***PERSONNEL***

1. HAVE FUN!
   1. Don’t stress out.
   2. Laugh at your mistakes.
   3. Laugh louder at others’ mistakes ☺.
2. If you screw up, admit it. Take the ribbing and move on. Someone else’s turn is coming! ☺.
3. Don’t lay real-world items on the layout (food, drinks, throttles, etc.) except in clear, unscenicked areas*. Particularly avoid putting anything on the tracks!*

***GENERAL***

1. Speed Limits:
   1. Mainline
      1. As posted, or
      2. Passenger Trains – **80 mph.**
      3. Freight Trains – **55 mph.**
   2. Mainline sidings
      1. As posted, or
      2. All trains – **45 mph.**
   3. Branchlines
      1. As posted, or
      2. All trains – **45 mph.**
   4. Passenger Yards
      1. As posted, or
      2. All Trains – **10 mph.**
   5. Freight Yards
      1. As posted, or
      2. All trains – **10 mph.**
   6. Other trackage
      1. As posted, or
      2. All trains – **20 mph.**

***TRAIN PRIORITIES***

1. Eastbound trains have priority over westbound trains.
2. First Class trains have priority over lower class trains.
3. Extra trains have precedence over other trains at the Dispatcher’s discretion.
4. The Dispatcher may overrule any priority rule for a specific train (for example, may assign a westbound train priority over all eastbound trains).
   1. The Dispatcher may not overrule priority rules for all trains (for example, may not assign all westbound trains – as a group – priority over all eastbound trains).

***TRAIN OPERATION***

1. If the lead locomotive has a headlight, it will be on at all times after leaving the engine facility until arriving at its destination and entering that engine facility.
   1. If equipped, the headlight will be dimmed when:
      1. Stopped in a siding.
      2. Working in the yard when another operating locomotive is present.
   2. If not equipped with a headlight, ***ADD ONE!*** ☺
2. If the locomotive is sound equipped, the bell will be rung when
   1. Moving in or through a yard. *Exception:* Yard switcher engineers may silence the bell at their discretion.
   2. Approaching a grade crossing.
3. If the locomotive is sound equipped, the whistle will sound when
   1. Approaching a station:
   2. Approaching a grade crossing:



* 1. Prior to beginning to move:

(Forward)

 (Backward)

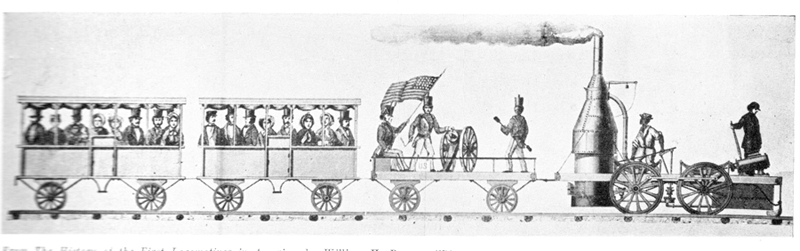
Note: Locomotives working the yard may dispense with 11.c.

1. If the locomotive is not sound equipped, the engineer shall make “ding ding” and “whoo whoo” noises in accordance with the above rules for sound-equipped locomotives. ☺

***TRAIN MOVEMENT***

1. DO NOT enter the mainline without dispatcher approval. Use the telephone system when available to obtain dispatcher direction.
   1. Remaining in a siding (do not throw the turnouts) until specific instruction / approval of the dispatcher has been obtained.
   2. Remain within yard limits where present.
   3. Remain in the switching area or on other secondary track.
2. Do not enter a manned yard (one which has a yardmaster) without the yardmaster’s permission.
   1. Remain outside yard limits.
   2. When permission to enter is granted, follow the yardmaster’s directions.
3. When arriving at an unmanned yard / switch area, a train already in the area has priority unless otherwise directed by the dispatcher.
   1. Absent dispatcher direction, you can set up any working arrangement you like with an already-present train crew.
   2. If no other train is present, work however you want within these rules.

**South Carolina Canal & Rail Road Company**

****HO Layout

of the

**Charleston Area Model Railroad Club**

**Rules for Operations**

Version 1.1

30 March 2012

Copyright 2012 CAMRC