

CAR CARD OPERATIONS

BY DAVE SALAMON





Layout Operations using Car Cards

Operation means different things to different modelers.

We build are layouts so that we can display our structures, rolling stock engines, build scenery and run or operate our trains.

Running trains and operating trains aren't the same thing, but similar.

Some like to just go out and run trains, pick up cars and spot cars leisurely with no time table, no paperwork, maybe run around the layout, what I'd call non structured operation (sorry Dad...you're a train runner).

Then there is the guy that has the 6:1 fast clock, time tables to be met, and either switchlist or car cards to control train movements, ctc panel, dispatcher in a another room, those are very realistic and can be intense train operations.



There are several different types of car forwarding systems out there for modelers to use, from colored tabs on the cars to computerized waybill systems. Each has their own advantages and disadvantages. Some systems allow for a 'random' flow of cars while others maintain a rigid flow of a specific number of cars in and out of given areas, ensuring a balance of traffic. There is no right system or wrong system, but rather the system that best meets your needs and maintains your interests.

To instill a form of reality to these operations I use car cards and waybills.

I print the car cards on 65lb card stock and the waybills on normal 20lb copy paper. This system has been around for many years in various forms.

I use a program by Dave Husman that can be downloaded off of the car cards yahoo group for free.

<http://groups.yahoo.com/group/CarCards/?yguid=86335898>

Car Card Generator located in the files section:

<http://groups.yahoo.com/group/CarCards/files/CCGv7/>

frmMenuMain - Microsoft Access


Home Create External Data Database Tools

Car Card Generator v7.1

Dave Husman June 2008

Main Menu

Name Set Up	Initialize the name of your layout
Update Lookup Tables	Update the tables that drive all the drop down menu boxes
Set Up Stations ,Industries	Input and edit stations and industries that you will serve
Car Shop	Input and edit your freight car roster and generate car cards
Coach Yard	Input and edit your passenger car roster and generate car cards
Roundhouse	Input and edit your locomotive roster and generate engine cards
Yard Office	Input and edit your shipment information and create waybills
Superintendent's Office	Inventory your rosters and railroad items

Import data from previous version 

Record: 1 of 1 No Filter Search

Form View

start Synchronizatio... Jan 09 meeting CarCard7.07 Microsoft Access Yahoo! Messe... Yahoo! Messe... 7:56 AM

Car Card and Waybill

No. _____
 ROAD _____
 TYPE _____
 DCC ADDRESS _____

RETURN LIGHT TO:

Micro Mark Mark 40212

↙ Top Edge of Pocket ↘

↓ FOLD LINE ↓

Fold this section up, then tape two outside edges to form pocket.

KIND _____ AAR
 R.R./No. _____
 DESC. _____

EMPTY CAR
 RETURN TO:

Micro Mark Mark 40212

↙ Top Edge of Pocket ↘

↓ FOLD LINE ↓

Fold this section up, then tape two outside edges to form pocket for waybill.

FREIGHT WAYBILL 1

CONSIGNEE _____
 ADDRESS _____
 ROUTING _____
 VIA _____
 SHIPPER _____
 ADDRESS _____
 LADING _____

Micro Mark Mark 40212

DESTROY
 ADDRESS _____
 SHIPPER _____
 VIA _____
 ROUTING _____
 ADDRESS _____
 CONSIGNEE _____

FREIGHT WAYBILL 2

FREIGHT WAYBILL 3

CONSIGNEE _____
 ADDRESS _____
 ROUTING _____
 VIA _____
 SHIPPER _____
 ADDRESS _____
 LADING _____

Micro Mark Mark 40212

DESTROY
 ADDRESS _____
 SHIPPER _____
 VIA _____
 ROUTING _____
 ADDRESS _____
 CONSIGNEE _____

FREIGHT WAYBILL 4



Front

Back

Micro Mark system



You will need to place some car card boxes or card holders at each of the city's

I use a slot for each industry (or group of industries)

I also have a place for Off-Spot and Local moves at each city

Some people operate with just 3 boxes or slots at each town, consisting of Setout, Hold, and Pick-up as shown below



**Deep River
Southern**



Examples of other car card boxes





I print the car cards and waybills on the printer.

You could print out blank forms and hand write the info, but by using the computer everything is stored in the data base and if I need to reprint a car card I can.

If I need to print up a couple more waybills they will all be in there and I can select the ones I want to print if I don't want to create some new routing. To get the right information in the right place, I use the Car Card Generator program by Dave Husman and then print the waybills. For 4 cycle waybills it takes 4 passes to get the information printed on them.

The car cards are the easiest part and they are also setup on the Car Card Generator. Input information such as reporting marks, Car number, AAR car type, color of car. You can also list stuff such as home road, when empty return to.

The waybills take a little more time to set up, but once that step is done it is in the data base. There is one section of the program that is used to assist in setting up , you print all the towns and industries and the type of cars it will take, then you can start identifying where you want the cars to go.



There are numerous ways of using car cards, I'm still learning and still modifying as I learn.

Here is how I am currently using the cards and the car card boxes.

In the yard, the car card boxes with the waybills are always showing and are sorted out by destination, currently each yard track represents a town.

I don't move every car every session, no need for it, I turn around on how intense or experienced the crew is operating.

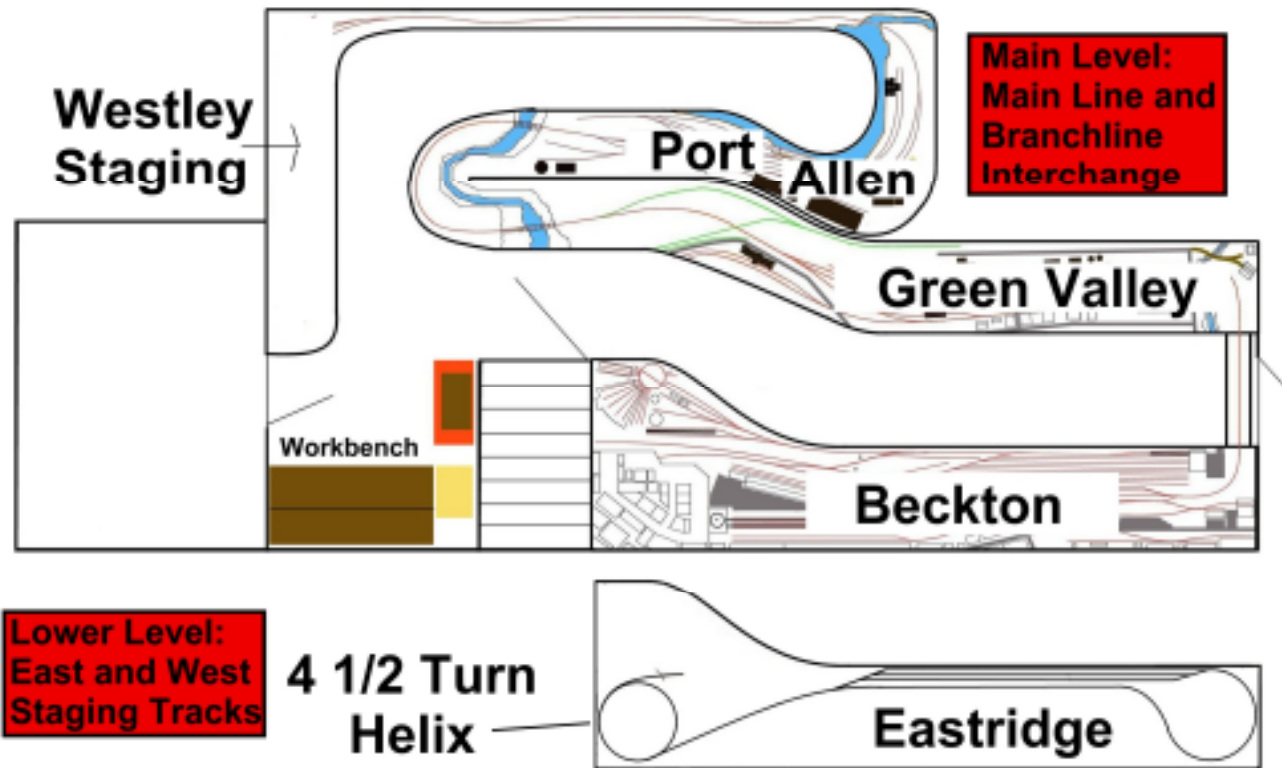
For those cars that I don't want to move I leave them turned around with the waybill facing away from the isle (this is how they end up after an operator spots the car.)

At the industries if a car is for pick up I will turn the car card around, flip or rotate the waybill and place it back in the car card box so that the waybill will be facing the isle.



Let's follow a typical movement of a car, we'll follow CGW 5356 , it is a boxcar (XM) and is currently at the staging track in Westley. The waybill for that car shows it going to Port Allen. The first movement for this car will be in the train which is in staging and will be going from Westley to Beckton where the car will be sorted and put into a train going to Port Allen.

DEEP RIVER SOUTHERN Towns and Switching Area's



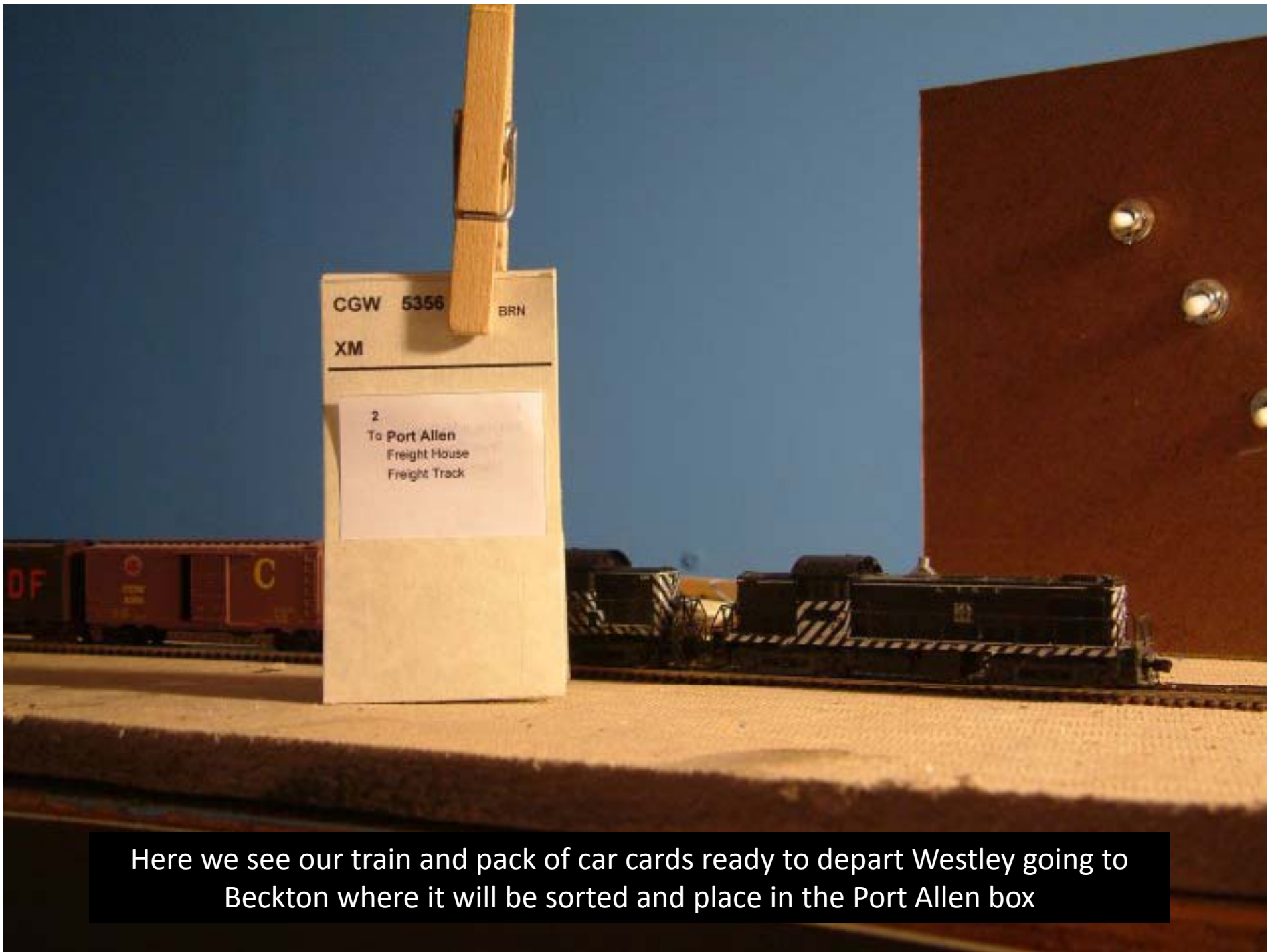
Beginning of the first Operating Session

CGW 5356 BRN

XM

2
To Port Allen
Freight House
Freight Track

Here we see our car cards for our Boxcar (XM) CGW 5356



Here we see our train and pack of car cards ready to depart Westley going to Beckton where it will be sorted and place in the Port Allen box



Our car at the front of our train



Shortly after we departed Westley



In Green Valley we have to stop and get clearance from the Frisco to open the gate so that we can proceed to Beckton



Clearance granted we proceed across the Frisco



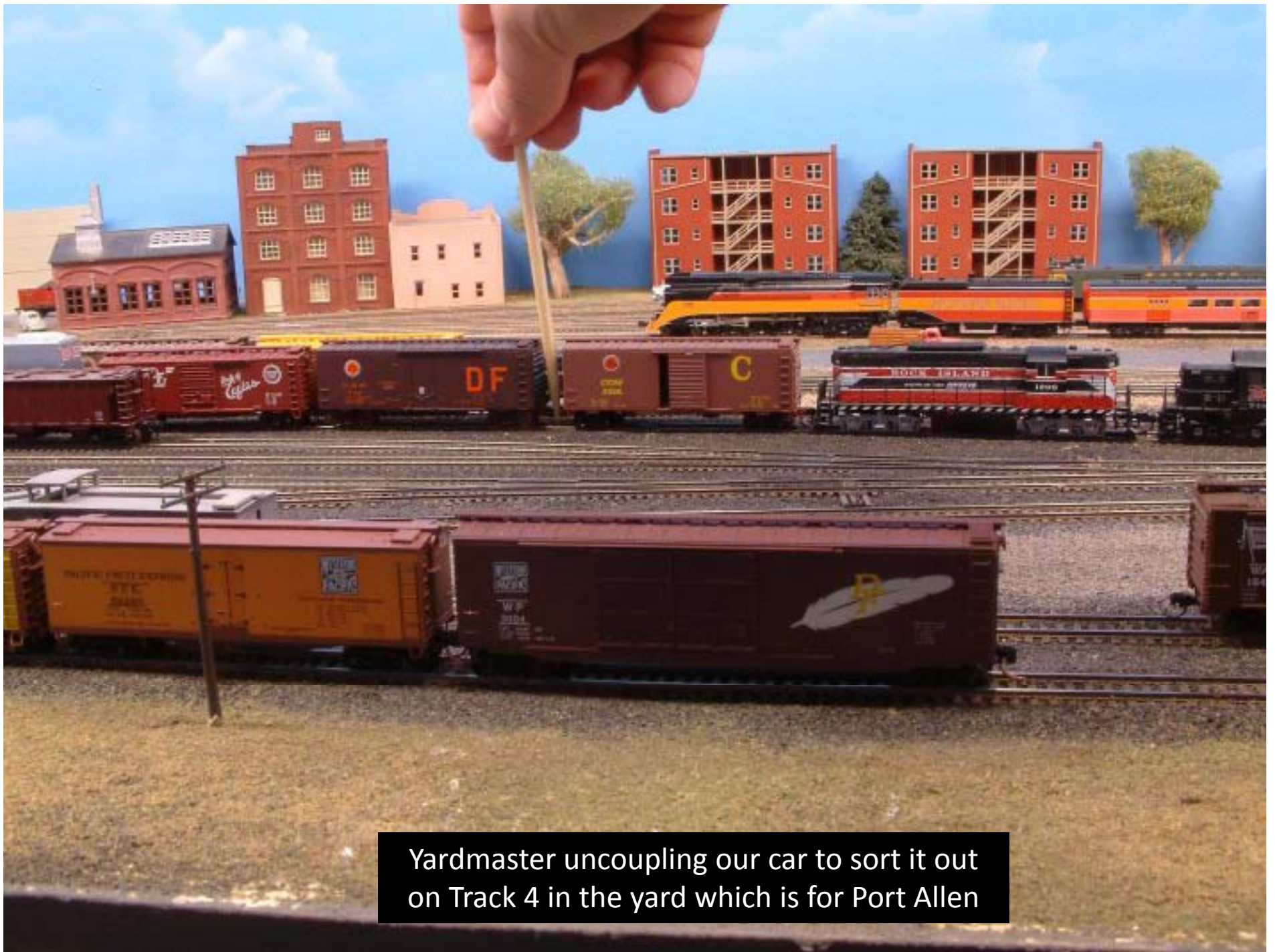
Rounding the bend at the old Clark farm



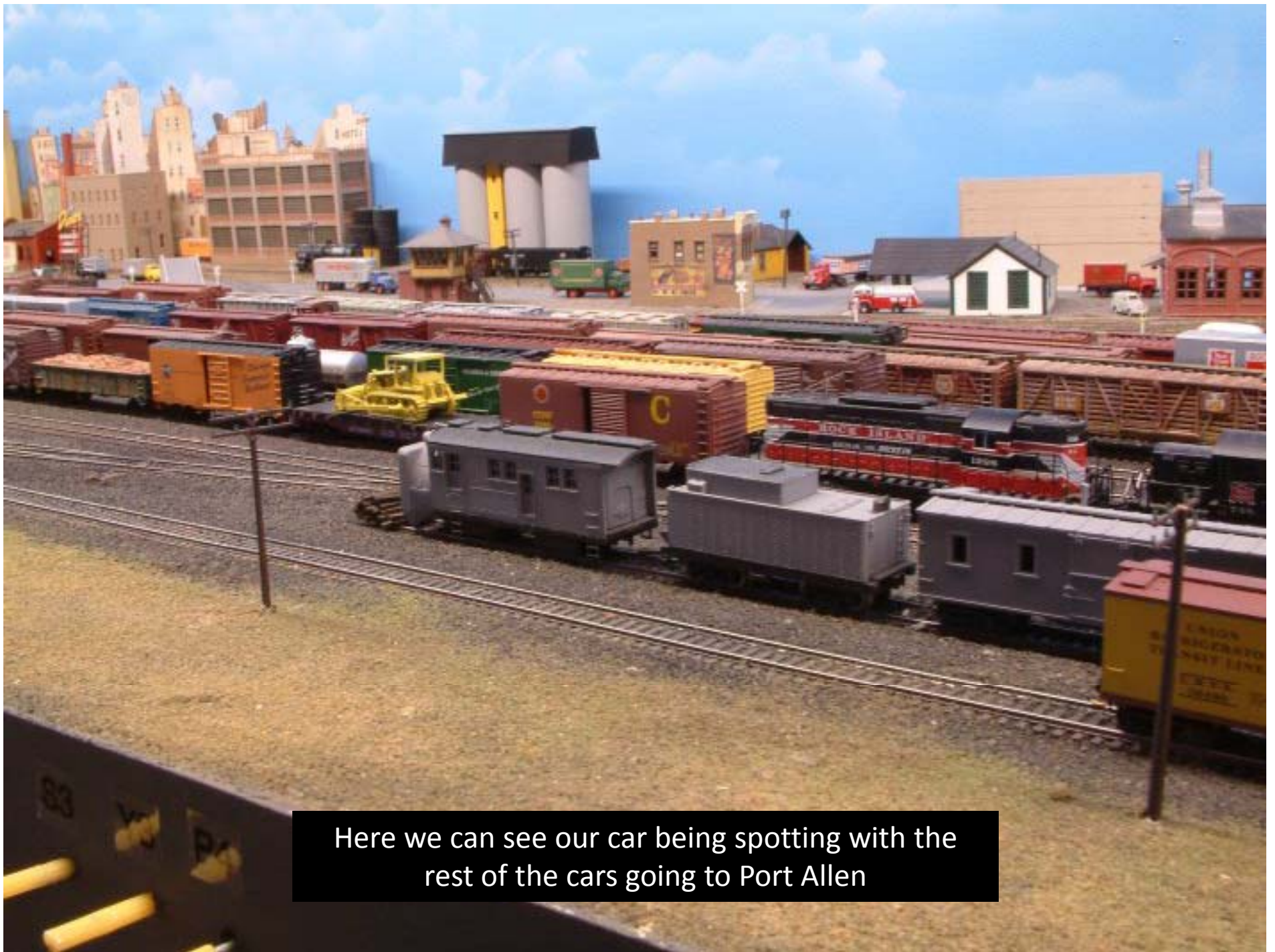
Here we see our train entering Arrival/Departure track 2 in Beckton



Once in Beckton our train operator deposits all his car cars in the arrival/departure #2 box for the yardmaster to sort out



Yardmaster uncoupling our car to sort it out on Track 4 in the yard which is for Port Allen



Here we can see our car being spotted with the rest of the cars going to Port Allen



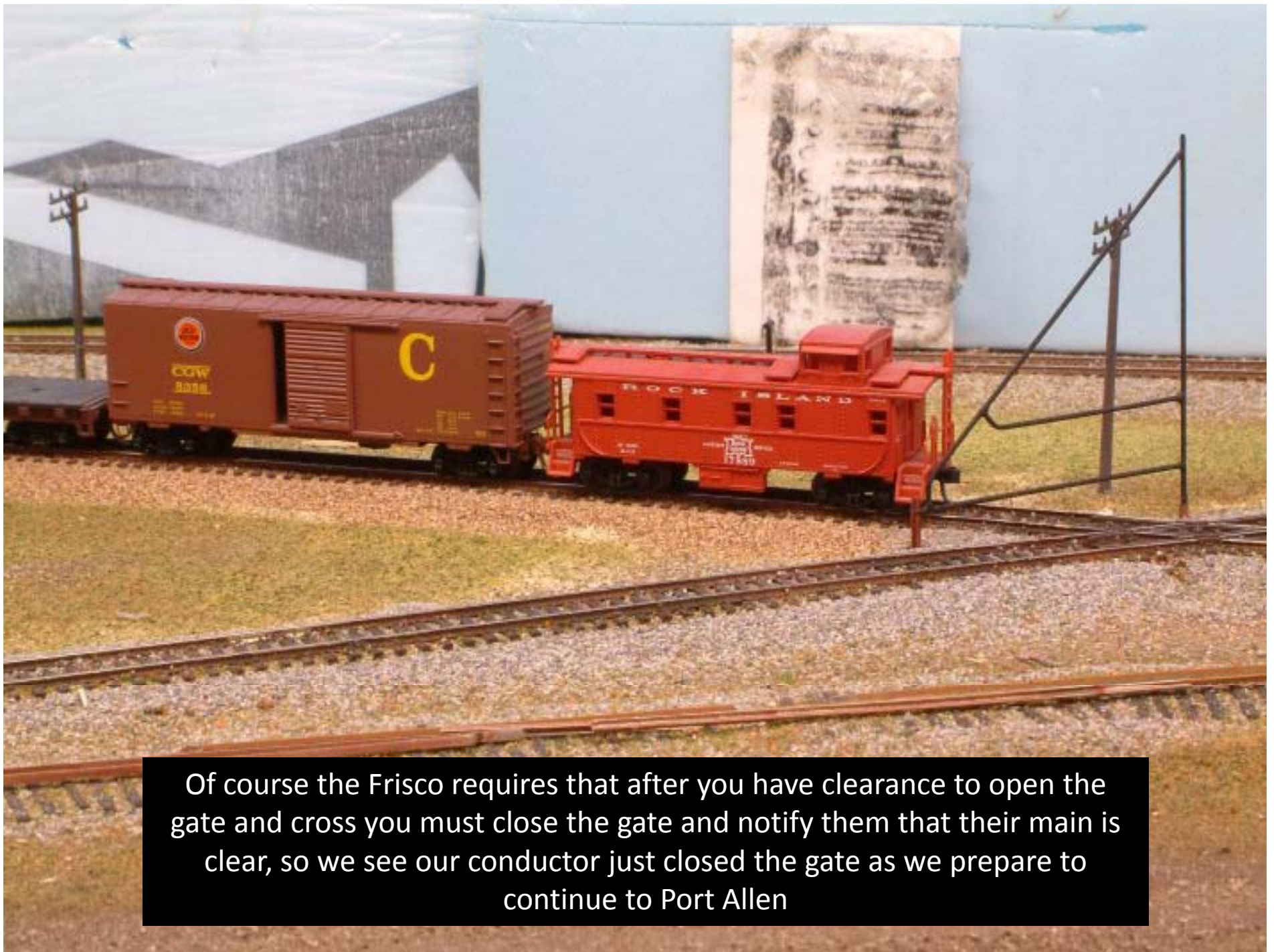
Yardmaster then places the car card in yard #4 box with the waybill facing forward



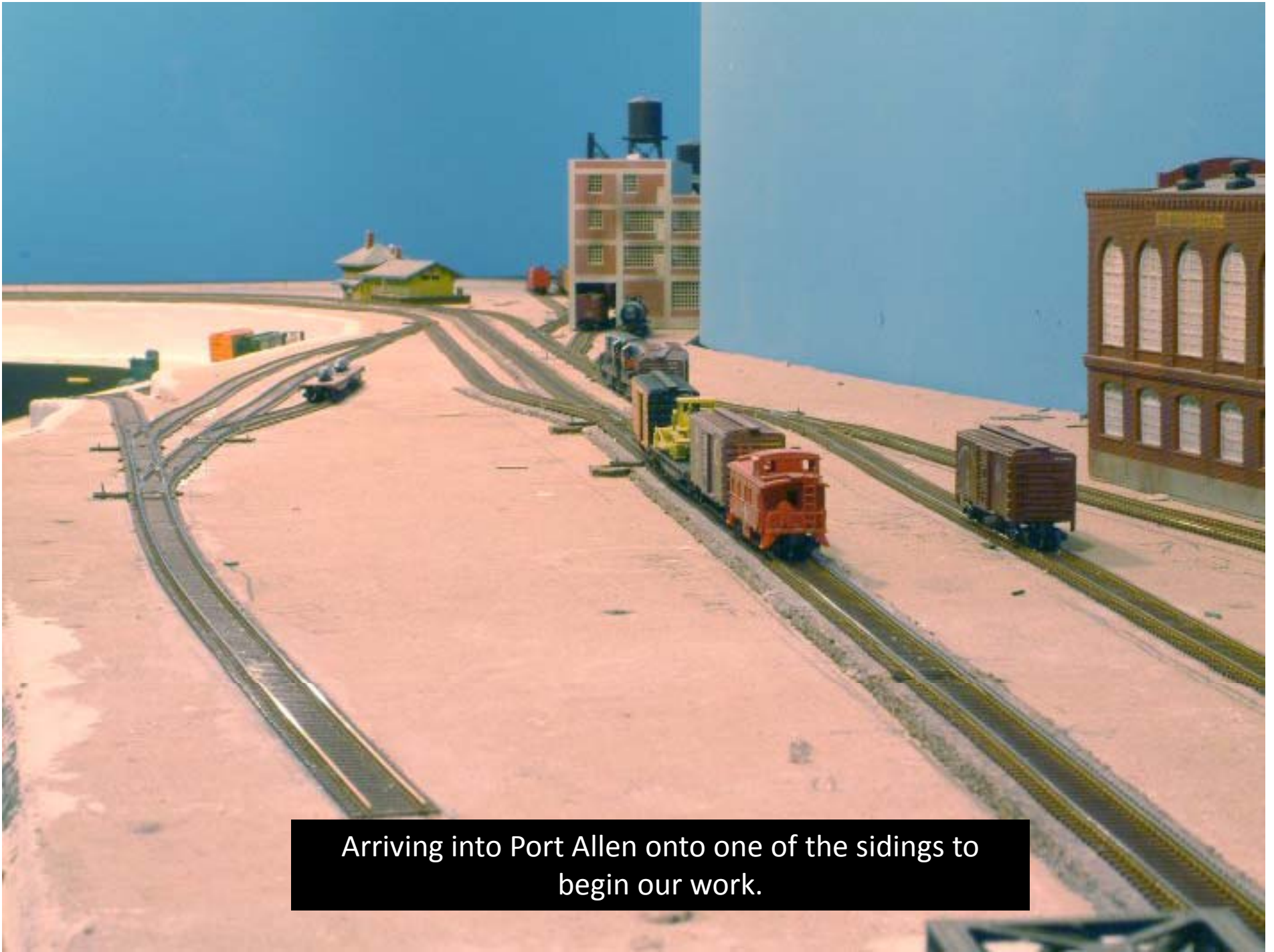
After the yardmaster notifies that the Port Allen train is ready, he pulls the cars and assembles a caboose on the back and hands all the car cards for that train to the engineer. The engineer will connect his power on the front and verify that all the cars are correct for his destination



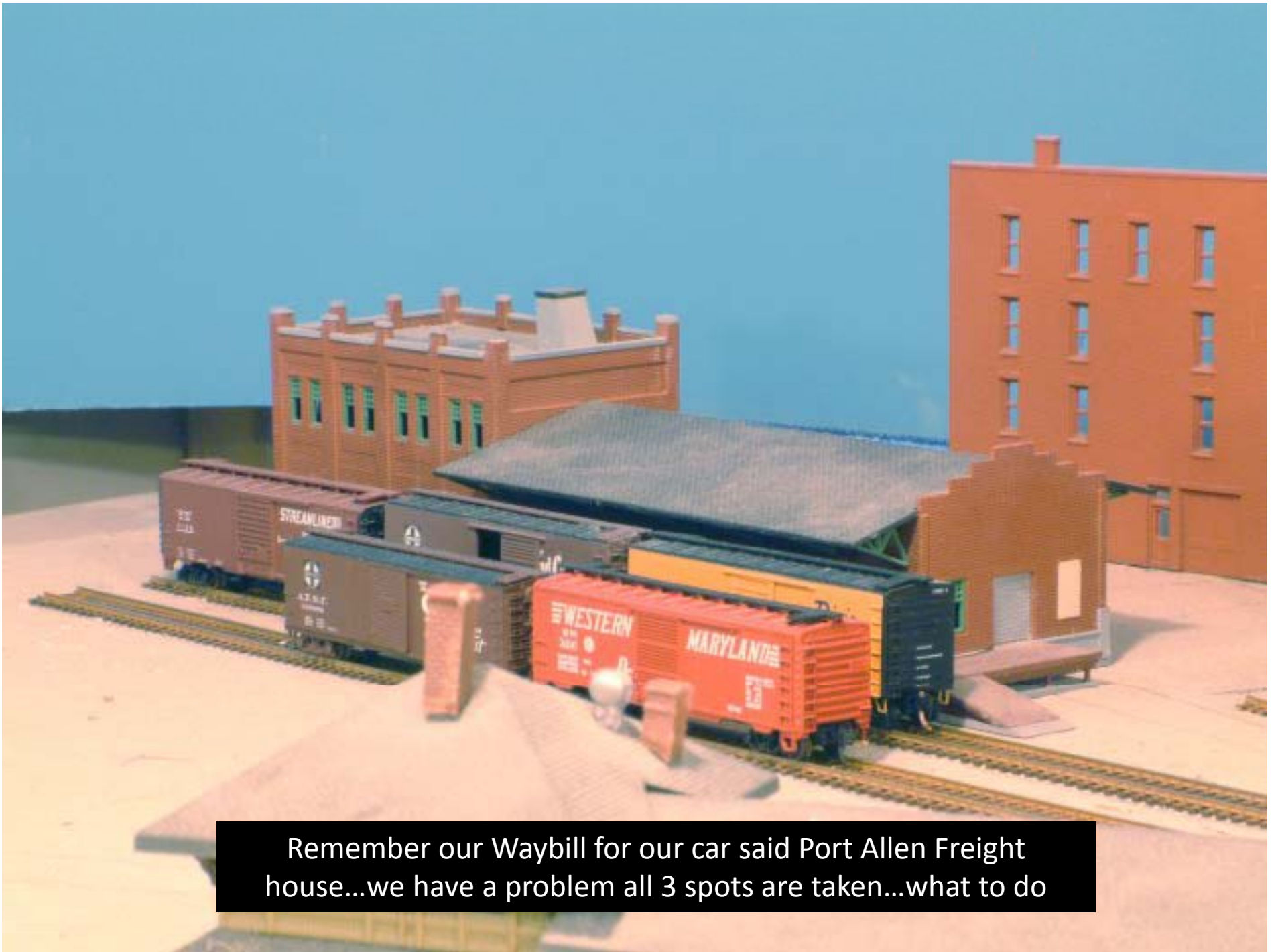
Here we see our car departing Beckton in it's train headed to Port Allen



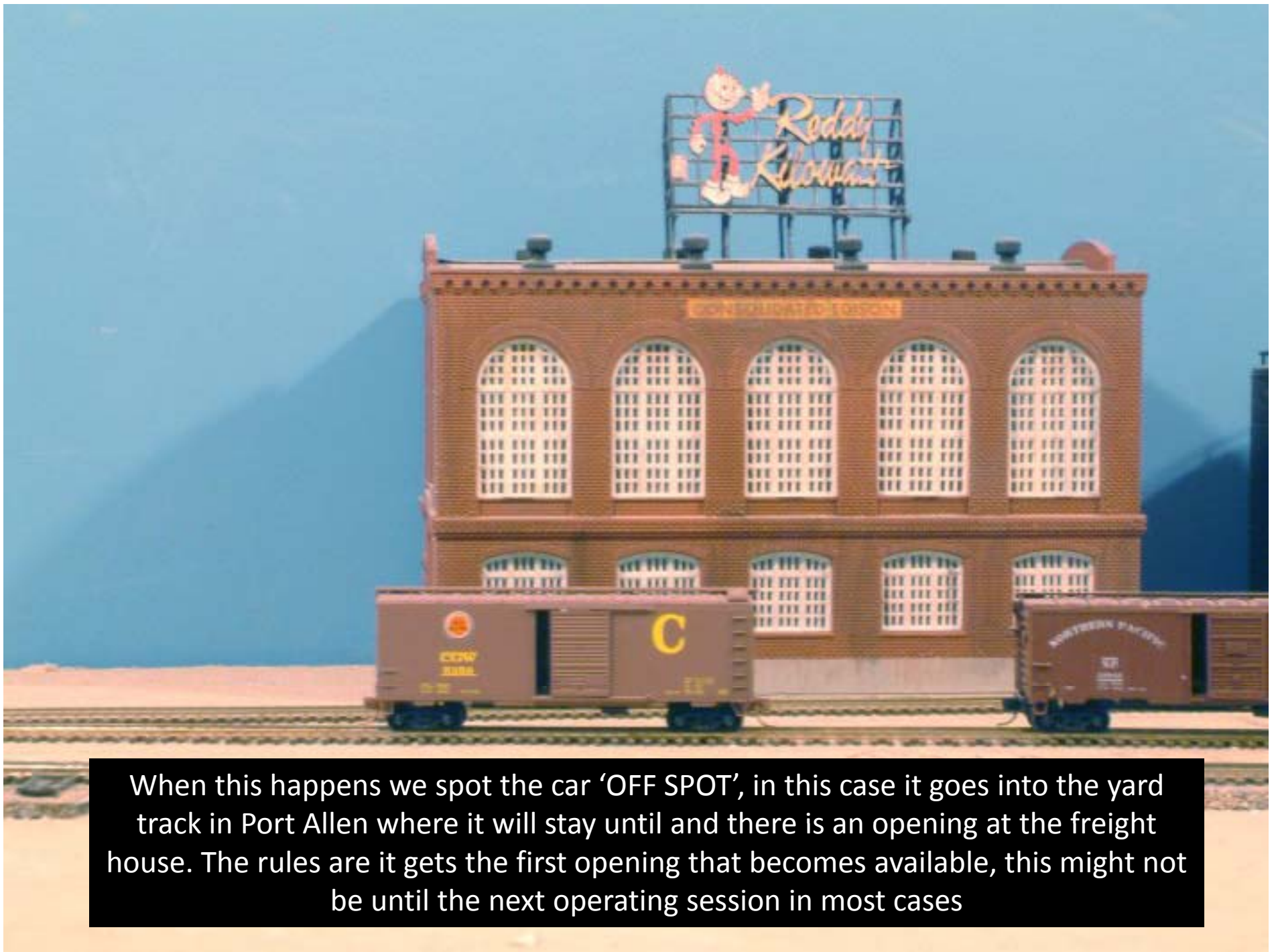
Of course the Frisco requires that after you have clearance to open the gate and cross you must close the gate and notify them that their main is clear, so we see our conductor just closed the gate as we prepare to continue to Port Allen



Arriving into Port Allen onto one of the sidings to begin our work.



Remember our Waybill for our car said Port Allen Freight house...we have a problem all 3 spots are taken...what to do



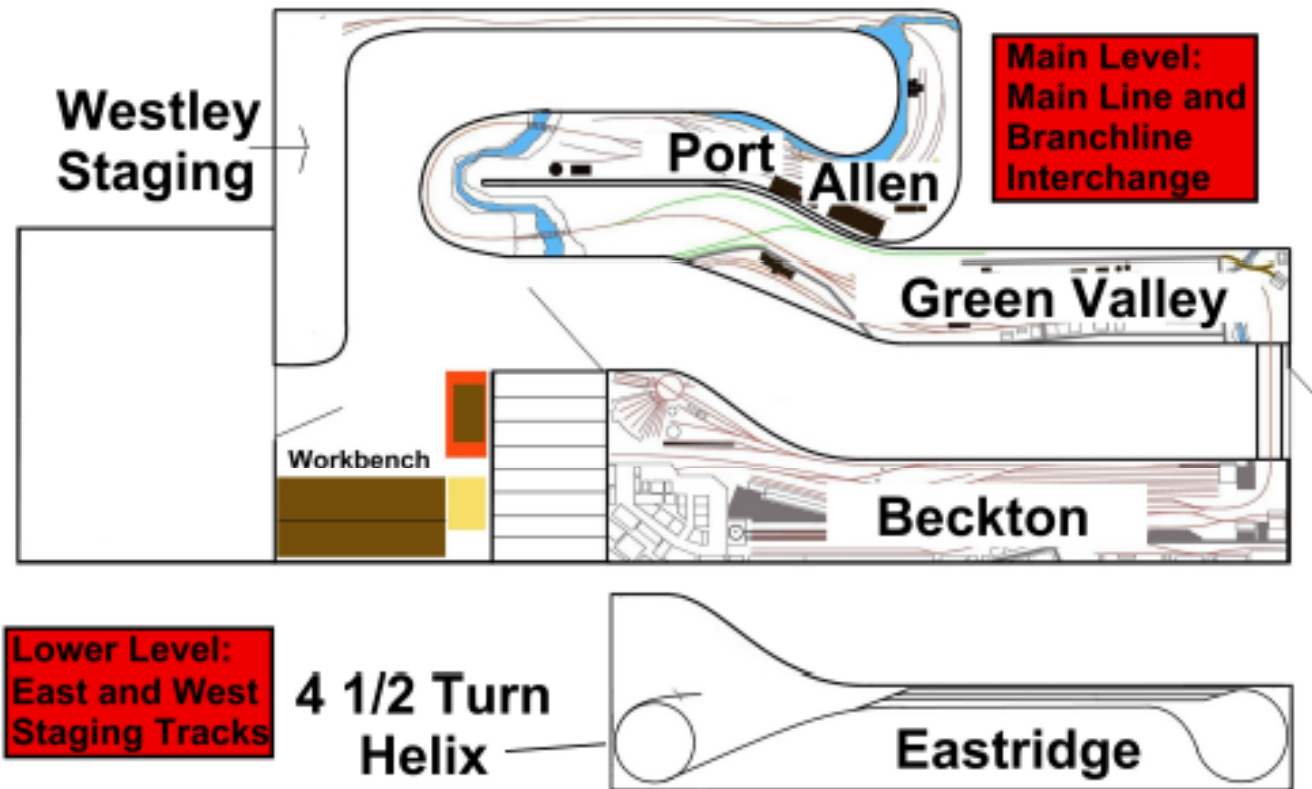
When this happens we spot the car 'OFF SPOT', in this case it goes into the yard track in Port Allen where it will stay until and there is an opening at the freight house. The rules are it gets the first opening that becomes available, this might not be until the next operating session in most cases

We take our car card and place it in the OFF-SPOT with the waybill facing the isle, this way the next operator in the town knows that it needs spotted at the freight house



DEEP RIVER SOUTHERN

Towns and Switching Area's



Recap of Operating Session #1 for our CGW 5356

Our car started out in Westley then went to Beckton then sorted and went to Port Allen, there were no spots at the freight house so it was Off-Spotted on the yard track

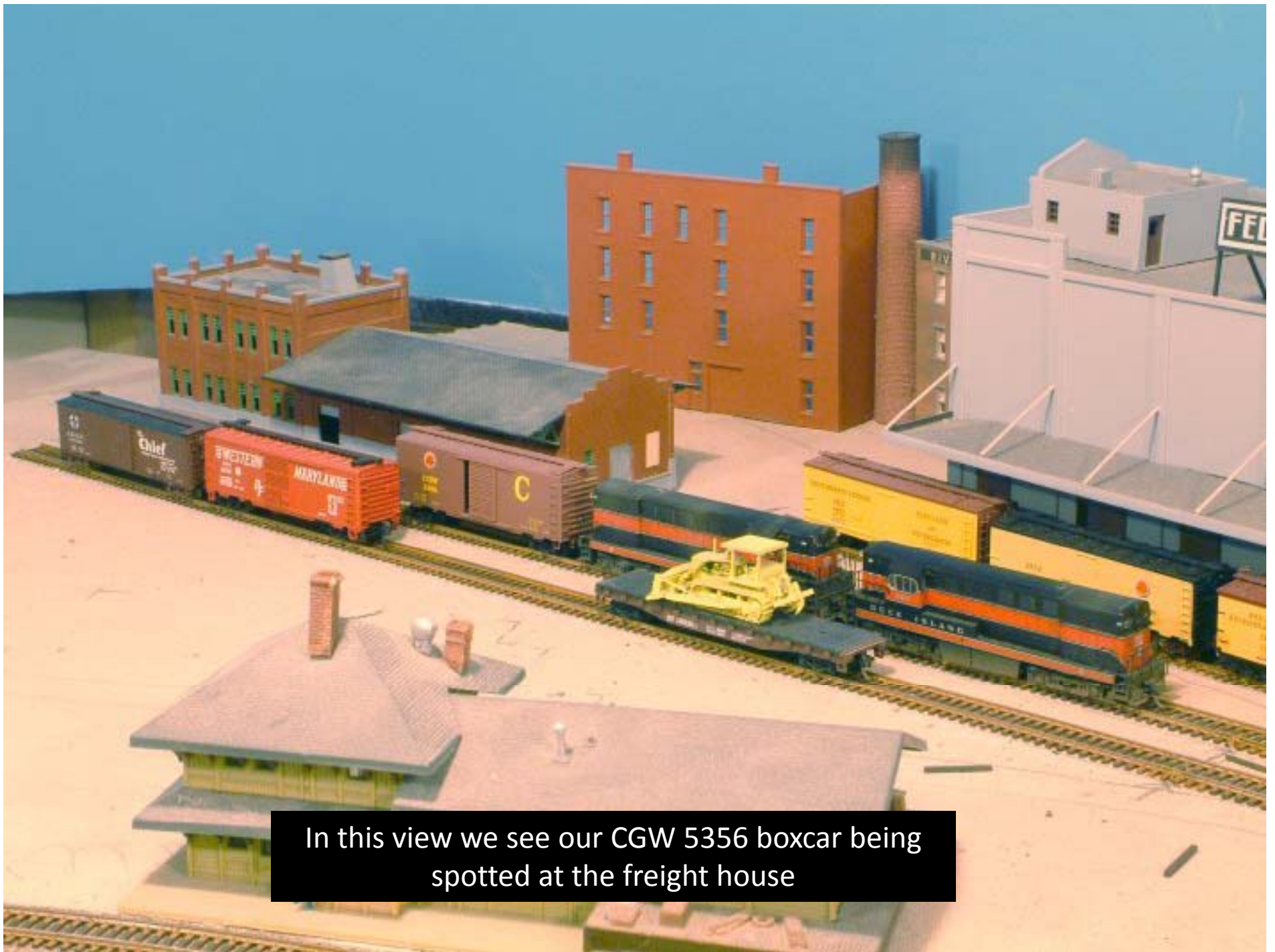
During the next op session we see that the cars at the freight house have their waybills facing the isle so these cars will get picked up and taken back to Beckton and sorted there, this will make an opening for our CGW 5356 boxcar to be spotted.



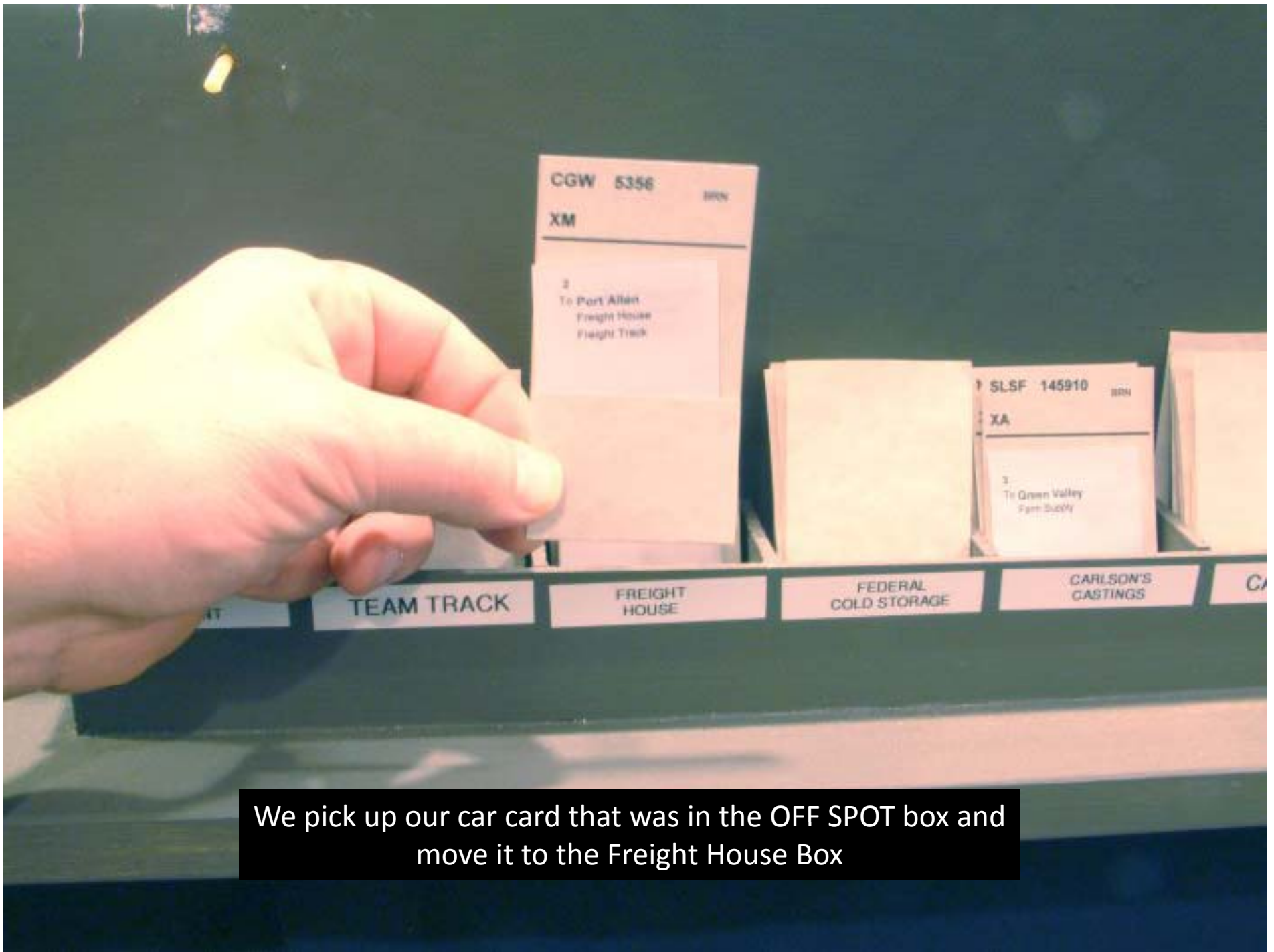
Beginning of Operation Session 2



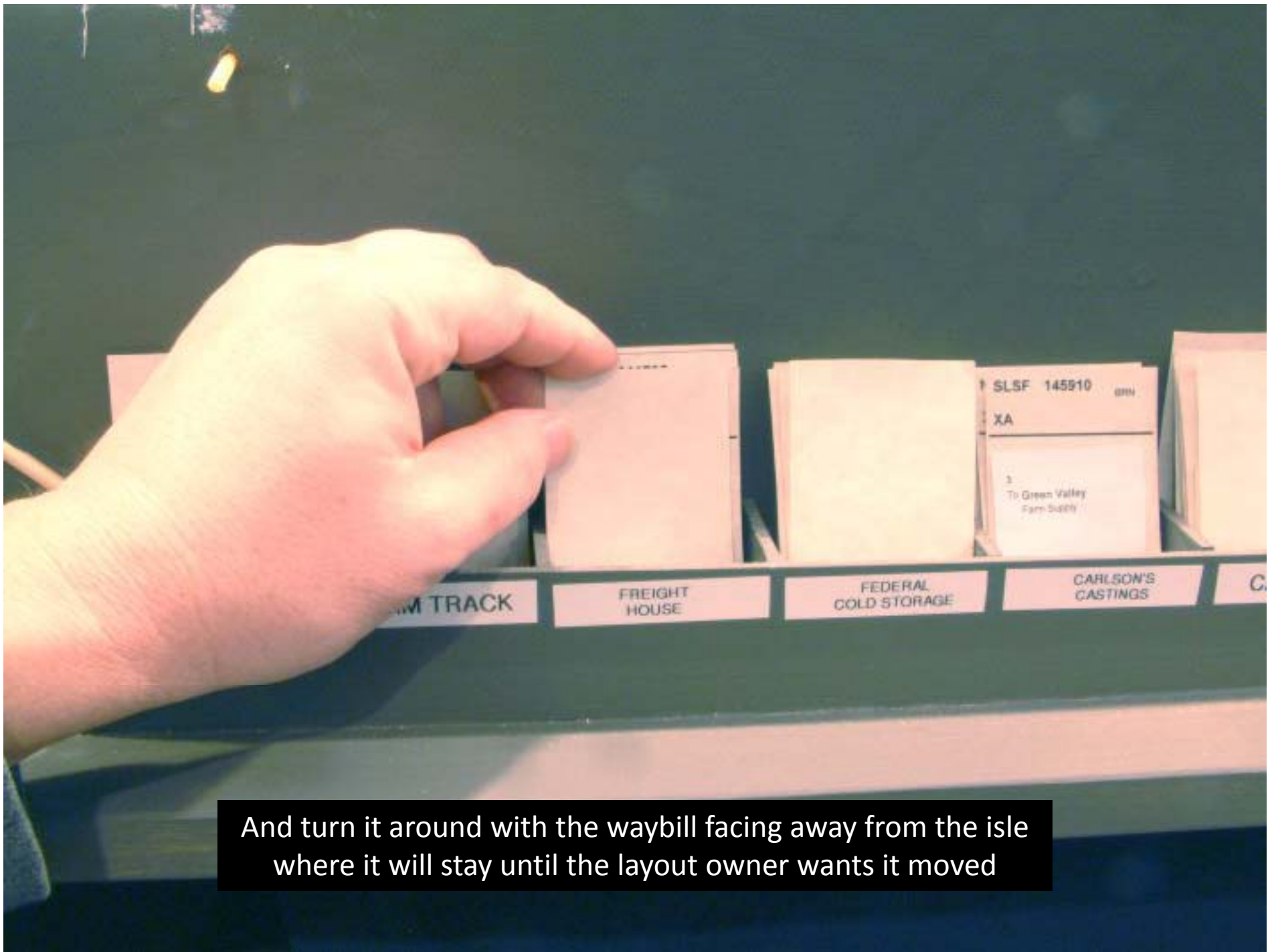
Here we see the local picking up the 3 boxcars for Beckton



In this view we see our CGW 5356 boxcar being spotted at the freight house



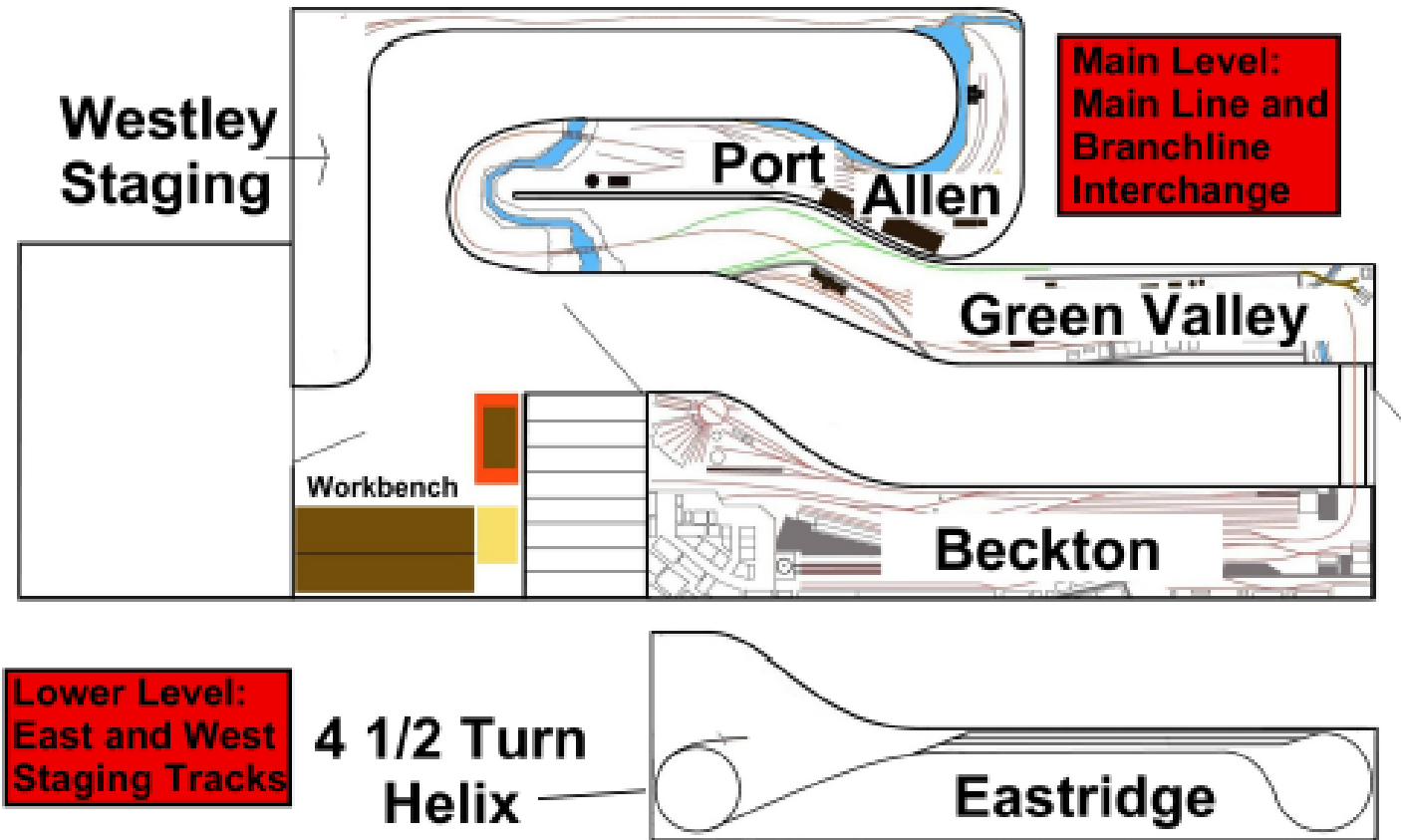
We pick up our car card that was in the OFF SPOT box and move it to the Freight House Box



And turn it around with the waybill facing away from the aisle where it will stay until the layout owner wants it moved

DEEP RIVER SOUTHERN

Towns and Switching Area's



Recap of Operating Session #2
The car was moved from the Off-Spot to the Port Allen Freight House

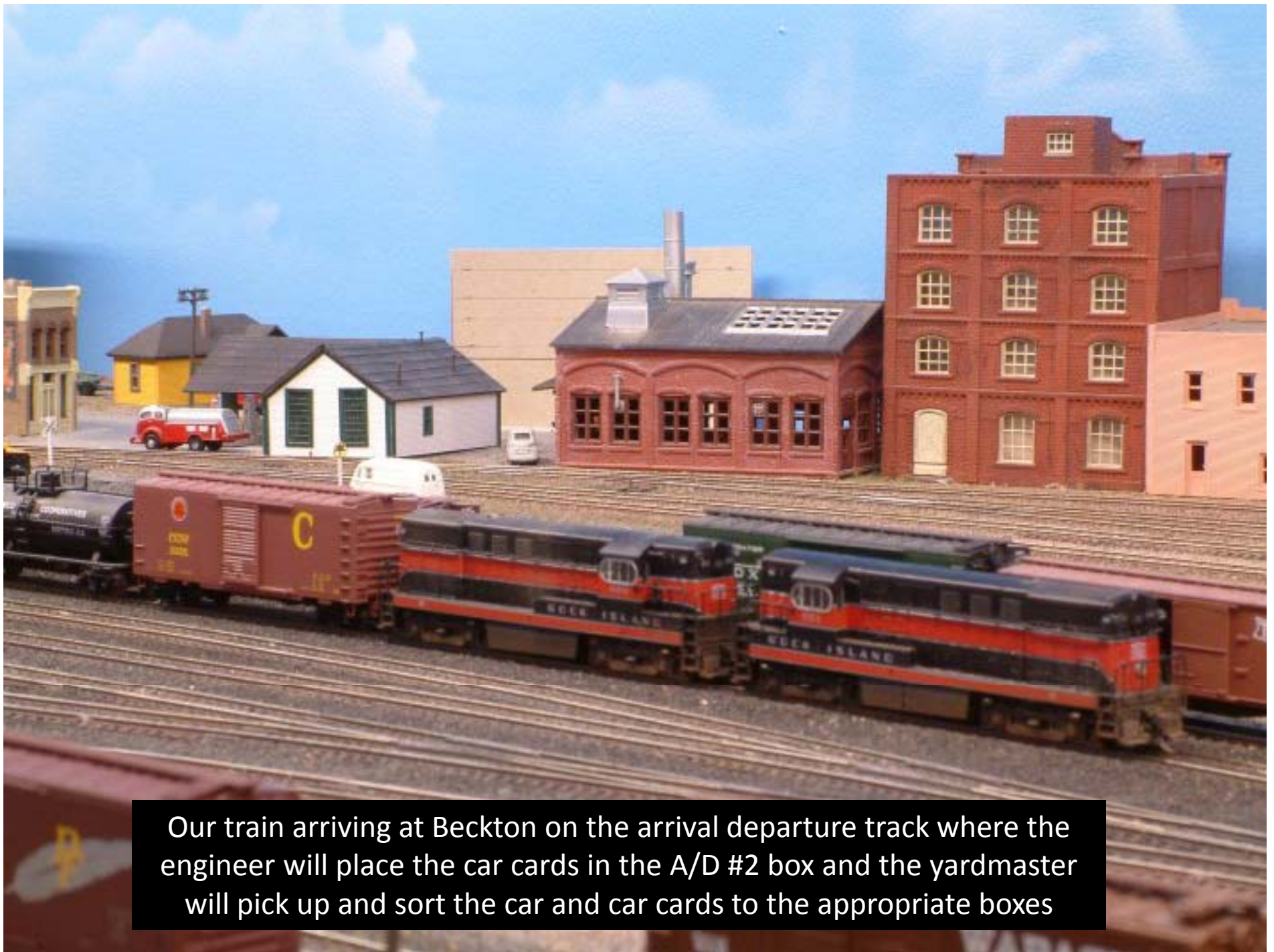
Operation Session #3



Prior to next operating session the layout owner goes around and turns all the car cards around and rotates or flips the waybills for the cars he wants to have moved during the op session, as we see our CGW 5356 boxcar is going to be picked up on the next train taken to Beckton and sorted in the Green Valley train going to the Team Track



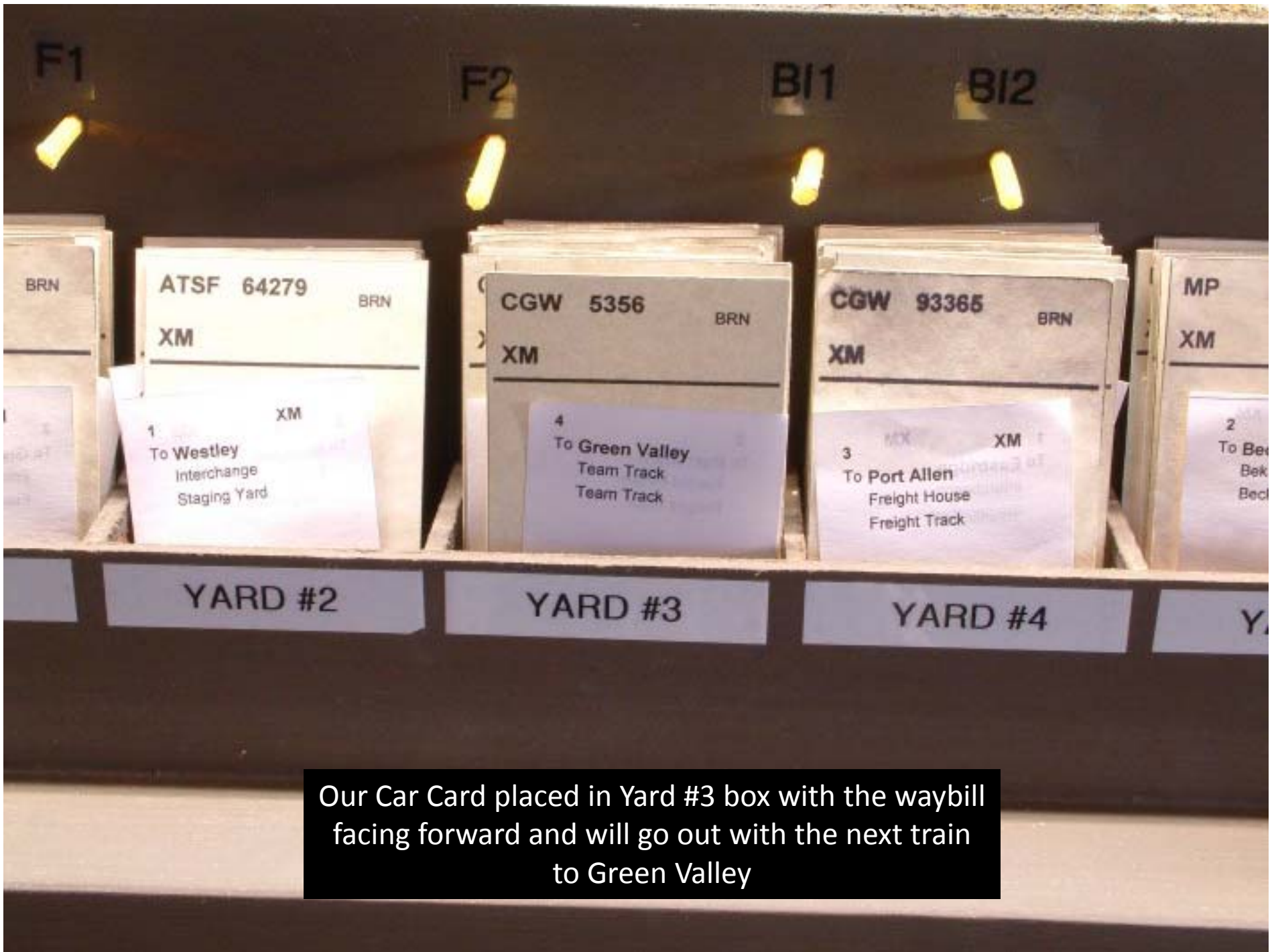
Here our train is headed out of Port Allen to Beckton



Our train arriving at Beckton on the arrival departure track where the engineer will place the car cards in the A/D #2 box and the yardmaster will pick up and sort the car and car cards to the appropriate boxes

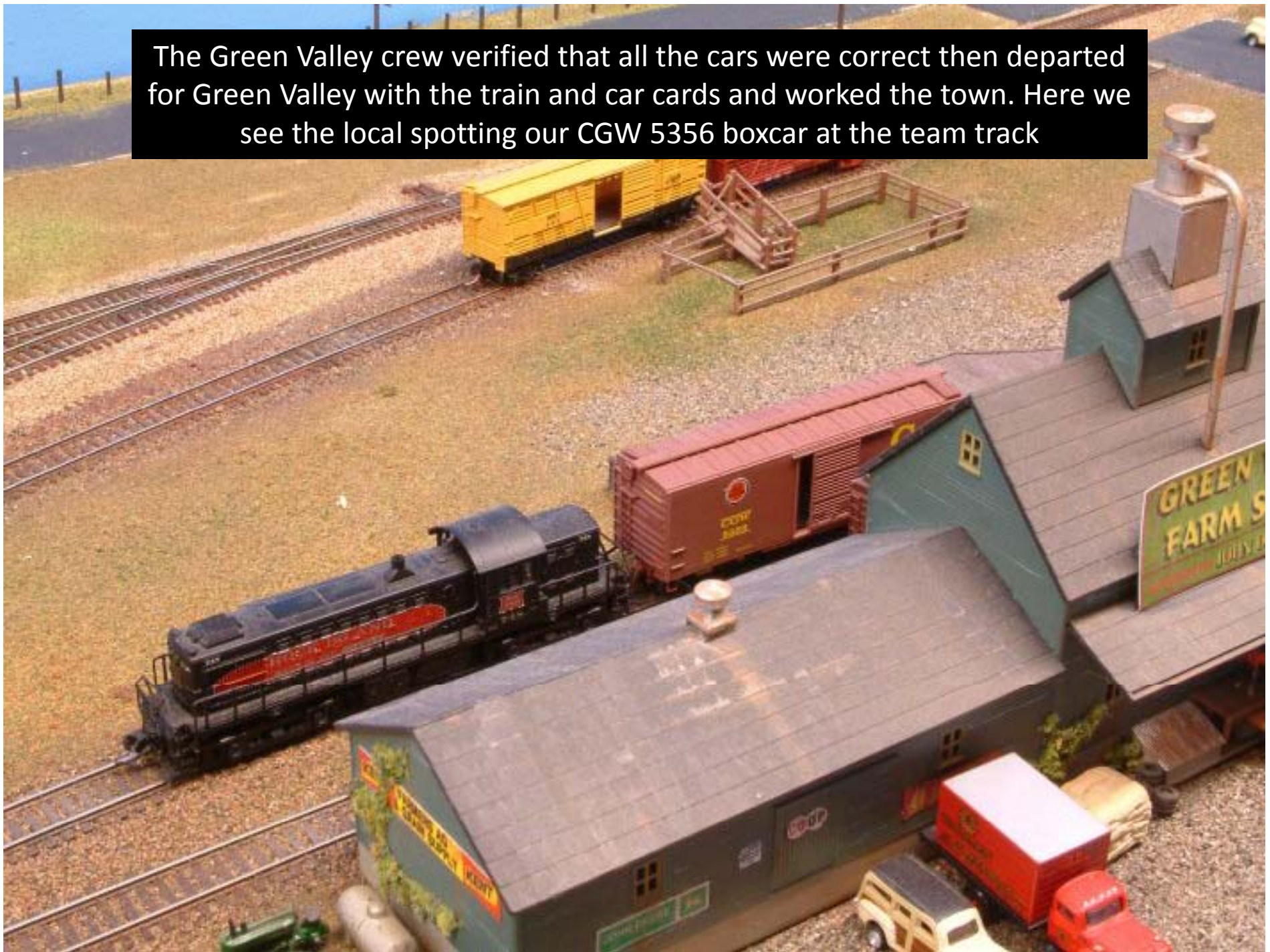


Our CGW 5356 spotted on Track 3 for Green Valley



Our Car Card placed in Yard #3 box with the waybill facing forward and will go out with the next train to Green Valley

The Green Valley crew verified that all the cars were correct then departed for Green Valley with the train and car cards and worked the town. Here we see the local spotting our CGW 5356 boxcar at the team track





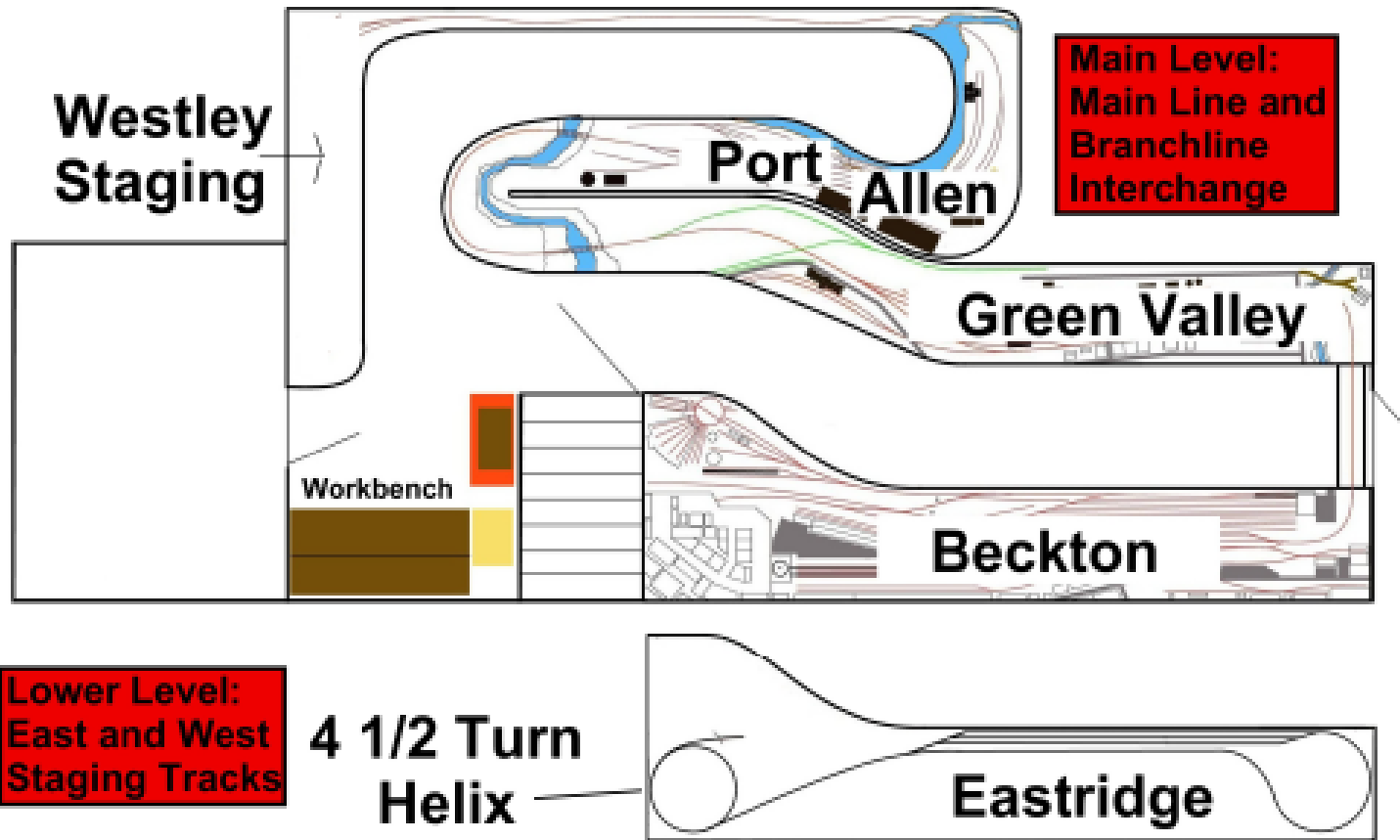
And placing CGW 5356 car card in the Team Track box



Remembering that we put it in the car card waybill facing away from the isle

DEEP RIVER SOUTHERN

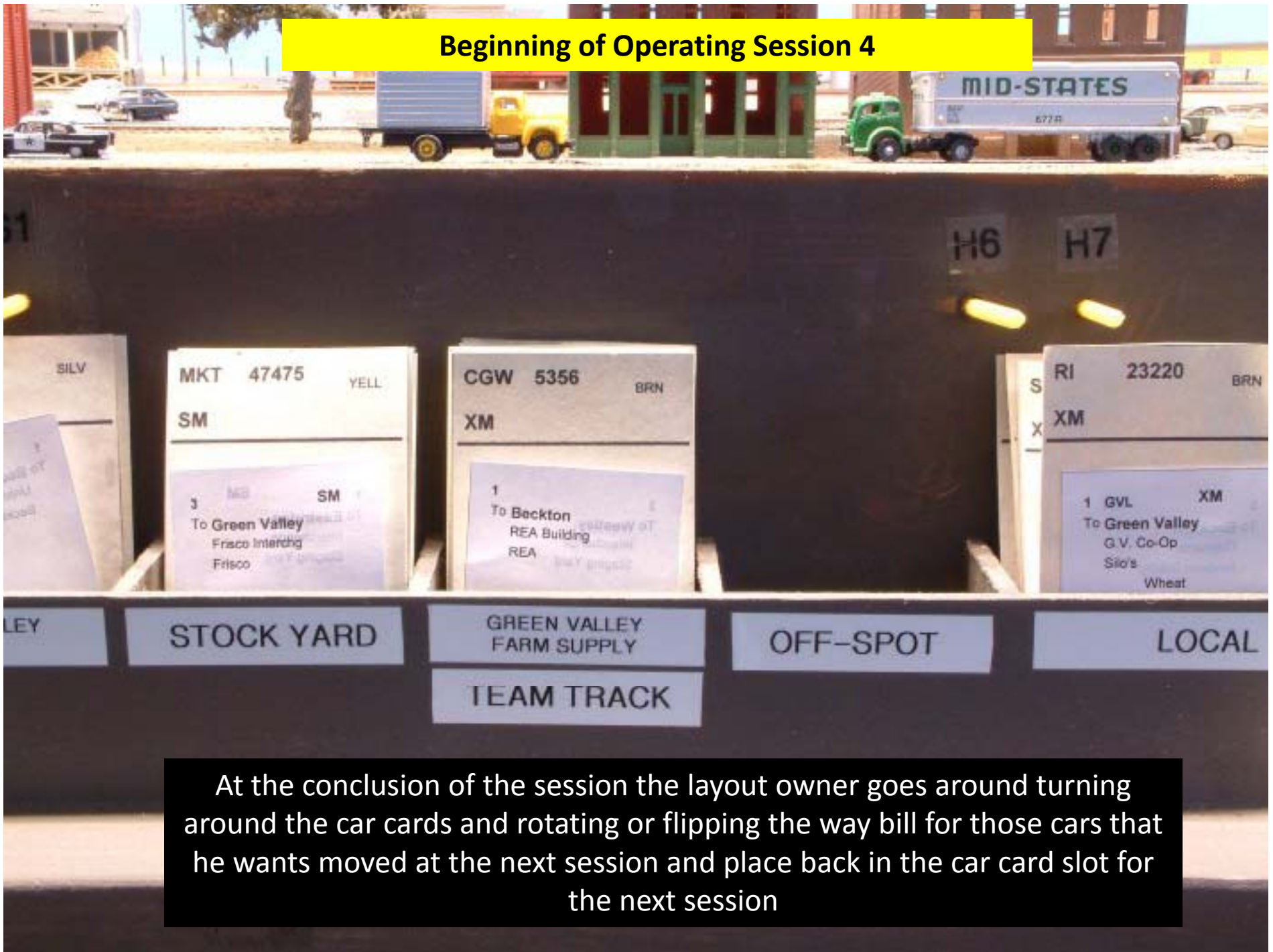
Towns and Switching Area's



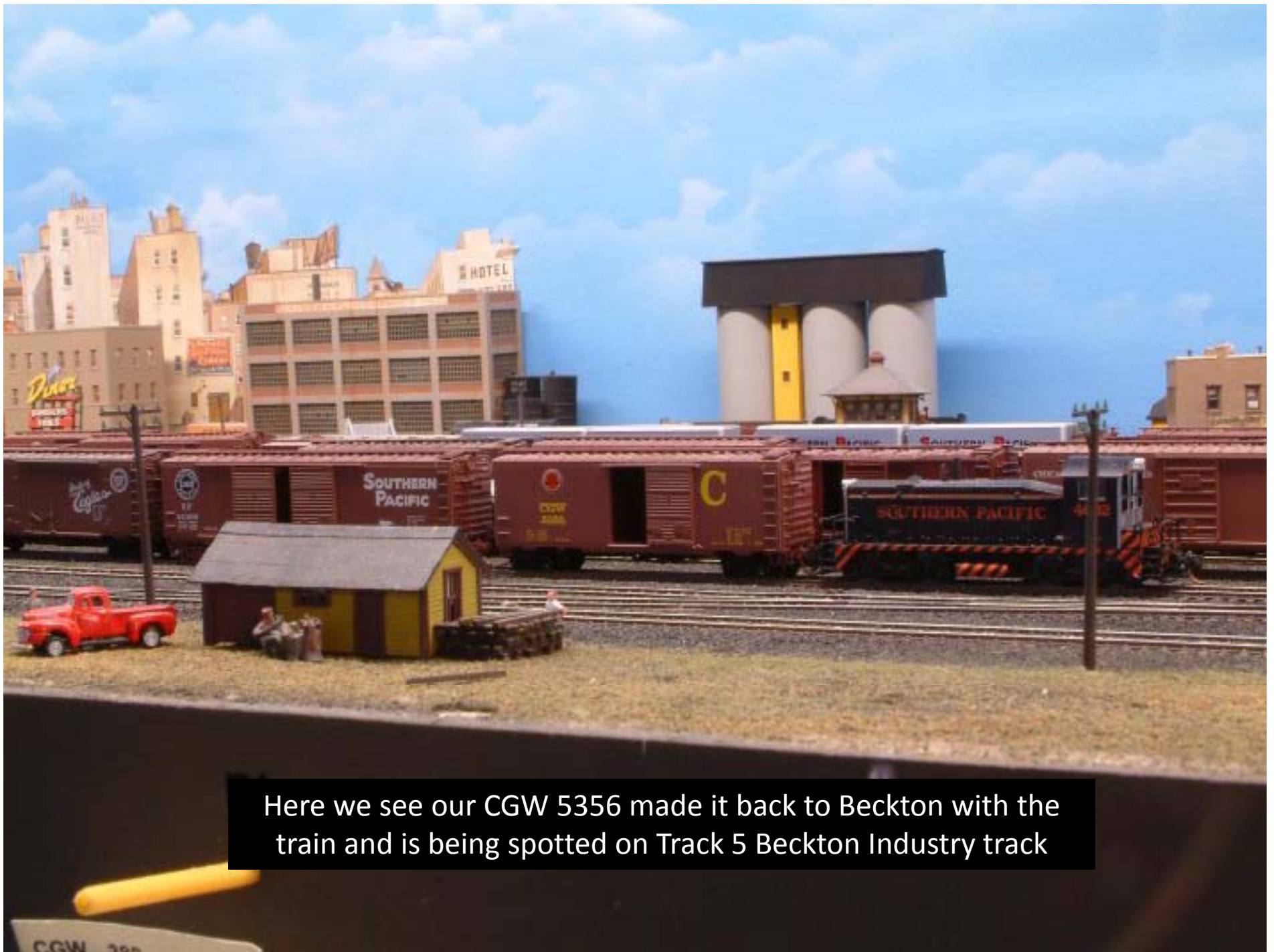
Recap Operating session #3

Car was picked up in Port Allen and taken to Beckton, then was sorted and was spotted at the Team track in Green Valley

Beginning of Operating Session 4



At the conclusion of the session the layout owner goes around turning around the car cards and rotating or flipping the way bill for those cars that he wants moved at the next session and place back in the car card slot for the next session



Here we see our CGW 5356 made it back to Beckton with the train and is being spotted on Track 5 Beckton Industry track

CGW 382

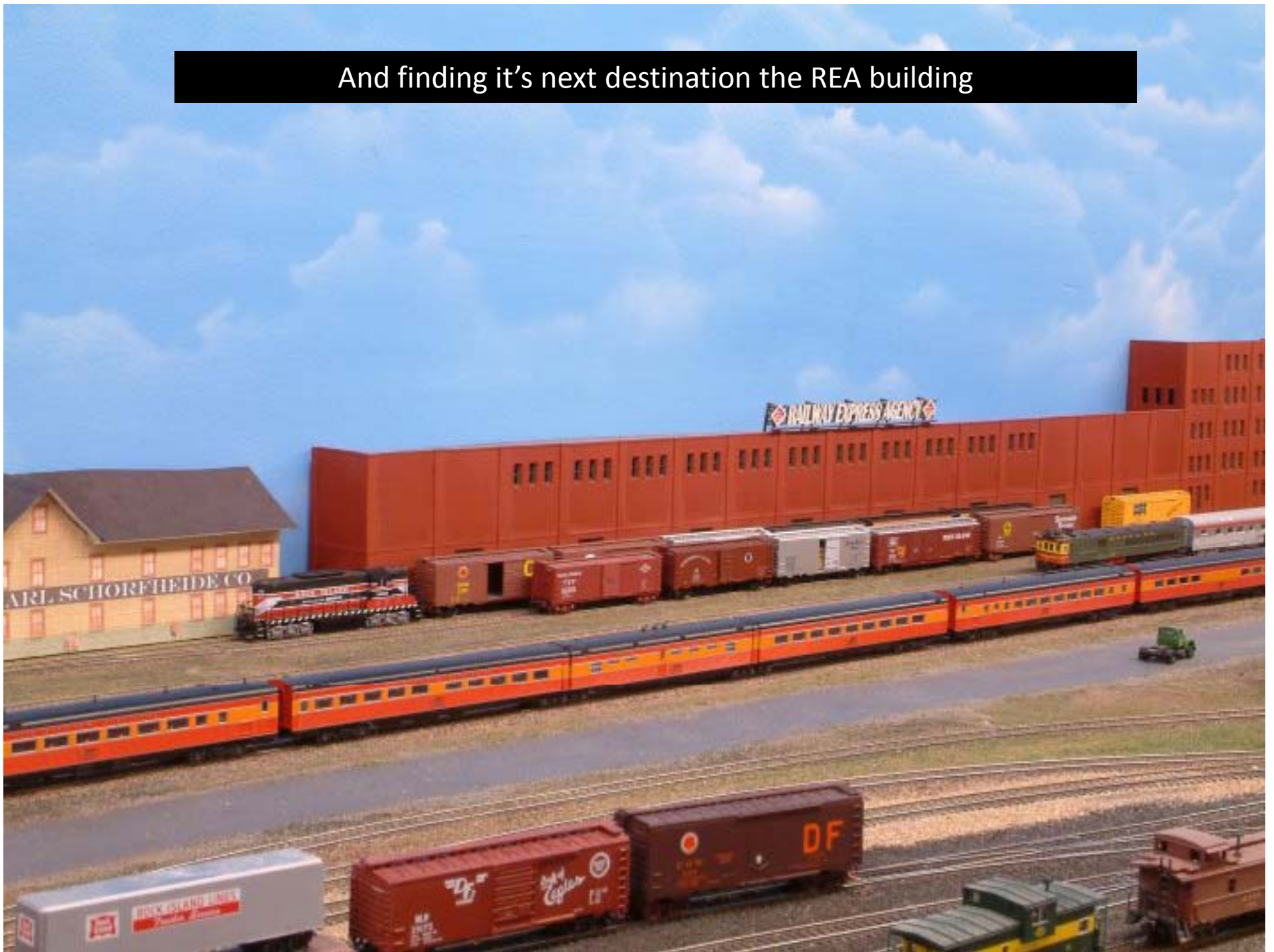


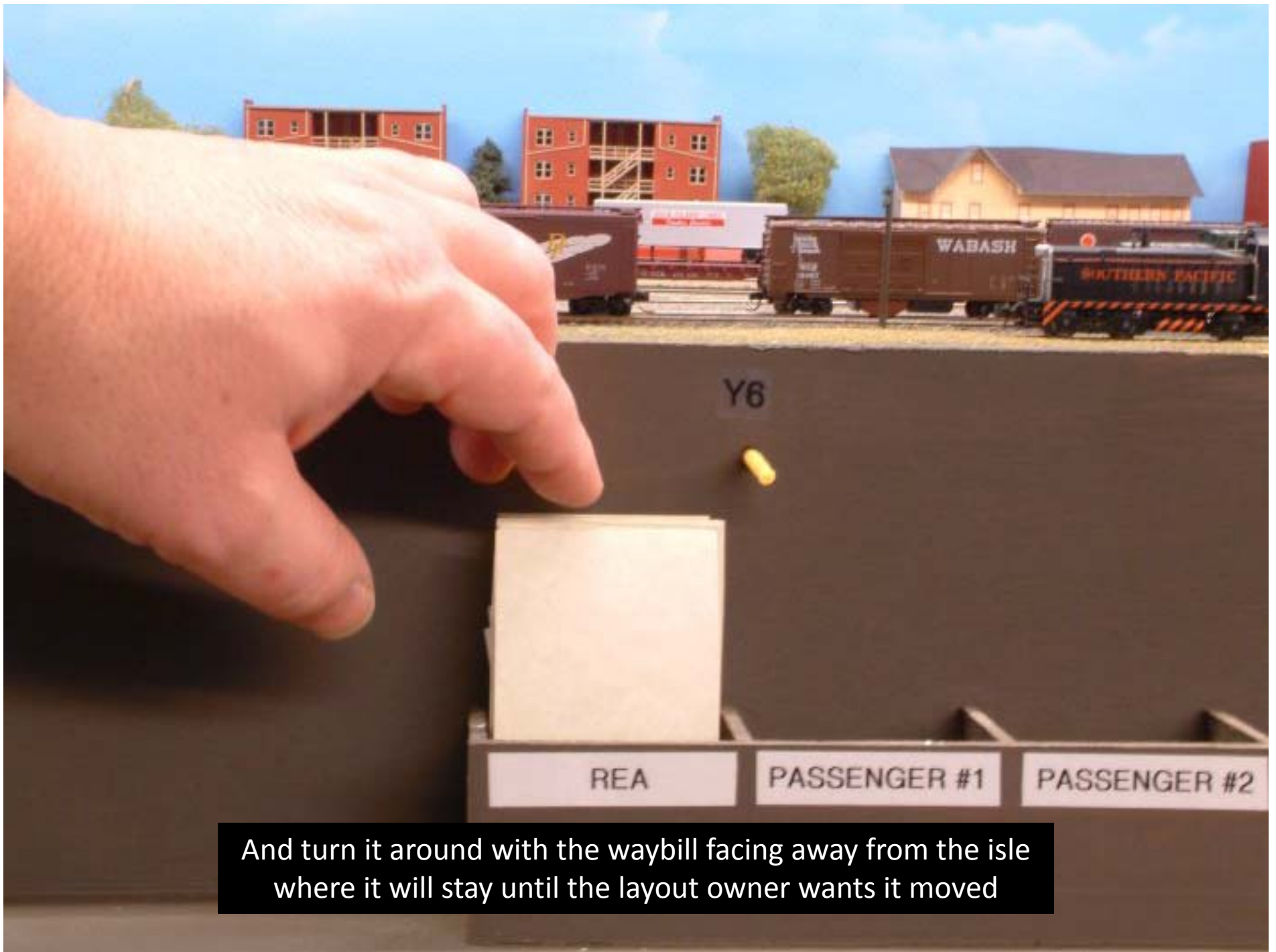
The car card place in yard #5 box with the waybill forward

We see the Beckton local moving our car to its destination



And finding it's next destination the REA building

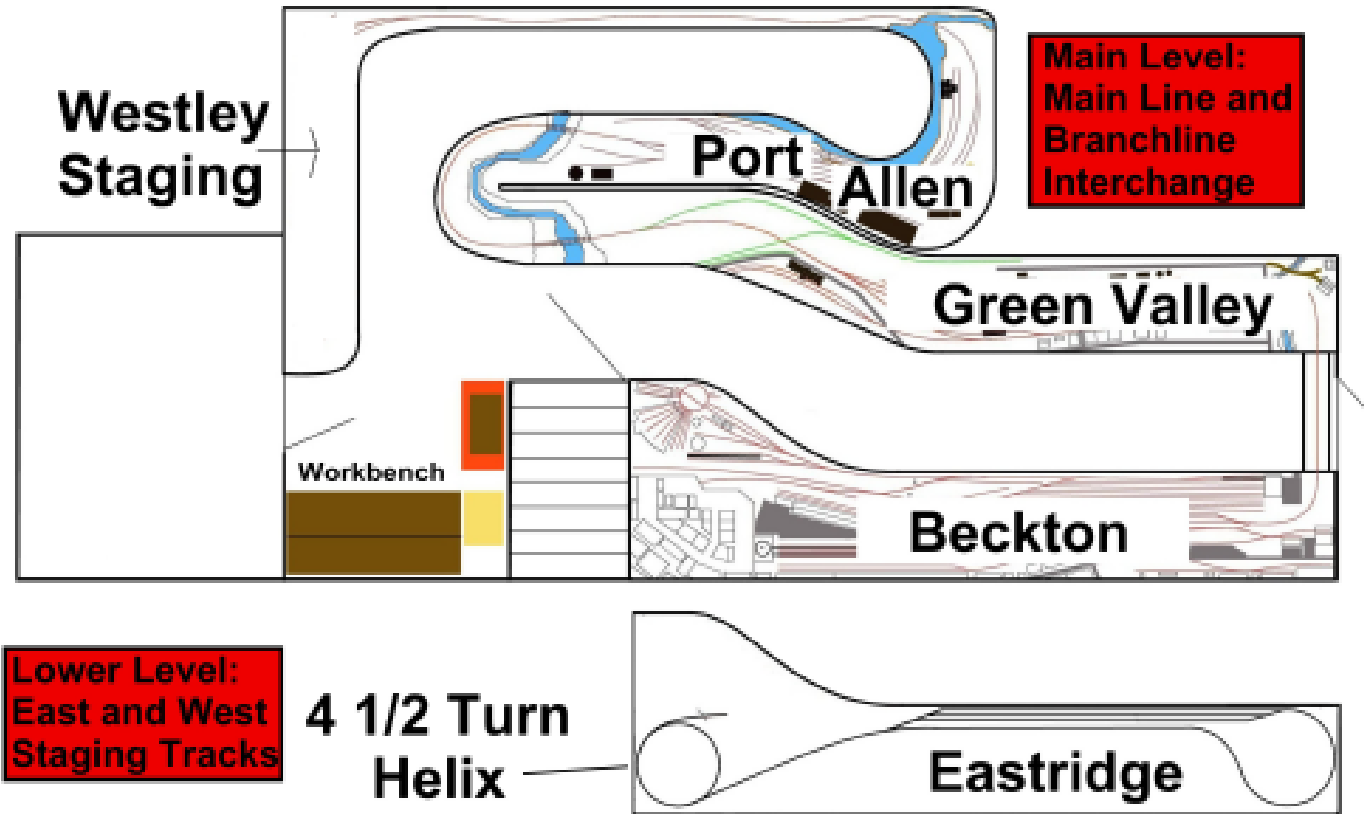




And turn it around with the waybill facing away from the isle where it will stay until the layout owner wants it moved

DEEP RIVER SOUTHERN

Towns and Switching Area's



Recap of Operating Session #4

Car was taken from Green Valley Team track to Beckton, and eventually spotted at the REA building.

Begin Operating Session #5



S4

Y5

Y6

CGW 5356 BRN

XM

3
To Westley
Interchange
Staging Yard

REA

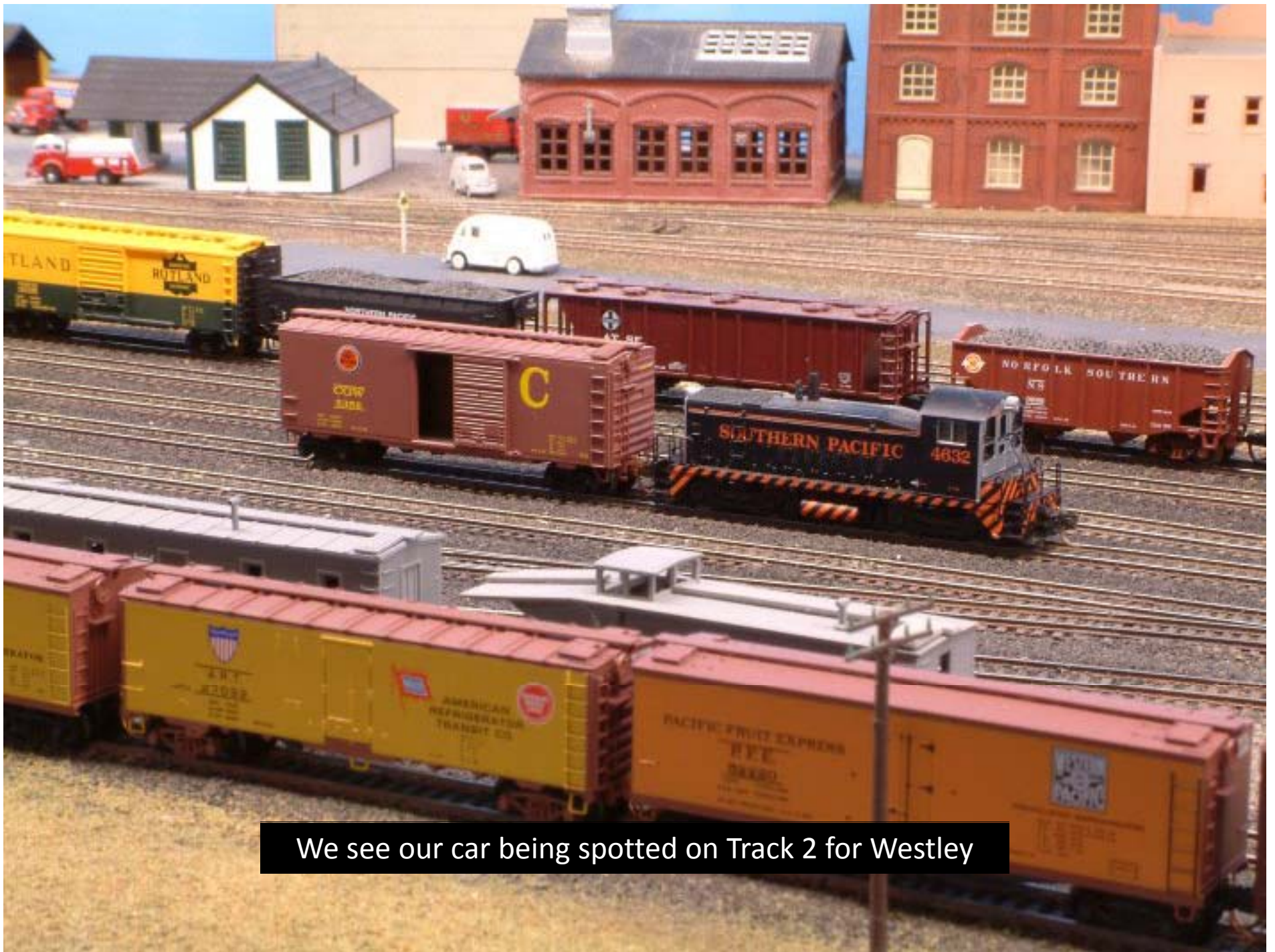
PASSENGER #1

PASSENGER #2

At the conclusion of the session the layout owner goes around turning around the car cards and rotating or flipping the way bill for those cars that he wants moved at the next session and place back in the car card slot for the next session, off to Westley



CGW 5356 picked up by the local being taken to the yard for sorting



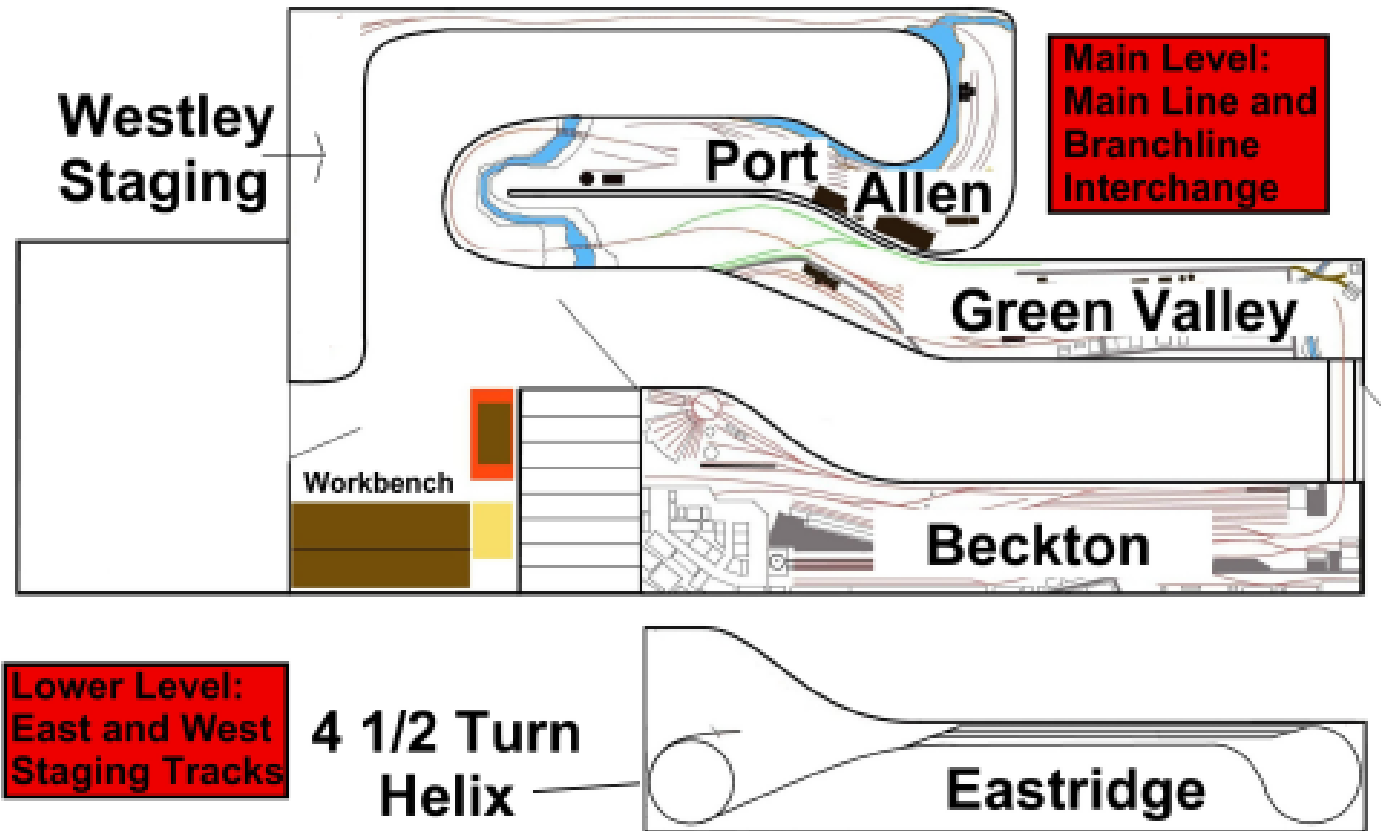
We see our car being spotted on Track 2 for Westley



The car card place in yard #2 box with the waybill forward

DEEP RIVER SOUTHERN

Towns and Switching Area's



Recap of Operating Session #5

Car was picked up at the REA building in Beckton and taken to the yard. The Westley train had already departed so it will sit in the yard until the next operating session

Begin Operating Session #6



ton switcher got back into the yard after the Westley train departed in Operation session #5 so the had to wait until the next session to go to Westley. As you can see It took 6 operating sessions to cycle through the 4 waybills but now our famed CGW 3536 box car and car card are head to Westley.

Enjoy the next couple of views as the car heads to Westley....

















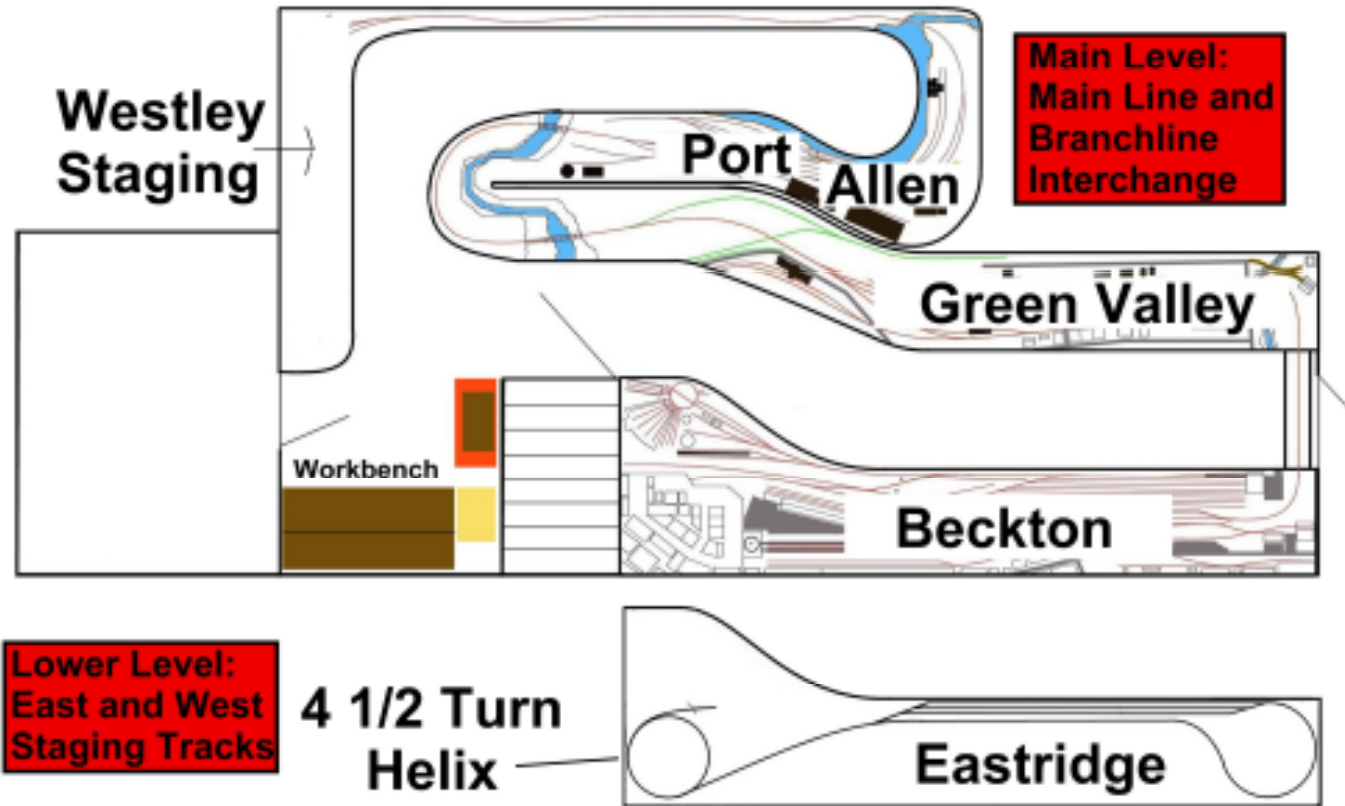
We see our train has arrived in Westley



Once the train is parked the car cards are placed face down.

DEEP RIVER SOUTHERN

Towns and Switching Area's



Recap of Operating Session #6

Our car went from Beckton to Westley during the last operating session.

This concluded the 4 cycle waybill for CGW 5356.



I hope my description of the car card system will encourage you to give it a try.

I like the flexibility and also how easy it is to set up for the next operating session.

Give operation a try!

Any questions?