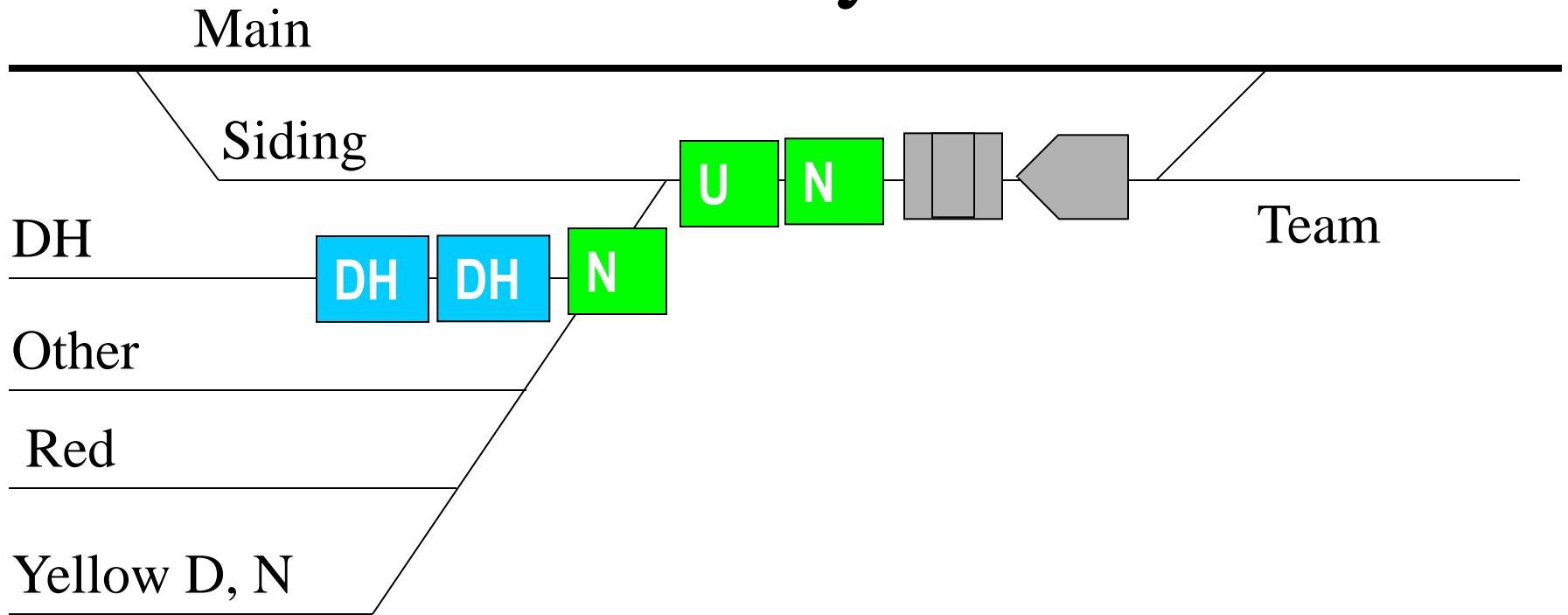
Put DH cars on DH track.

Sidney



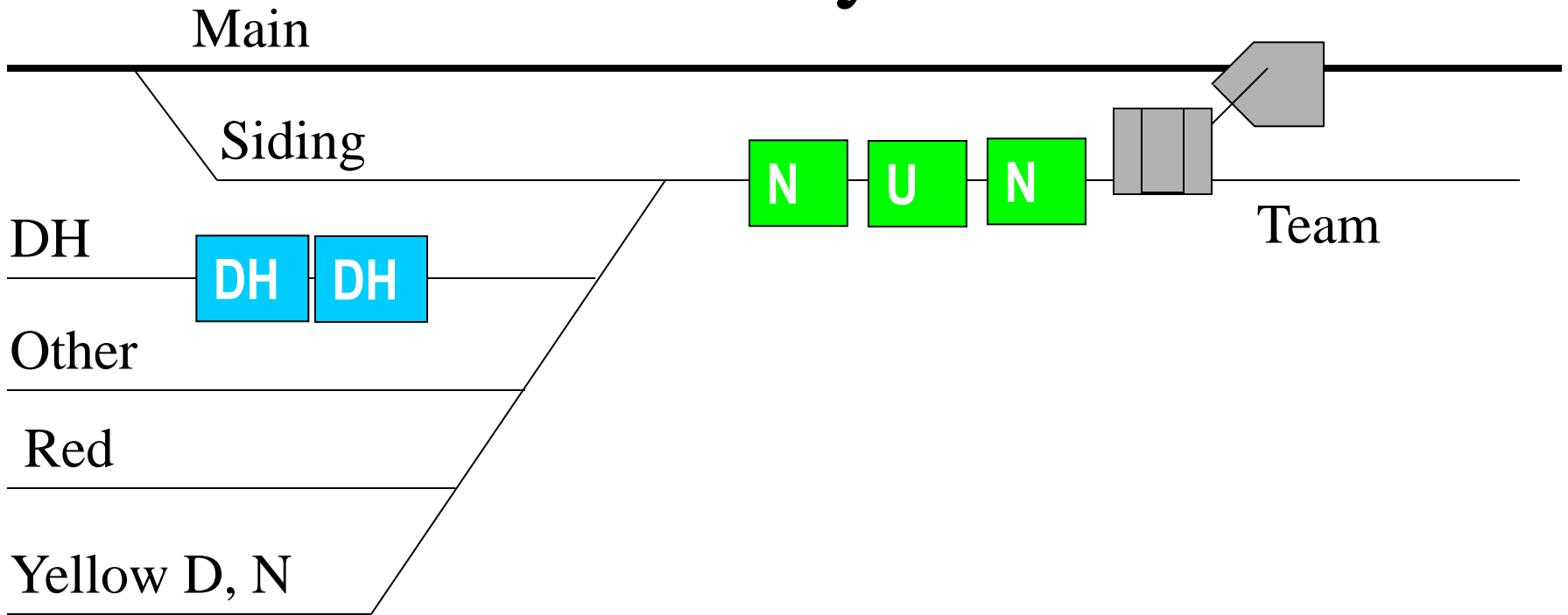
Put DH cars on DH track.

Sidney



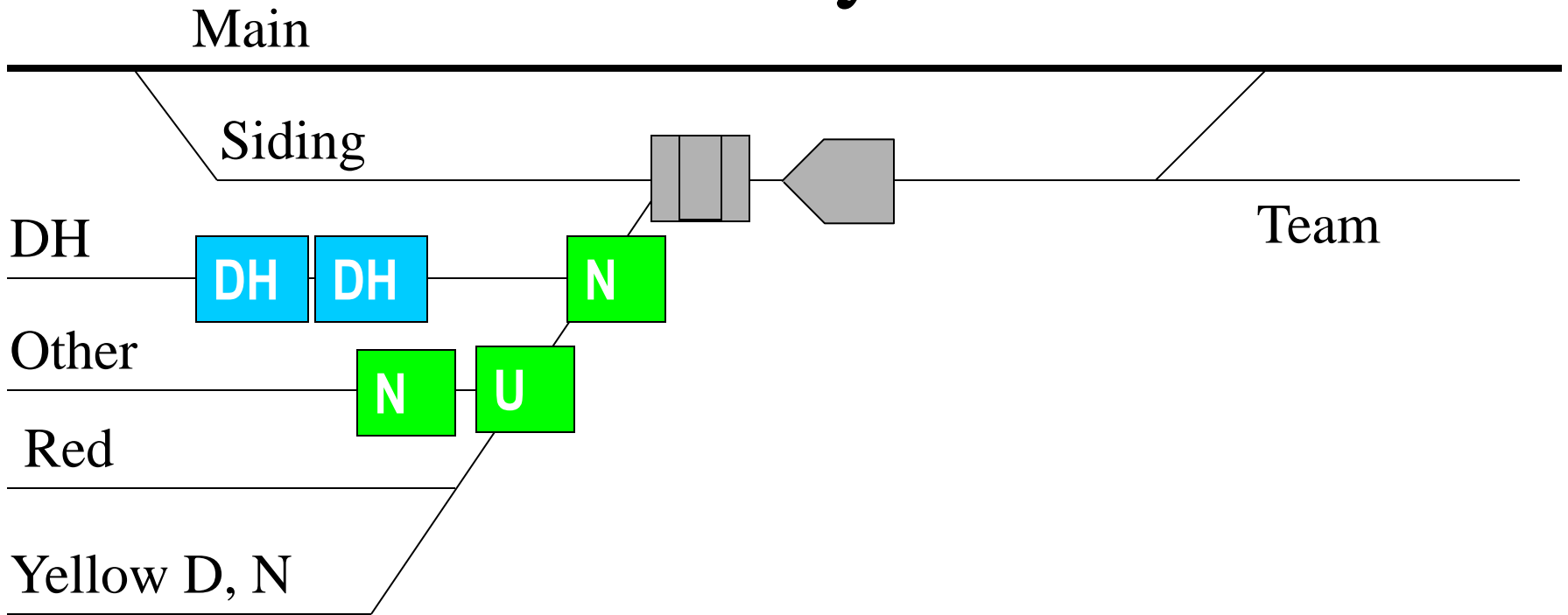
Put DH cars on DH track.

Sidney



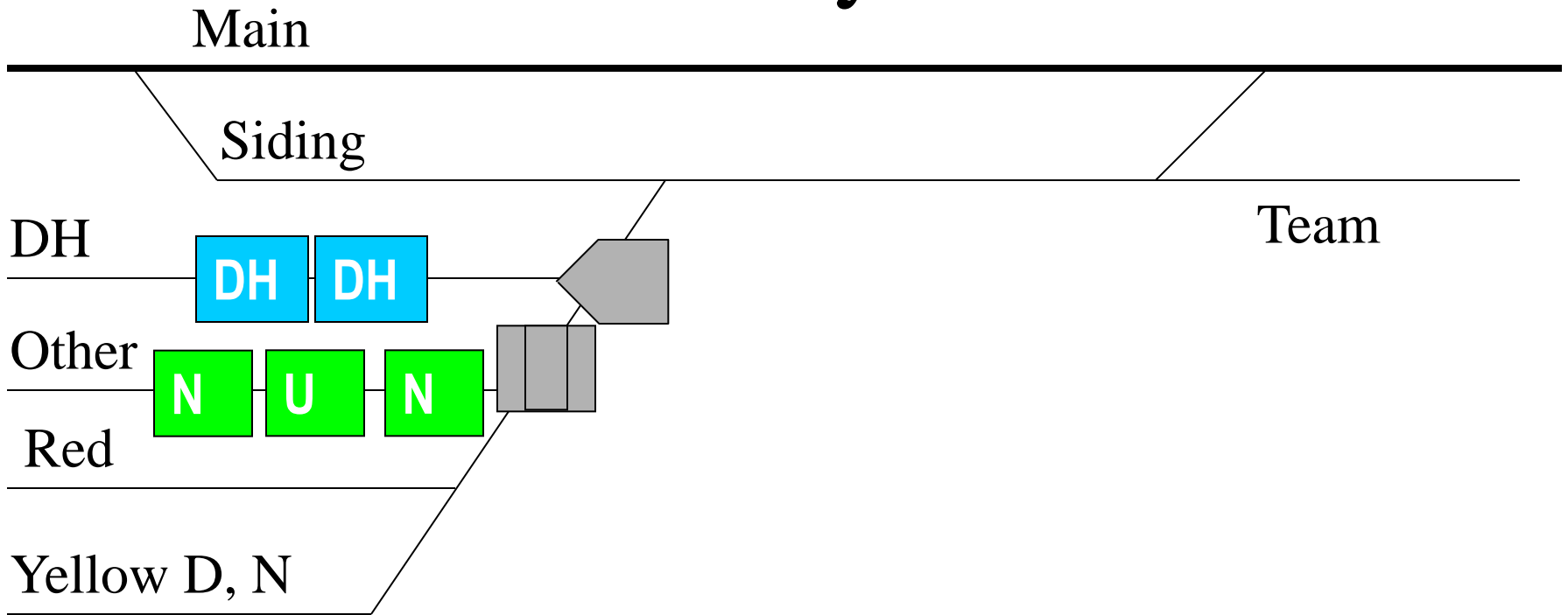
Put Green cars on "Other" track.

Sidney



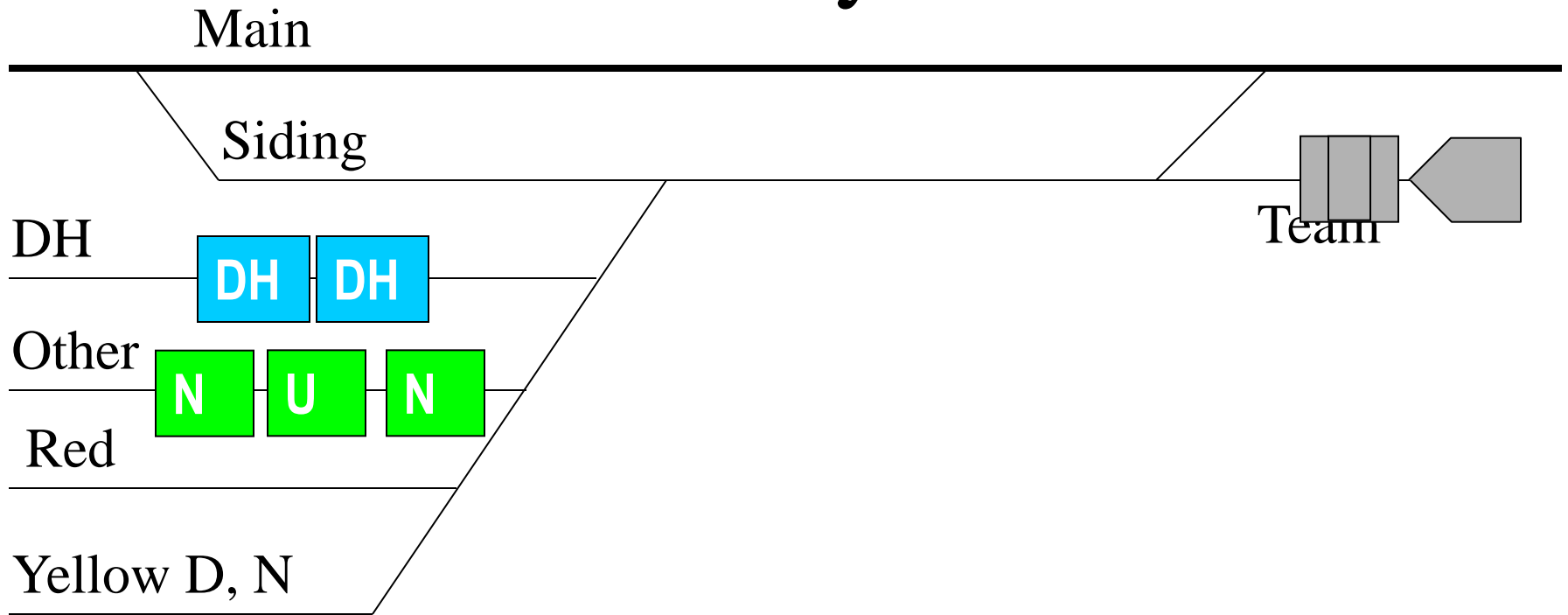
Put Green cars on "Other" track.

Sidney



Put Green cars on "Other" track.

Sidney



Engine and Caboose to Team Track. Done! Great Run!

Review – Upon Arriving

- Review train crew card and town map
- Identify pickups and setouts
- Identify cars that must be moved from one spot to another within the town
- Do all of the trailing points
- Run around train
- Do all of the facing points
- Run around train

Departing Town

- Double check all work completed
- Put train in engine, cars, caboose order
 - Block train if needed
- Align turnouts to the main
- Do you have clearance to leave?
 - Check the schedule for opposing trains
 - Check orders for meets