

M-K-T St. Louis Subdivision Dispatcher Notes



- Train movement is by verbal train orders issued by the dispatcher.
Feel free to use the dispatcher's sheet and magnetic train board to help plan your moves.
- The magnetic board shows the siding lengths, in car lengths x 100. For example, a siding with a length of 2200 will hold a 22-car train (including 3 locomotives and a caboose).
- The fast clock is located to the right of the door to the train room.
- The train crews throw their own turnouts (except for the staging yard). The status of siding, yard, and staging turnouts are displayed on the monitor.
- Have train crews set turnouts around their train when waiting for meets or passes. This facilitates the automatic cab assignment to unoccupied blocks.
- When approaching the end of their run, train crews will request movement into staging. Direct the train crews to "Baden Yard, track X" (eastbound trains) or "Sedalia Yard, track X" (westbound trains) and set the appropriate track using the computer mouse.
- The dispatcher is responsible for aligning the staging yard tracks. Click on a track to set the turnouts for that track. The display screen will update to show the track selected.
- Train location and identification is displayed on the monitor. Yellow blocks indicate occupied status. Cab assignment and direction are also displayed.
- Three-way meets can occur at St. Charles and at New Franklin (using FY A/D tracks).
- Signal aspects are displayed on the screen. Trains need dispatcher authorization in addition to signal indication prior to entering a block.
- If a train crew complains of a red signal, have them set their direction toggle to the forward position and crack the throttle. Some signals are dependent on forward cab direction.
- It is a good idea to keep an unoccupied track between trains. This minimizes the chance for trains to encroach into an occupied block, thereby losing cab control.
- Common Keyboard Commands:
 - L - log train identification
 - H - display help screen
 - Ctl-B - toggle block display
- Fast clock operation...The fast clock is currently set to an 8:1 ratio. The operating session usually starts at midnight. The superintendent will call "game on" and start the fast clock. You have the ability to slow or stop the fast clock if conditions warrant. The clock control box is located under the computer monitor.
- Refresh the computer screen by pressing the "return" or "enter" key
- Communication with the Franklin Yard Yardmaster (FY Yardmaster) is important to a successful operating session. Let FT know when a train is approaching and needs to service locos or needs to be worked in FY. Also, since the approaches to the yard are single track in both directions, it is useful to hold a train in the adjacent towns (Boonville to the east and Mokane to the west) if the train will not be able to go directly into the yard.

Rule One is to relax and HAVE FUN!