

Notes to accompany Race Day at Cheltenham v1.5 August 20 2008

Firstly credit for the main timetable should go to Moonraker who built the 2005 timetable for the Gloucester sim.

This timetable has in addition to standard passenger and freight trains a Royal Special, the Orient Express and several other raceday specials. Look out also for a Network Rail Track Measurement Train and a weed-killing train which may appear, also two heavy coal trains which require banker operation on Lickey Incline.

A busy day, highly fictional. Remember that you lose less points for delaying freights than passenger trains. You may want to put freights into various goods lines to let passenger trains overtake. Check out the stopping and non-stopping buttons at Ashchurch which may help you. You are warned of trains approaching Old Ends Level Crossing, but remember that freights take longer to get there than passenger trains.

Dave M's notes on Royal Train operation:

Royal Train Book Of Words (Signalman) General Rules.

All traffic to be clear of the route 10 mins before arr/pass.

All conflicting, crossing routes to be locked "Out Of Use" (general traction collars) 10 mins before arr/pass.

On multiple lines. Any train running in the same direction on an adjoining line is to have it's speed so regulated to reduce the time it is alongside. For that I read bring it to a stop.

Cheltenham in the Sim as a rough guide:

10 mins before arrival, Sigs 40, 42, routes cancelled, taken out of auto and general traction collared.

*Sigs 420, 422, 426 general traction collard.
Points at exit end of goods loop (from 145) locked reversed and
Cheltenham end points locked normal.*

Once arriving train has passed clear of Sig UM89A, click the "E" to hold it at red.

The train would remain at the platform until the party had left the station and only then would the collars be removed and the train disposed of depending on its next duty.

Kurt's notes on Lickey Incline banker operation:

LICKEY BANKING

The incline banker is stabled in the bankers spur at Bromsgrove. YOU will need to assign this a new code when it is required by a freight or passenger train for banking. This is because services can arrive in

different orders, and some only run on certain days, so automatic assignment is not feasible.

The banker is detached at Blackwell and runs back to the bankers spur ready for the next duty.

This modified for the 2005 timetable notes from Dave M:

Lickey Bankers

2005 onwards.

At about this date EWS introduced their HTA and BYA vehicles, with no buffers and fitted with Buckeye couplings the old banker buffering up had to change.

This along with the more powerful loco's and falling drawbar loads on passenger trains resulted in a banker being on duty all the time being seen as a waste.

The result of these changes is as follows.

A small batch of Cl66 engines where fitted with a cab mounted auto un-coupler. It was up to the DC controller at Doncaster to ensure one of these locos was available should there be a banking requirement.

The procedure became, Banker engine sent from Saltley in time to meet the train requiring assistance. It would then couple up on the rear and assist up the bank.

If there was a second train due that also required assistance, the driver would operate the un-coupler, drop back, and return to Bromsgrove.

However this was/is very rare so the banker worked through to Washwood Heath before being detached and returning to Saltley to await the next call.

If an un-modified Cl66 had to be used and it was known that it would be required for a second train, then a second man was sent with the engine to handle the manual un-coupling that would take place at Blackwell.

On the Sim.

The Sim does not support the banker dropping off the train (Yet) so we have two options for Blackwell. Stop, DR. or allow the train with the banker to carry on and exit the Sim.

Getting the Banker to Bromsgrove also has two options. Create a TT for the Banker to run at a specified time and/or create a TT for it that is triggered using a Rule by the train requiring assistance as it arr/pass/dep a point on its route, (Must run Mins after XXXX dep YY?).

Have fun. Check out the SimSig forum and please post comments in the Gloucester Timetable comments threads.