



Consolidated Rail Corporation

Internal use Only!!

CONRAIL BULLETIN # 100401

General offices at: 851 Reed Road
Clarion Pa, 16214



Crew Call time is 18:00 hrs. (6:00pm – for the civilians)

Well it's on again - It seems like almost a month has gone by since the last one! The weather should be good - So let's have an OPs session this Thursday night at 6:00pm!

Room in General:

I have the support posts painted with the final coat of paint and they seem to match the backdrop fairly well! So much for that project.

Structures:

Now that the posts have been painted - at Reynoldsville I have built a Coal Stacker into the one support post that extends through the Kinsley Coal area. I built a Conveyor Building around the support post and painted the post below the building Cement color to represent the Coal hopper. I am building conveyors to connect the Stacker to the Truck Dump.

Over at the Stahlman Tipple Wye on the LEF&C I now have the Dolby Blasting unloader in and will be working on the support buildings in the coming weeks.

I have also begun the 3rd building for the Crawford Furniture complex. This building will be for the Chips storage and movement out to the car loader.

Trackwork:

At the March OPs session Bryan H and I looked over the Dubois Yard & RESCAR area trying to figure out a better way to switch RESCAR as he had been working Dubois yard that night.

He suggested putting a Yard ladder in just for RESCAR and basically cut the yard length in half. This would keep from not having to push a long cut of cars in the existing yard tracks and eliminate having to move the cars pinned for BLACK/RED or BLACK/BLACK from the north end of the yard tracks to pull any of the cars out of RESCAR.

Well that didn't take long! - I cut in the 3 turnouts and revised the engine track while I was at it the next day. Accessing RESCAR is now done off the 2nd passing siding beside the yard. I just cut short the old yard tracks and put bumpers at the ends.

The only change I made to the building (RESCAR) was to reverse the Letters above the tracks to make the longest of them the Alldoor & Boxcars - the next shorter track is for the Covered Hoppers. The shortest track which is now furthest from the front of the layout and is for Tank cars.

I am changed the Apollo Industrial Staging tracks some more. I had wanted to stage the ORE Train down at Bagdad (which is across the aisle from Schenley)! The way I had it the tracks are about 2 cars too short.

I added a new curved turnout further down towards Schenley and there should be enough length to the staging now. I will just have to put more Steel Mill building flats in to cover up most of the area, effectively hiding the staging.