

AM Thorny Point	Hood Turn East	#2	#110
<p><b>AUTHORITY OVER ALL MOVES WITHIN THORNY POINT.</b></p> <p><b>NOTE: Operator has map of all spotting locations.</b>  <b>NOTE: AGEIR boxcab is allowed on pier, steam engines must use idler cars.</b></p> <p>1. Locate the blue "Pending BOLs" Easton Potomac Steamship Company card, pull the white BOLs from its pocket, locate the required MT car cards, pull the purple MT BOLs and give to White Hall YM (<b>multiple BOLs for a given car type can be treaded as LCLs and loaded into the same car</b>), any BOLs you can't load place back in the blue "Pending BOLs" Easton Potomac Steamship Company card.</p>	<p><b>FIVE CARS MAX LEAVING WHITE HALL.</b></p> <p><b>NOTE: Operator has map of all spotting locations.</b></p> <p><b>Perform the following work as needed.</b></p> <p>1. In Flat Top - Green County Co-op.</p> <p>2. In Hood - Hood Brothers Packing and team track, sign register, check with operator for orders and clearance to work Hood, take water, while keeping clear of scheduled traffic work Hood.</p>	<p><b>ALL MAIL STOPS ARE 5 MINUTES.</b></p> <p><b>If the green RPO car card is present then blue mail instructions are in the car card and/or at the stations.</b></p> <p>1. In White Hall, stop engine on the departure track at semaphore, wait for the consist to be placed on engine by the yard crew.</p> <p>2. In Flat Top, unless otherwise noted pickup mail on the fly (do not stop).</p> <p>3. In Hood, sign register, check with operator for orders, pickup mail, take water.</p> <p>4. In Swift Run, stop, sign register, check with operator for orders.</p>	<p>1. In Hood, take siding, sign register, check with operator for orders, take water, meet #11, pull onto helix approach to clear crossover, back onto main.</p> <p>2. In Brooke, stop at signal, push the eastward access request button and wait for green signal.</p> <p><b>NOTE: The Thorny Point YM controls all moves within Thorny Point.</b></p> <p>3. In Thorny Point, assist Thorny Point YM as requested, proceed to engine facilities, take water, turn engine, terminate.</p> <p><b>(THORNY POINT EXTRA INSTRUCTIONS ON OTHER SIDE)</b></p>
<p><b>(Spot passenger cars for 10 minutes at each location and during this procedure get the engine assigned to #11 out of the engine facility.)</b></p> <p>2. Make up passenger train as follows if present (RPO, baggage, coach, observation, superintendent, CEO) from engine back using the following procedure:</p> <p>a. Pickup passenger carrying cars (cars with names), spot at station, then spot on pier.</p> <p>b. Pickup non-passenger carrying cars (cars with numbers), spot at station.</p> <p>c. Using the non-passenger carrying cars, pickup passenger carrying cars from pier, spot at station.</p> <p><b>(CONTINUED ON OTHER SIDE)</b></p>	<p><b>Note: If you have more than three stock cars spot the first three at the stock yard siding, after 30 minutes remove the white BOLs and place in the left most Hood car card slot, spot up to three more stock cars, repeat until the stock yard siding can hold the final stock cars.</b></p> <p>3. Become Hood Turn West.</p> <p><b>(HOOD TURN WEST INSTRUCTIONS ON OTHER SIDE)</b></p>	<p>5. At Hopkins Spring water tank, take water.</p> <p>6. In Hopkins Spring, unless otherwise noted pickup mail on the fly.</p> <p>7. In Lacey Springs, unless otherwise noted pickup mail on the fly.</p> <p>8. In Broadway, leave RPO at the station, take water, turn engine, move caboose to west end of RPO, become #3.</p> <p><b>(#3 INSTRUCTIONS ON OTHER SIDE)</b></p>	

<b>Broadway Turn East</b>	<b>#10</b>	<b>#20</b>	<b>#30</b>
<p><b>TEN CARS MAX LEAVING WHITE HALL</b></p> <p><b>NOTE: Operator has map of all spotting locations.</b></p> <p><b>Perform the following work as needed.</b></p> <ol style="list-style-type: none"> <li>1. In Hood, sign register, check with operator for orders, take water.</li> <li>2. In Swift Run, stop, sign register, check with operator for orders.</li> <li>3. At Hopkins Spring water tank, take water.</li> <li>4. In Hopkins Spring - HS Mining, Quail Run Farm Supply, Moore &amp; Giles and HS Mining General Store.</li> </ol>	<p><b>This train stops at Hood and Brooke en route to Thorny Point for 5 minutes each.</b></p> <ol style="list-style-type: none"> <li>1. In White Hall, stop engine on the departure track at semaphore, wait for the consist to be placed on engine by the yard crew.</li> <li>2. In Hood, sign register, check with operator for orders, take water.</li> <li>3. In Brooke, stop at signal, push the eastward access request button and wait for green signal, stop at Brooke station.</li> </ol> <p><b>(CONTINUED ON OTHER SIDE)</b></p>	<p><b>This train stops at all stations en route to Broadway (except Flat Top) for 5 minutes each.</b></p> <ol style="list-style-type: none"> <li>1. In White Hall, stop engine on the departure track at semaphore, wait for the consist to be placed on engine by the yard crew.</li> <li>2. In Hood, sign register, check with operator for orders, take water.</li> <li>3. In Swift Run, stop, sign register, check with operator for orders.</li> <li>4. At Hopkins Spring water tank, take water.</li> </ol>	<p><b>THIS IS A MIXED TRAIN.</b></p> <p><b>NOTE: Operator has map of all spotting locations.</b></p> <p><b>This train stops at all stations en route to Stanley for 5 minutes each.</b></p> <ol style="list-style-type: none"> <li>1. In White Hall, stop engine on the departure track at semaphore, wait for the consist to be placed on engine by the yard crew.</li> <li>2. In Hood, sign register, check with operator for orders, take water.</li> <li>3. In Swift Run, stop, sign register, check with operator for orders.</li> </ol>
<ol style="list-style-type: none"> <li>5. In Lacey Springs - Easton Lumber Company, Proctor Biggs, LS2 and team track.</li> <li>6. In Broadway - BW1, Logging interchange and team track, take water, turn engine, move caboose to west end of train.</li> </ol> <p><b>(BROADWAY TURN WEST INSTRUCTIONS ON OTHER SIDE)</b></p>		<ol style="list-style-type: none"> <li>5. In Broadway, take water, turn engine, turn observation cars assigned to train and place on west end of train, become #21.</li> </ol> <p><b>(#21 INSTRUCTIONS ON OTHER SIDE)</b></p>	<ol style="list-style-type: none"> <li>4. In Furnace - team track, stop at passenger station, perform any required freight switching, take water.</li> <li>5. In Stanley, stop at passenger station, perform any required freight switching, turn engine, move caboose to west end of train, take siding, become #31.</li> </ol> <p><b>(#31 INSTRUCTIONS ON OTHER SIDE)</b></p>

Southern Interchange	N&W Interchange	#131	#121
<p><b>NOTE: Operator has map of all spotting locations.</b></p> <ol style="list-style-type: none"> <li>In Hood, sign register, check with operator for orders, take water, wait for clearance.</li> <li>In Swift Run, stop, sign register, check with operator for orders.</li> <li>At Hopkins Spring water tank, take water.</li> <li>In Broadway, place cars on Southern interchange (front left 2 tracks), turn engine, terminate.</li> </ol>	<p><b>ELEVEN CARS MAX LEAVING WHITE HALL</b></p> <p><b>NOTE: Operator has map of all spotting locations.</b></p> <ol style="list-style-type: none"> <li>In Hood, sign register, check with operator for orders, take water, wait for clearance.</li> <li>In Swift Run, stop, sign register, check with operator for orders.</li> <li>In Furnace, take water.</li> <li>In Stanley, place cars on N&amp;W interchange (back track), turn engine, terminate.</li> </ol>	<p><b>NOTE: Operator has map of all spotting locations.</b></p> <ol style="list-style-type: none"> <li>In Stanley, pickup engine, pickup N&amp;W interchange cars (back track), <b>sort by route.</b></li> <li>In Furnace, take water.</li> <li>In Swift Run, sign register, check with operator for orders, get clearance Form A.</li> <li>In Hood, sign register, check with operator for orders, take water.</li> <li>In White Hall, place engine on roundhouse track, terminate.</li> </ol>	<p><b>NOTE: Operator has map of all spotting locations.</b></p> <ol style="list-style-type: none"> <li>In Broadway, pickup engine, take water, pickup Southern interchange cars (front left 2 tracks), <b>sort by route.</b></li> <li>At Hopkins Spring water tank, take water.</li> <li>In Swift Run, sign register, check with operator for orders, get clearance Form A.</li> <li>In Hood, sign register, check with operator for orders, take water.</li> <li>In White Hall, place engine on roundhouse track, terminate.</li> </ol>

#11	PM Thorny Point	#4
<p><b>This train stops at Brooke and Hood en route to White Hall for 5 minutes each.</b></p> <p><b>NOTE: The Thorny Point YM controls all moves within Thorny Point.</b></p> <ol style="list-style-type: none"> <li>Pickup engine, get coal and water.</li> <li>Move engine onto mainline west of Thorny Point and out of the way of the YM's moves.</li> <li>Back onto your consist assembled by the Thorny Point YM, wait for YM's release to depart.</li> </ol> <p><b>(CONTINUED ON OTHER SIDE)</b></p>	<p><b>AUTHORITY OVER ALL MOVES WITHIN THORNY POINT.</b></p> <p><b>NOTE: Operator has map of all spotting locations.</b></p> <p><b>NOTE: AGEIR boxcab is allowed on pier, steam engines must use idler cars.</b></p> <ol style="list-style-type: none"> <li>Pickup yard engine and move to siding in Brooke before the arrival of #10.</li> </ol> <p><b>(Spot passenger cars for 10 minutes at each location.)</b></p> <ol style="list-style-type: none"> <li>Break down the passenger train using the following procedure: <ol style="list-style-type: none"> <li>Pull the passenger carrying cars (cars with names), spot on the pier.</li> </ol> </li> </ol> <p><b>(CONTINUED ON OTHER SIDE)</b></p>	<ol style="list-style-type: none"> <li>In Swift Run, check with operator for orders, proceed past Swift Run, back to Furnace.</li> <li>In Furnace, unless otherwise noted pickup mail on the fly, take water.</li> <li>In Stanley, take main, meet #31, pickup mail, become #5.</li> </ol> <p><b>(#5 INSTRUCTIONS ON OTHER SIDE)</b></p>

Thorny Point Extra	#3	Hood Turn West	AM Thorny Point
<p>(CONTINUED FROM OTHER SIDE)</p> <p><b>THIS TRAIN RUNS BACK TO WHITE HALL AS AN EXTRA.</b></p> <ol style="list-style-type: none"> <li>In Thorny Point, get Form 19 orders and Form A clearance, pickup train assembled by the Thorny Point YM, wait for YM's release to depart.</li> <li>In Brooke, stop at signal, push the westward access request button and wait for green signal.</li> <li>In Hood, sign register, check with operator for orders, take water.</li> <li>In White Hall, place engine on roundhouse track, terminate.</li> </ol>	<p>(CONTINUED FROM OTHER SIDE)</p> <ol style="list-style-type: none"> <li>At Hopkins Spring water tank, take water.</li> <li>In Swift Run, sign register, become #4.</li> </ol>	<p>(CONTINUED FROM OTHER SIDE)</p> <p><b>NOTE: Operator has map of all spotting locations.</b></p> <p><b>Perform the following work as needed.</b></p> <ol style="list-style-type: none"> <li>In Hood, before leaving sign register, check with operator for orders, take water.</li> <li>In Flat Top - BPB Creosote and Green County Co-op, check with operator for orders.</li> <li>In White Hall, place engine on roundhouse track, terminate.</li> </ol>	<p>(CONTINUED FROM OTHER SIDE)</p> <ol style="list-style-type: none"> <li>Spot non-passenger carrying cars on pier.</li> <li>Move non-passenger carrying cars back to the station, make up the train for departure.</li> <li>Place freight cars identified in step one on pier, leave for 1 hour, place the white BOLs into these car cards.</li> <li>Pickup cars from Brooke and Thorny Point, make up Thorny Point Extra sorting cars by route.</li> <li>Proceed to Brooke, wait for #110, follow #110 to Thorny Point, place caboose on the Thorny Point Extra.</li> </ol>
			<ol style="list-style-type: none"> <li>After departure of Thorny Point Extra, place any cars for Easton Potomac Steamship Company on the pier, leave for 1 hour.</li> <li>Spot all other cars in Brooke and Thorny Point as necessary.</li> <li>Remove the white BOLs from the cars on the pier and give to the superintendent, move these cars to the yard.</li> <li>Move engine to south turntable track, shut down.</li> </ol>

#31	#21	#10	Broadway Turn West
<p>(CONTINUED FROM OTHER SIDE)</p> <p>This train stops at all stations en route to White Hall (except Flat Top) for 5 minutes each.</p> <ol style="list-style-type: none"> <li>In Stanley, depart after arrival of #5.</li> <li>In Furnace, take water.</li> <li>In Swift Run, sign register, check with operator for orders.</li> <li>In Hood, sign register, check with operator for orders, take water.</li> <li>In White Hall, back train onto south station track, turn engine and leave under coaling tower, terminate.</li> </ol>	<p>(CONTINUED FROM OTHER SIDE)</p> <p>This train stops at all stations en route to White Hall for 5 minutes each.</p> <ol style="list-style-type: none"> <li>Take water at Hopkins Spring water tank.</li> <li>In Swift Run, sign register, check with operator for orders.</li> <li>In Hood, sign register, check with operator for orders, take water.</li> <li>In White Hall, back train onto south station track, place engine on roundhouse track, terminate.</li> </ol>	<p>(CONTINUED FROM OTHER SIDE)</p> <p><b>NOTE: The Thorny Point YM controls all moves within Thorny Point.</b></p> <ol style="list-style-type: none"> <li>In Thorny Point, stop at station, wait for the consist to be pulled by yard crew, assist YM as requested, turn and park engine on ready track, terminate.</li> </ol>	<p>(CONTINUED FROM OTHER SIDE)</p> <p><b>NOTE: Operator has map of all spotting locations.</b></p> <p><b>Perform the following work as needed.</b></p> <ol style="list-style-type: none"> <li>In Lacey Springs - Easton Lumber Company, Proctor Biggs, LS2 and team track.</li> <li>In Hopkins Springs - HS Mining, Quail Run Farm Supply, Moore &amp; Giles and HS Mining General Store.</li> <li>At Hopkins Spring water tank, take water.</li> <li>In Swift Run, sign register, get new orders and new clearance.</li> <li>In Hood, sign register, check with operator for orders, take water.</li> <li>In Flat Top, BPB Creosote.</li> <li>In White Hall, place engine on roundhouse track, terminate.</li> </ol>



#5	PM Thorny Point	#11
<p>(CONTINUED FROM OTHER SIDE)</p> <ol style="list-style-type: none"> <li>1. In Furnace, take water.</li> <li>2. In Swift Run, sign register, check with operator for orders.</li> <li>3. In Hood, sign register, check with operator for orders, take water.</li> <li>4. In White Hall, back caboose and RPO onto north station track, place engine on roundhouse track, terminate.</li> </ol>	<p>(CONTINUED FROM OTHER SIDE)</p> <ol style="list-style-type: none"> <li>b. Using the non-passenger carrying cars (cars with numbers) pickup the passenger carrying cars from the pier, spot at the station.</li> <li>c. Spot the non-passenger carrying cars on the pier.</li> <li>d. Place the mail and baggage cars on the storage tracks beside the station with the mail car south of the baggage, place all other passenger cars on the track in front of the station.</li> <li>e. If the private car Easton or Brooke are present spot them somewhere out of the way in Thorny Point.</li> </ol> <ol style="list-style-type: none"> <li>3. Spot any cars for Brooke and the RF&amp;P that are in Thorny Point.</li> <li>4. Move engine to the south turntable track, shut down.</li> </ol>	<p>(CONTINUED FROM OTHER SIDE)</p> <ol style="list-style-type: none"> <li>4. In Brooke, stop at signal, push the westward access request button and wait for green signal, stop at passenger station.</li> <li>5. In Hood, take main, sign register, check with operator for orders, take water, meet #110.</li> <li>6. In White Hall, back train onto south station track, place engine on roundhouse track, terminate.</li> </ol>

## **Broadway Turn East**

TEN CARS MAX LEAVING WHITE HALL

NOTE: Operator has map of all spotting locations.

Perform the following work as needed.

1. In Hood, sign register, check with operator for orders, take water.
2. In Swift Run, stop, sign register, check with operator for orders.
3. At Hopkins Spring water tank, take water.
4. In Hopkins Spring - HS Mining, Quail Run Farm Supply, Moore & Giles and HS Mining General Store.
5. In Lacey Springs - Easton Lumber Company, Proctor Biggs, LS2 and team track.
6. In Broadway - BW1, Logging interchange and team track, take water, turn engine, move caboose to west end of train.

(BROADWAY TURN WEST INSTRUCTIONS ON OTHER SIDE)

## **Broadway Turn West**

(CONTINUED FROM OTHER SIDE)

NOTE: Operator has map of all spotting locations.

Perform the following work as needed.

1. In Lacey Springs - Easton Lumber Company, Proctor Biggs, LS2 and team track.
2. In Hopkins Springs - HS Mining, Quail Run Farm Supply, Moore & Giles and HS Mining General Store.
3. At Hopkins Spring water tank, take water.
4. In Swift Run, sign register, get new orders and new clearance.
5. In Hood, sign register, check with operator for orders, take water.
6. In Flat Top, BPB Creosote.
7. In White Hall, place engine on roundhouse track, terminate.

## Hood Turn East

FIVE CARS MAX LEAVING WHITE HALL.

NOTE: Operator has map of all spotting locations.

Perform the following work as needed.

1. In Flat Top - Green County Co-op.
2. In Hood - Hood Brothers Packing and team track, sign register, check with operator for orders and clearance to work Hood, take water, while keeping clear of scheduled traffic work Hood.

Note: If you have more than three stock cars spot the first three at the stock yard siding, after 30 minutes remove the white BOLs and place in the left most Hood car card slot, spot up to three more stock cars, repeat until the

3. Become Hood Turn West.

(HOOD TURN WEST INSTRUCTIONS ON OTHER SIDE)

## Hood Turn West

(CONTINUED FROM OTHER SIDE)

NOTE: Operator has map of all spotting locations.

Perform the following work as needed.

1. In Hood, before leaving sign register, check with operator for orders, take water.
2. In Flat Top - BPB Creosote and Green County Co-op, check with operator for orders.
3. In White Hall, place engine on roundhouse track, terminate.

**AM Thorny Point**

AUTHORITY OVER ALL MOVES WITHIN THORNY POINT.

NOTE: Operator has map of all spotting locations.

NOTE: AGEIR boxcab is allowed on pier, steam engines must use idler cars.

1. Locate the blue "Pending BOLs" Easton Potomac Steamship Company card, pull the white BOLs from its pocket, locate the required MT car cards, pull the purple MT BOLs and give to White Hall YM (multiple BOLs for a given car type can be treaded as LCLs and loaded into the same car), any BOLs you can't load place back in the blue "Pending BOLs" Easton Potomac Steamship Company card.

(Spot passenger cars for 10 minutes at each location and during this procedure get the engine assigned to #11 out of the engine facility.)

2. Make up passenger train as follows if present (RPO, baggage, coach, observation, superintendent, CEO) from engine back using the following procedure:
  - a. Pickup passenger carrying cars (cars with names), spot at station, then spot on pier.
  - b. Pickup non-passenger carrying cars (cars with numbers), spot at station.
  - c. Using the non-passenger carrying cars, pickup passenger carrying cars from pier, spot at station.

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(CONTINUED FROM OTHER SIDE)

- d. Spot non-passenger carrying cars on pier.
  - e. Move non-passenger carrying cars back to the station, make up the train for departure.
3. Place freight cars identified in step one on pier, leave for 1 hour, place the white BOLs into these car cards.
  4. Pickup cars from Brooke and Thorny Point, make up Thorny Point Extra sorting cars by route.
  5. Proceed to Brooke, wait for #110, follow #110 to Thorny Point, place caboose on the Thorny Point Extra.
  6. After departure of Thorny Point Extra, place any cars for Easton Potomac Steamship Company on the pier, leave for 1 hour.
  7. Spot all other cars in Brooke and Thorny Point as necessary.
  8. Remove the white BOLs from the cars on the pier and give to the superintendent, move these cars to the yard.
  9. Move engine to south turntable track, shut down.

**PM Thorny Point**

AUTHORITY OVER ALL MOVES WITHIN THORNY POINT.

NOTE: Operator has map of all spotting locations.

NOTE: AGEIR boxcab is allowed on pier, steam engines must use idler cars.

1. Pickup yard engine and move to siding in Brooke before the arrival of #10.

(Spot passenger cars for 10 minutes at each location.)

2. Break down the passenger train using the following procedure:
  - a. Pull the passenger carrying cars (cars with names), spot on the pier.

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(CONTINUED FROM OTHER SIDE)

- b. Using the non-passenger carrying cars (cars with numbers) pickup the passenger carrying cars from the pier, spot at the station.
  - c. Spot the non-passenger carrying cars on the pier.
  - d. Place the mail and baggage cars on the storage tracks beside the station with the mail car south of the baggage, place all other passenger cars on the track in front of the station.
  - e. If the private car Easton or Brooke are present spot them somewhere out of the way in Thorny Point.
3. Spot any cars for Brooke and the RF&P that are in Thorny Point.
  4. Move engine to the south turntable track, shut down.

**#2**

ALL MAIL STOPS ARE 5 MINUTES.

If the green RPO car card is present then blue mail instructions are in the car card and/or at the stations.

1. In White Hall, stop engine on the departure track at semaphore, wait for the consist to be placed on engine by the yard crew.
2. In Flat Top, unless otherwise noted pickup mail on the fly (do not stop).
3. In Hood, sign register, check with operator for orders, pickup mail, take water.
4. In Swift Run, stop, sign register, check with operator for orders.
5. At Hopkins Spring water tank, take water.
6. In Hopkins Spring, unless otherwise noted pickup mail on the fly.
7. In Lacey Springs, unless otherwise noted pickup mail on the fly.
8. In Broadway, leave RPO at the station, take water, turn engine, move caboose to west end of RPO, become #3.

(#3 INSTRUCTIONS ON OTHER SIDE)

**#3**

(CONTINUED FROM OTHER SIDE)

1. At Hopkins Spring water tank, take water.
2. In Swift Run, sign register, become #4.

**#4**

1. In Swift Run, check with operator for orders, proceed past Swift Run, back to Furnace.
2. In Furnace, unless otherwise noted pickup mail on the fly, take water.
3. In Stanley, take main, meet #31, pickup mail, become #5.

(#5 INSTRUCTIONS ON OTHER SIDE)

**#5**

(CONTINUED FROM OTHER SIDE)

1. In Furnace, take water.
2. In Swift Run, sign register, check with operator for orders.
3. In Hood, sign register, check with operator for orders, take water.
4. In White Hall, back caboose and RPO onto north station track, place engine on roundhouse track, terminate.

This train stops at Hood and Brooke en route to Thorny Point for 5 minutes each.

1. In White Hall, stop engine on the departure track at semaphore, wait for the consist to be placed on engine by the yard crew.
2. In Hood, sign register, check with operator for orders, take water.
3. In Brooke, stop at signal, push the eastward access request button and wait for green signal, stop at Brooke station.

(CONTINUED ON OTHER SIDE)

(CONTINUED FROM OTHER SIDE)

NOTE: The Thorny Point YM controls all moves within Thorny Point.

4. In Thorny Point, stop at station, wait for the consist to be pulled by yard crew, assist YM as requested, turn and park engine on ready track, terminate.

This train stops at Brooke and Hood en route to White Hall for 5 minutes each.

NOTE: The Thorny Point YM controls all moves within Thorny Point.

1. Pickup engine, get coal and water.
2. Move engine onto mainline west of Thorny Point and out of the way of the YM's moves.
3. Back onto your consist assembled by the Thorny Point YM, wait for YM's release to depart.

(CONTINUED ON OTHER SIDE)

(CONTINUED FROM OTHER SIDE)

4. In Brooke, stop at signal, push the westward access request button and wait for green signal, stop at passenger station.
5. In Hood, take main, sign register, check with operator for orders, take water, meet #110.
6. In White Hall, back train onto south station track, place engine on roundhouse track, terminate.

**#20**

This train stops at all stations en route to Broadway (except Flat Top) for 5 minutes each.

1. In White Hall, stop engine on the departure track at semaphore, wait for the consist to be placed on engine by the yard crew.
2. In Hood, sign register, check with operator for orders, take water.
3. In Swift Run, stop, sign register, check with operator for orders.
4. At Hopkins Spring water tank, take water.
5. In Broadway, take water, turn engine, turn observation cars assigned to train and place on west end of train, become #21.

(#21 INSTRUCTIONS ON OTHER SIDE)

**#21**

(CONTINUED FROM OTHER SIDE)

This train stops at all stations en route to White Hall for 5 minutes each.

1. Take water at Hopkins Spring water tank.
2. In Swift Run, sign register, check with operator for orders.
3. In Hood, sign register, check with operator for orders, take water.
4. In White Hall, back train onto south station track, place engine on roundhouse track, terminate.

**#30**

THIS IS A MIXED TRAIN.

NOTE: Operator has map of all spotting locations.

This train stops at all stations en route to Stanley for 5 minutes each.

1. In White Hall, stop engine on the departure track at semaphore, wait for the consist to be placed on engine by the yard crew.
2. In Hood, sign register, check with operator for orders, take water.
3. In Swift Run, stop, sign register, check with operator for orders.
4. In Furnace - team track, stop at passenger station, perform any required freight switching, take water.
5. In Stanley, stop at passenger station, perform any required freight switching, turn engine, move caboose to west end of train, take siding, become #31.

(#31 INSTRUCTIONS ON OTHER SIDE)

**#31**

(CONTINUED FROM OTHER SIDE)

This train stops at all stations en route to White Hall (except Flat Top) for 5 minutes each.

1. In Stanley, depart after arrival of #5.
2. In Furnace, take water.
3. In Swift Run, sign register, check with operator for orders.
4. In Hood, sign register, check with operator for orders, take water.
5. In White Hall, back train onto south station track, turn engine and leave under cooling tower, terminate.

**#110**

1. In Hood, take siding, sign register, check with operator for orders, take water, meet #11, pull onto helix approach to clear crossover, back onto main.
2. In Brooke, stop at signal, push the eastward access request button and wait for green signal.

NOTE: The Thorny Point YM controls all moves within Thorny Point.

3. In Thorny Point, assist Thorny Point YM as requested, proceed to engine facilities, take water, turn engine, terminate.

(THORNY POINT EXTRA INSTRUCTIONS ON OTHER SIDE)

**Thorny Point Extra**

(CONTINUED FROM OTHER SIDE)

THIS TRAIN RUNS BACK TO WHITE HALL AS AN EXTRA.

1. In Thorny Point, get Form 19 orders and Form A clearance, pickup train assembled by the Thorny Point YM, wait for YM's release to depart.
2. In Brooke, stop at signal, push the westward access request button and wait for green signal.
3. In Hood, sign register, check with operator for orders, take water.
4. In White Hall, place engine on roundhouse track, terminate.

## Southern Interchange

NOTE: Operator has map of all spotting locations.

1. In Hood, sign register, check with operator for orders, take water, wait for clearance.
2. In Swift Run, stop, sign register, check with operator for orders.
3. At Hopkins Spring water tank, take water.
4. In Broadway, place cars on Southern interchange (front left 2 tracks), turn engine, terminate.

NOTE: Operator has map of all spotting locations.

1. In Broadway, pickup engine, take water, pickup Southern interchange cars (front left 2 tracks), sort by route.
2. At Hopkins Spring water tank, take water.
3. In Swift Run, sign register, check with operator for orders, get clearance Form A.
4. In Hood, sign register, check with operator for orders, take water.
5. In White Hall, place engine on roundhouse track, terminate.

ELEVEN CARS MAX LEAVING WHITE HALL

NOTE: Operator has map of all spotting locations.

1. In Hood, sign register, check with operator for orders, take water, wait for clearance.
2. In Swift Run, stop, sign register, check with operator for orders.
3. In Furnace, take water.
4. In Stanley, place cars on N&W interchange (back track), turn engine, terminate.

NOTE: Operator has map of all spotting locations.

1. In Stanley, pickup engine, pickup N&W interchange cars (back track), sort by route.
2. In Furnace, take water.
3. In Swift Run, sign register, check with operator for orders, get clearance Form A.
4. In Hood, sign register, check with operator for orders, take water.
5. In White Hall, place engine on roundhouse track, terminate.