

Situation 10  
**Loaded Car arriving at Upper Marlboro Yard**  
Non-perishable and Perishable Freight

Prototype Equivalent

Rail cars loaded with goods for points distant from the originating carrier reached their destination, were unloaded, and eventually all home road and some foreign road cars could be found returning with loads for points on the originating railroad

S&P Implementation

Upper Marlboro Yard represents both a railroad station and yard, and the entire “offline” world beyond the modeled railroad. Cars waybilled to points beyond Upper Marlboro terminate their run here and are considered to have continued to their destinations.

When a non-empty car arrives at Upper Marlboro Yard, the Yardmaster removes all Non-perishable and/or Perishable Freight car cards/waybills from the Arriving Through Freight – West Box and files the waybills in the rear of the corresponding waybill boxes.

New waybills are then drawn as appropriate to the AAR car type from the front of the corresponding waybill boxes and placed in the car cards.

NOTE: Perishable Freight Bills for block ice waybilled to Langley Ice House should only be loaded in non-private reefers.

At the Yardmaster’s option, arriving cars can be exchanged for one or more of the ten possible cars on the tracks below the yard and the car card exchanged for the one corresponding to the replacement car chosen.

The new car cards/waybill combinations are placed in the Departing Through Freight – East Box with the Locomotive Card for the SMRR through freight placed in the front.

Situation ID Triggers

Through Freight arrives at Upper Marlboro Yard