

General Service Details			<h1>Traffic Notice</h1>	Traffic Notice for:	
Day	Service	Footplate Experience		<input type="text" value="30/10/2024"/>	
Wednesday	No Public Service	None			
Wednesday	Standard Table A	None			

## Events

Title	Based at	Event Type	Start Date	End Time
There are no items to show in this view of the "Master Diary" list. To add a new item, click "New".				

## Train Details

Train1Desc	Train1Loco	Train1Set	Train2Desc	Train2Loco	Train2Set	Train3Desc	Train3Loco	Train3Set	Train4Desc	Train4Loco	Train4Set	Train5Desc	Train5Loco	Train5Set
N1	DMU (BH)	DMU(3)	S1/Ghost 2	Steam (BY)	M(7)	S2	Diesel (KR)	C(6)	Ghost 1	Steam (BY)	L(7)			

## Additional Service Information and Kidderminster Shunting

Additional Service Info	Kidderminster Shunting
Train Engine for S2 (40106) is to be started on set by 10.15am, to commence Steam Heating.	On arrival of S2 at 3.15pm in P1, Train Engine to run round, Loco & Set form the 4.25pm departure to AY.
Note:- At BH, Hollybush Siding is blocked by Stabled Air Brake Mk3 Coaches.	On arrival of Light Engine at 3//25pm in 2EL, Locomotive to take Water, and then shunt to CS1, and attach to Set L(7) to begin Steam Heating. Becomes Train Engine (Steam) Ghost 1.
DMU arrival at 11.45am & 2.40pm to use P2 to reverse.	By 4.30pm, Train Engine (Steam) Ghost 1 & Ghost 1 Guard to have shunted Set L(7) from CS1 to P1 Stops, to form the 5.25pm Ghost Service.
Locomotive for the 16.10 BH - KR S1 Service to fully water at BH prior to departure. At Bewdley, loco to top up on water before proceeding to KR to ensure it has sufficient for evening Ghost operations.	On arrival of S1 at 5.25pm, Train to Draw to P2 Stops. Train Engine (Diesel) Ghost 2 to then attach to BY end of Set, to form the 6.15pm Ghost Service.
AY SB to remain 'Switched In' from Opening time to close of play following 'Ghost trains'. Signalmen to change over at mutually agreed time. Upon closure of HY SB, AY - HY token to be released at AY to facilitate 'Ghost Train' shunts.	On arrival of ECS at 5+50pm in KR P1, Train Engine to run round, and then with Guard, shunt set C(6) from P1 to 2EL Dock after the 6.15pm departure. Train Engine to stable on set in 2EL.
OPG-PROC-223 'Ghost Train Procedure' to be referenced for all Ghost Train Operations.	On arrival of Ghost 1 at 8.22pm in P2, Diesel Loco to detach and shunt to KR TMD. Train Engine (Steam) Ghost 1 & Ghost 1 Guard to Set Back Set to CS1 and stable.
All Evening Ghost Trains will be top-and-tailed. Steam at KR end, and Diesel at BH end.	On arrival of Ghost 2 at 9.12pm in P1, Train to Stop in Run Round Position. Diesel Loco to TMD, Steam Loco to BY MPD.
Class 20 for Ghost 1 to be ex KR TMD at 4.35pm HRS, after shunt of Set L from CS1.	
Class 17 for Ghost 2 to be ex KR TMD at 5.30pm HRS, once S1 has arrived.	
At BH, DMU for N1 Starts in BH P1.	
At BH, On arrival of N1 at 4.48pm in P1, DMU to stable in P1.	

Saloons and Charters		Non-Chartered Diners and DMUs	
Title	Saloon / Charter	Title	Dining Train / Diner Loco
There are no items to show in this view of the "Master Diary" list. To add a new item, click "New".		There are no items to show in this view of the "Master Diary" list. To add a new item, click "New".	