

Situation 9
Empty Car arriving at Upper Marlboro Yard

Prototype Equivalent

Rail cars surplus to the immediate needs of a given railroad were required to be moved – loaded or empty – in the direction of their home roads

S&P Implementation

Upper Marlboro Yard represents both a railroad station and the entire “offline” world beyond the modeled railroad. Any car leaving Solomons Yard is moving in the direction of its home road. Cars waybilled to points beyond Upper Marlboro terminate their run here and are considered to have continued to their destinations.

The Solomons Yardmaster can also relieve congestion in his yard by sending cars to Upper Marlboro as “Empty – For Loading” simulating the return of empty cars to their home road.

When a car arrives at Upper Marlboro with a car card containing an “Empty for Loading” Bill, the Yardmaster removes the Empty Car Bill from the car card and places it in the Empties Box. The car is then available to be re-waybilled for return to a different destination on the S&P.

Since the Upper Marlboro Yard is also a “fiddle yard”, the Yardmaster there has the option of removing an arriving car from the yard tracks and substituting a car on one of the ten tracks located below the yard.

Situation ID Triggers

Car with Empty Car Bill – Loading arrives at Upper Marlboro Yard