


General Service Details			<h1>Traffic Notice</h1>	Traffic Notice for:
Day	Service	Footplate Experience		<input type="text" value="26/10/2024"/> 
Saturday	Standard Table B	None		

Events

Title	Based at	Event Type	Start Date	End Time
Christmas Gift Fayre	Highley (Engine House)	Other	26/10/2024 10:00	26/10/2024 17:25

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	13268 (BY)	M(7)	S2	75069 (BY)	C(6)	S3/Ghost 1	46045 (KR)	L(7)			

Additional Service Information and Kidderminster Shunting

Additional Service Info	Kidderminster Shunting
Train Engine for S3 (46045) is to be ex KR TMD at 10.45am to Set L(7) in CS1 for S3 Diagram, to start Steam Heating Set prior to shunt.	By 9.30am, Train Engine & Guard to have shunted Set M(7) from 2EL to P2 Stops, to work the 10.00am to BH.
Christmas Gift Fayre taking place at Highley Engine House.	By 11.30am, Train Engine & Guard to have drawn Set L(7) from CS1 to P2, and then run round, to work the 12.15pm to BH.
Note:- At BH, Hollybush Siding is blocked by Stabled Air Brake Mk3 Coaches.	On arrival of N1 at 11.45am at P1 Stops, Train to Shunt to P2 Stops after 12.15pm departure. If DMU Set Requires fuel, Driver to make local arrangement with KR Signalbox.
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.	After 12.15pm departure & movement of DMU, Class 08 (Covered by GH1 Secondman) & N1 Guard to Shunt Set S(4) from 1EL Dock to 2EL Dock, detach 1667 & 7511, and then shunt S(2) from 2EL to Loop, run round via Main, and shunt S(2) to KRCS.
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 S3 at 3.15pm at P2 Stops, Train Engine & Guard to Set Back Set to CS1. Train Engine to remain attached and heating until 4.00pm, and then detach.
OPG-PROC-223 'Ghost Train Procedure' to be referenced for all Ghost Train Operations.	On arrival of S2 at 4.05pm at P2 Stops, Train Engine (S2) to detach, and remain trapped at Stops. Train Engine ex S3 to shunt from CS1 to P2, attach to Set C(6), and form 4.25 Ghost Staff Train to Arley.
All Evening Ghost Trains will be top-and-tailed. Steam at KR end, and Diesel at BH end.	After the 4.25pm Staff Train Departure, Train Engine ex S2 to shunt from P2 Stops to CS1 (via 2EL Water Column), and attach to Set L and begin heating. This Loco becomes Train Engine (Steam) Ghost 1.
Class 20 for Ghost 1 to be ex KR TMD at 4.55pm HRS, after shunt of Set L from CS1.	By 4.55pm, 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.
Class 17 for Ghost 2 to be ex KR TMD at 5.30pm HRS, once S1 has arrived.	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.
At BH, at Start of Day, DMU to shunt from Carriage Siding to P1 by 10.00am.	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, and attach to 1667 & 7511 (to form C(6) & S(2)) after the 6.15pm departure. Train Engine to stable on the Exchange for the 27/10.
At BH, on arrival of S2 at 11.58 in P2, Train Engine to run round after 12.05 departure, to MPD for Coal / Water. S2 Train Engine to be ex BH MPD & reattach to S2 by 1.15pm in P2. On arrival of S3 at 1.28pm in P1, S2 Train Engine & Guard to shunt release S3 Train Engine, by shunting Set C(6) from P2 to Single Line, to allow S3 Train Engine to run round, and then return the S2 Set to P2. After the 2.05pm departure, S2 Train Engine & Guard to shunt set from P2 to P1, to work the 2.50pm to KR.	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.
At BH, at end of day, DMU Stables in P1.	On arrival of Ghost 1 at 10.02pm 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.
At AY, on arrival of Ghost Staff Train at 4.53pm, Train Engine to run round after S1 departure, and then with Guard Set Back Set to Single Line in the Down Direction, and draw train into 'Main' for ECS departure to KR at 5+15pm.	

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".	

