

TRAIN #259
(Sacramento to Oakland)

Dp: Sacramento 9:56am
Ar: Oakland Pier 10:42am

Acquire train at Sacramento (staged for departure).

Contact Dispatcher for train order prior to leaving Passenger Yard.

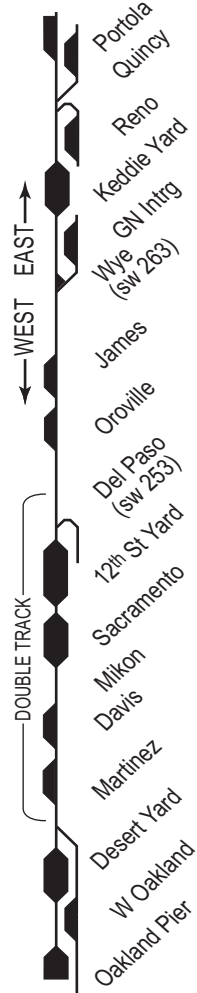
Depart Sacramento west-bound.

At Mikon, keep right for "right-hand running".

10 minute stops at Davis and Martinez.

Conclude at Oakland Pier.

Confirm termination of Train #259 with Dispatcher.



TRAIN #258
(Oakland to Sacramento)

Dp: Oakland 7:45am
Ar: Sacramento 8:25am

Acquire train at Oakland Pier (staged for departure).

Contact Dispatcher for train order prior to leaving Yard.

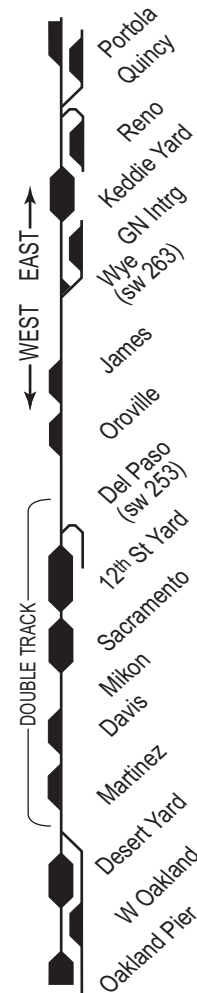
Depart Oakland Pier east-bound.

At Martinez, 10 min stop for passengers, then take the crossover for "right-hand running".

10 minute stop at Davis.

Conclude at Sacramento.

Confirm termination of Train #258 with Dispatcher.



TRAIN #102
(Oakland to Chicago)

Dp: Oakland 7:00am
Ar: Portola 8:58am

Acquire train at Oakland Pier (staged for departure).

Contact Dispatcher for train order prior to leaving Yard.

Depart Oakland Pier east-bound.

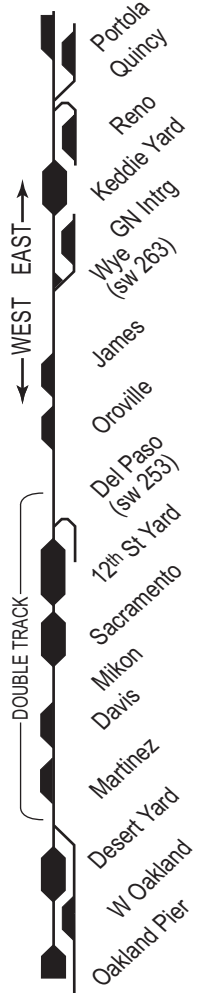
At Martinez, 10 min stop for passengers, then take the crossover for "right-hand running".

Stop at Davis (10 min), Sacramento (30), and

At Keddie Wye, take the wye toward Portola.

At Keddie, contact Yard-master for instructions.

Confirm termination of Train 102 with Dispatcher.



TRAIN #252
(Oakland to Sacramento)

Dp: Oakland 8:45am
Ar: Sacramento 9:25am

Acquire train at Oakland Pier (staged for departure).

Contact Dispatcher for train order prior to leaving Yard.

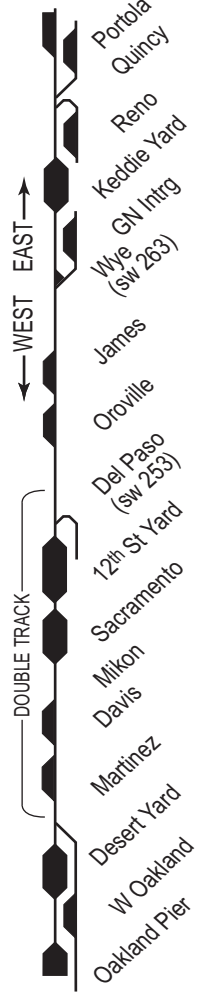
Depart Oakland Pier east-bound.

At Martinez, 10 min stop for passengers, then take the crossover for "right-hand running".

10 minute stop at Davis.

Conclude at Sacramento.

Confirm termination of Train #252 with Dispatcher.



TRAIN #253
(Sacramento to Oakland)

Dp: Sacramento 6:20am
Ar: Oakland Pier 6:55am

Acquire train at Sacramento (staged for departure).

Contact Dispatcher for train order prior to leaving Passenger Yard.

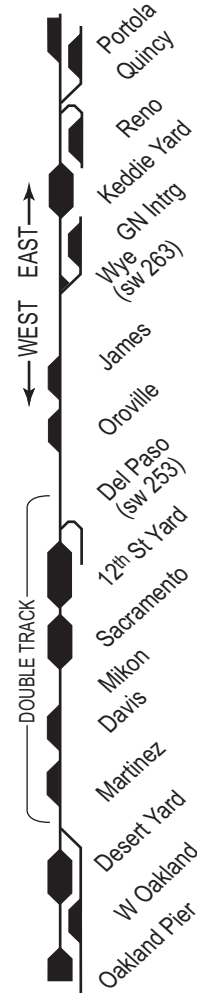
Depart Sacramento west-bound.

At Mikon, keep right for "right-hand running".

10 minute stops at Davis and Martinez.

Conclude at Oakland Pier.

Confirm termination of Train #253 with Dispatcher.



TRAIN #101
(Chicago to Oakland)

Dp: Portola 11:02am
Ar: Oakland 1:04pm

Acquire train at Portola (staged for departure).

Contact Dispatcher for train order prior to leaving Yard.

Depart Portola west-bound.

Stop at Oroville (10), Sacramento (30), Davis (10), and Martinez (10).

At Del Paso (Switch 253), keep right for "right-hand running".

At Oakland Pier, contact Yardmaster for more instructions.

Confirm termination of Train 101 with Dispatcher.

TRAIN #102

Number 102 is one of the Sierra Central's premier passenger trains. It departs from the Oakland Pier stopping at all major stations between Oakland and Portola. The crew is changed at Portola before the train continues east to Salt Lake City and Chicago.

Train #102 is a first class train averaging 12 cars in length.

The RR's best power is reserved for this train and typically would consist of three E-Units or four F-Units. Steam, if used, would be large and fast 4-8-4 or 2-6-6-2.

SIERRA CENTRAL RAILROAD

TRAIN #101

Number 101 is one of the Sierra Central's premier passenger trains. It departs Chicago for its three day run through Salt Lake City and final destination at the Oakland Pier. The crew is changed at Portola before the train continues west to Oakland.

Train #101 is a first class train averaging 12 cars in length.

The RR's best power is reserved for this train and typically would consist of three E-Units or four F-Units. Steam, if used, would be large and fast 4-8-4 or 2-6-6-2.

SIERRA CENTRAL RAILROAD

TRAIN #258

Number 258 is one of the Sierra Central's commuter passenger trains. It departs Oakland Pier for its eastbound run to Sacramento.

Train #258 is a first class train averaging 6 cars in length.

Typical power is a single medium steam loco or 2 to 3 diesels. Steam: 4-6-2, 2-10-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

SIERRA CENTRAL RAILROAD

TRAIN #253

Number 253 is one of the Sierra Central's commuter passenger trains. It departs Sacramento for its westbound run to the Oakland Pier.

Train #253 is a first class train averaging 6 cars in length.

Typical power is a single medium steam loco or 2 to 3 diesels. Steam: 4-6-2, 2-10-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

SIERRA CENTRAL RAILROAD

TRAIN #259

Number 259 is one of the Sierra Central's commuter passenger trains. It departs Sacramento for its westbound run to the Oakland Pier.

Train #259 is a first class train averaging 6 cars in length.

Typical power is a single medium steam loco or 2 to 3 diesels. Steam: 4-6-2, 2-10-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

SIERRA CENTRAL RAILROAD

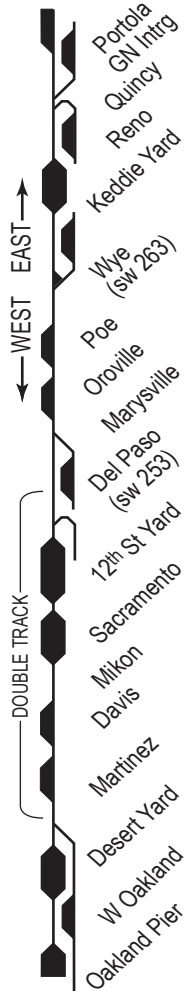
TRAIN #252

Number 252 is one of the Sierra Central's commuter passenger trains. It departs Oakland Pier for its eastbound run to Sacramento.

Train #252 is a first class train averaging 6 cars in length.

Typical power is a single medium steam loco or 2 to 3 diesels. Steam: 4-6-2, 2-10-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

SIERRA CENTRAL RAILROAD



Extra SLC-LA West

(Extra from Salt Lake City to Los Angeles. SL-LA-X)

Coordinate with Dispatcher and Yardmaster for Dp time

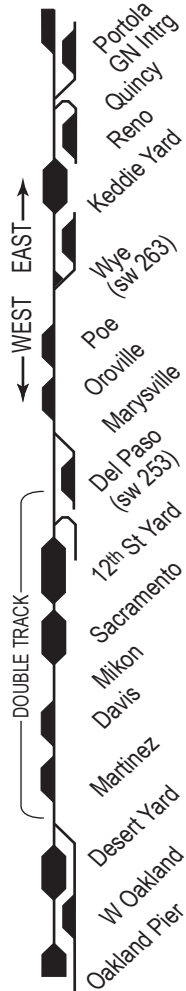
Ask Keddie Yardmaster for Loco and Train (obtain car cards).

Contact Dispatcher for train order prior to leaving Keddie Yard.

At Del Paso (Switch 253), keep right for "right-hand running".

Contact Oakland's Desert Yardmaster to accept Extra SLC-LA West (give car cards).

Confirm train termination at Desert Yard with Dispatcher. Give blue train card to Ops Trainmaster



Extra LA-SLC East

(Extra from Los Angeles to Salt Lake City. LA-SL-X)

Coordinate with Dispatcher and Yardmaster for Dp time

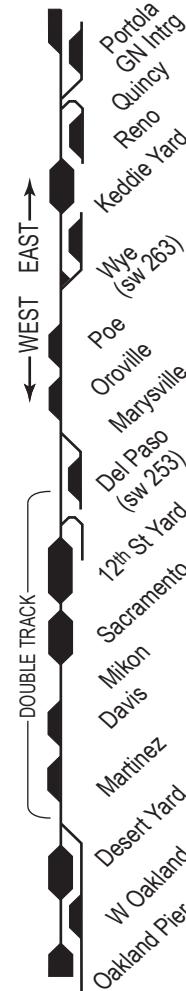
Ask Oakland's Desert Yardmaster for Loco and Train (obtain car cards).

Contact Dispatcher for train order prior to leaving Yard.

At Martinez, keep right for "right-hand running".

Contact Keddie Yardmaster to accept Extra LA-SLC West (give car cards).

Confirm train termination at Keddie Yard with Dispatcher. Give blue train card to Ops Trainmaster



TRAIN #271/#272

(Keddie to Oroville & Return)

Dp: Keddie 8:00am
Dp: Oroville 9:30am

Aquire train (motorcar) at Keddie from Yardmaster.

Contact Dispatcher for train order prior to leaving Yard.

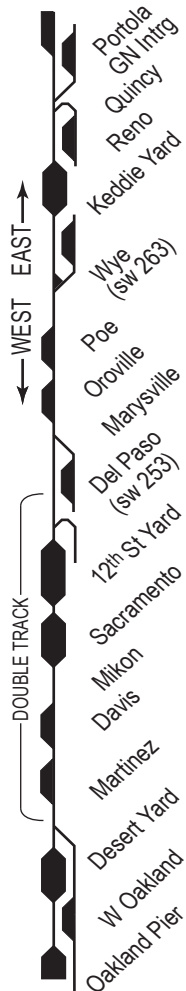
Depart Keddie east-bound to Quincy Jct.

Continue to Quincy for a 10 min stop. Reverse West to the Junction and then to Reno (10). West to Oroville (20).

Reverse east to Reno (10), Quincy (10), and Keddie (10).

Upon returning to Keddie, contact Yardmaster for more instructions.

Confirm termination of Train #271/#272 with Dispatcher.



R Street Freight House Job

(Western R Street Local)

Begin: R Street 6:10am

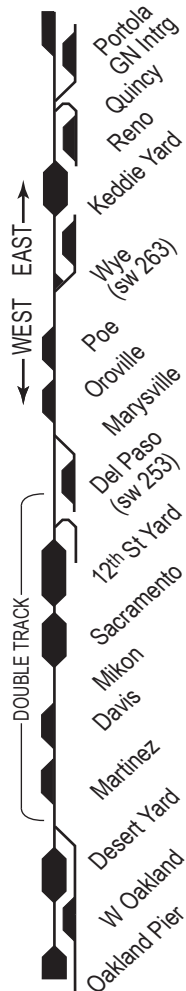
Aquire loco at R Steet near SN-CCT Intechange.

Pull outbound cars from warehouses and spot any inbound cars that may be on the setout track. Service these industries: Universal Car Loading WP-SN-CCT Freight #1 P&A Shippers Western Potato Dists. SN-CCT Interchange

Move outbound cars and cars bound for other R-Street industries to setout track.

Haul outbound cars to 12th St Yard. Coordinate with Yardmaster.

Upon completion, confirm termination of R Street Freight House Job with Dispatcher. Give blue train card to Ops Trainmaster.



R Street Industries

(Eastern R Street Local)

Begin: R Street 7:10am

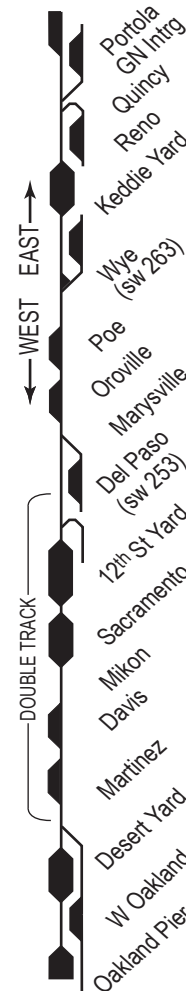
Ask 12th St Yardmaster for Loco and R-Street cars (obtain car cards).

Pull outbound cars from industries and spot any inbound cars that may be on the setout track. Service all industries except: Universal Car Loading WP-SN-CCT Freight #1 P&A Shippers Western Potato Dists. SN-CCT Interchange

Move outbound cars to setout track.

Assist Freight House Job crew with inbound and outbound R-Street cars.

Upon completion, confirm termination of R Street Industries Job with Dispatcher. Give blue train card to Ops Trainmaster.



MOV Extra

(12th St Yard to Marysville, Poe & return)
Coordinate with Dispatcher and Yardmaster for Dp time

Ask 12th St Yardmaster for Loco and Train. Train may be light (caboose only) or may have Gravel hoppers for Poe or empty hoppers for Marysville

Contact Dispatcher for train order before moving onto the mainline (run east to Marysville).

Pull loaded hoppers from quarry. Contact Dispatcher before run to Poe.

At Poe, spot loaded hoppers and pull empties. Contact Dispatcher before return west to Marysville.

At Marysville, spot empty hoppers at quarry. Contact Dispatcher before return west to 12th St Yard.

Terminate MOV Extra & confirm with Dispatcher. Blue card to Trainmaster

TRAIN #271/#272

Numbers 271/272 are the Sierra Central's local passenger trains serving the Feather River region including Keddie, Quincy, and Reno.

Since passenger traffic is light, a motorcar or RDC usually fulfills the roll of these first class trains.

As there are no train turning facilities, #271/#272 will travel some of their routes facing rearward.

SIERRA CENTRAL RAILROAD

Extra LA-SLC East

The Extra LA-SLC East (Los Angeles to Salt Lake City) is an extra eastbound freight used to haul freight cars of various types to Salt Lake City from the Los Angeles area. Cars from southern California and the southwest states would be in this train.

You will relieve the existing crew at Oakland. Unless directed by the Dispatcher, this train has no switching duties between Oakland's Desert Yard and Keddie. This train **does not** stop at Sacramento's 12th Street Yard. There will be a crew change at Keddie for the run to Salt Lake City.

The Extra LA-SLC East is a second class train with a 15 car maximum length.

Typical power is a single large steam loco or 3 diesels.

SIERRA CENTRAL RAILROAD

Extra SLC-LA West

The Extra SLC-LA West (Salt Lake City to Los Angeles) is an extra westbound freight used to haul freight cars of various types from Salt Lake City to the industries in Los Angeles area. Cars for southern California and the southwest states would be in this train.

You will relieve the existing crew at Keddie. Unless directed by the Dispatcher, this train has no switching duties between Keddie and Oakland's Desert Yard. This train **does not** stop at Sacramento's 12th Street Yard. There will be a crew change at Oakland for the run to Los Angeles.

The Extra SLC-LA West is a second class train with a 15 car maximum length.

Typical power is a single large steam loco or 3 diesels.

SIERRA CENTRAL RAILROAD

MOV Extra

The MOV Extra is a local switching job to deliver loaded ballast cars to Poe and return empty cars to the quarry at Marysville.

The crew takes control of the train at Oroville or Sacramento's 12th Street Yard per instructions from the Trainmaster. Next, run to Marysville to pull the loaded ballast cars. Run East to Poe to spot the loaded cars and pull the empty cars. Run West to Marysville to take the empty cars to Marysville. Lastly, return the train (Oroville or 12th Street Yard).

The MOV Extra is a third class train of 3-4 cars in length.

Typical power is a single small road switcher. Steam: 4-6-0 or 2-8-0. Diesel: GP7, GP9, or early Alco.

SIERRA CENTRAL RAILROAD

R Street Industries

The R Street Industries job is a local switching job. This switching job begins in 12th Street yard and completes at R-Street. To begin, the crew coordinates with the 12th Street Yardmaster for the locomotive and R-Street cars.

On at R-Street, begin switching the industries on the eastern end. Service all industries except:

- Universal Car Loading
- WP-SN-CCT Freight
- P&A Shippers
- Western Potato Distrs.
- SN-CCT Interchange

Spot outbound cars on the setout tracks. Coordinate with the Freight House Job crew if necessary.

Tie up loco near Dallman Supply.

Typical power is a single small road switcher. Steam: 4-6-0 or 2-8-0. Diesel: GP7, GP9, or early Alco.

SIERRA CENTRAL RAILROAD

R Street Freight House Job

The R Street Freight House job is a local switching job. The crew takes control of the locomotive at R Street near SN-CCT Interchange.

Service only these west end industries:

- Universal Car Loading
- WP-SN-CCT Freight
- P&A Shippers
- Western Potato Distrs.
- SN-CCT Interchange

Spot outbound cars on the setout tracks. Coordinate with the Industries Job crew if necessary.

Once all switching is complete, haul all of the outbound cars from the setout tracks into 12th street Yard. Tie up loco in 12th Street per Yardmaster's instructions and terminate job.

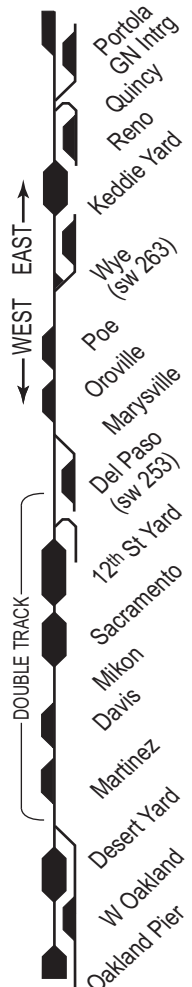
Typical power is a single small road switcher. Steam: 4-6-0 or 2-8-0. Diesel: GP7, GP9, or early Alco.

SIERRA CENTRAL RAILROAD

Waterfront Job

(Oakland Pier)

Begin: Oakland Pier 6:10am

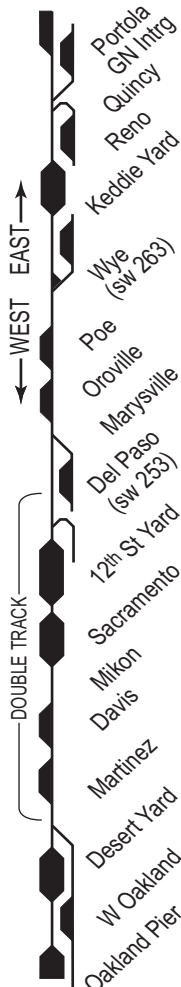


- Aquire train at Oakland Pier (Loco and Caboose).
- Contact Oakland's Desert Yardmaster prior to switching Oakland Pier.
- Pull outbound cars from Oakland Pier industries. Spot any cars left by the Oakland Hauler.
- Block cars on setout. Separate loco and caboose.
- Assist passenger terminal by switching in head end cars, etc.
- Confirm termination of Oakland Job with Yardmaster and Dispatcher. Give blue train card to Ops Trainmaster.

Davis Turn

(12th St to Davis and return)

Dp: 12th St (apprx) 9:30am
Ar: Davis (apprx) 11:45am
Ar: 12th St (apprx) 1:45pm

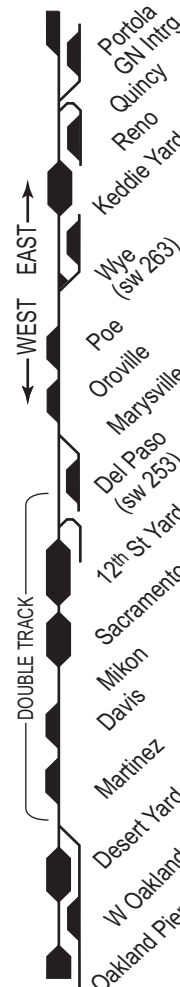


- Ask 12th Str Yardmaster for Loco and Train.
- Contact Dispatcher for train order prior to leaving 12th St Yard.
- Depart 12th St west-bound to Davis.
- At Mikon, keep right for "right-hand running".
- At Davis, switch out the industries. Return with outbound cars.
- Contact Dispatcher for train order allowing "backard running" to Mikon.
- Conclude at 12th St Yard.
- Terminate Davis Turn & confirm with Dispatcher. Blue card to Trainmaster

Quincy Turn

(Keddie to Quincy & return)

Dp: Keddie (apprx) 6:45am
Ar: Quincy (apprx) 7:04am
Ar: Keddie (apprx) 10:45am

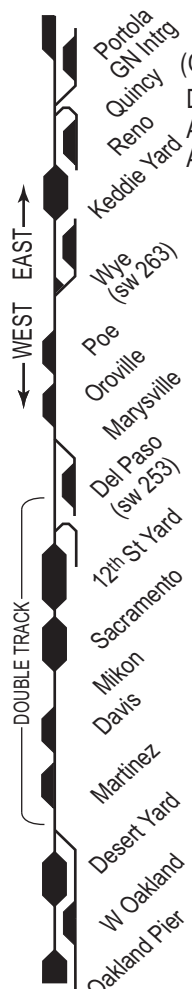


- Ask Keddie's Yardmaster for Loco and Train.
- Yardmaster may have you get power from the roundhouse.
- Contact Dispatcher for train order prior to leaving Yard.
- Depart Keddie east-bound to Quincy Jtc. Continue to Quincy.
- At Quincy, switch out the industries. Return with outbound cars.
- At Keddie, contact Yardmaster for instructions. Give car cards.
- Yardmaster may have you run power to servicing.
- Confirm termination with Dispatcher (Quincy Turn). Give blue train card to Ops Trainmaster.

Oroville Local

(Oroville to Marysville & return)

Dp: Oroville (apprx) 6:05am
Ar: Marysville (apprx) 10:30am
Ar: Oroville (apprx) 2:30pm

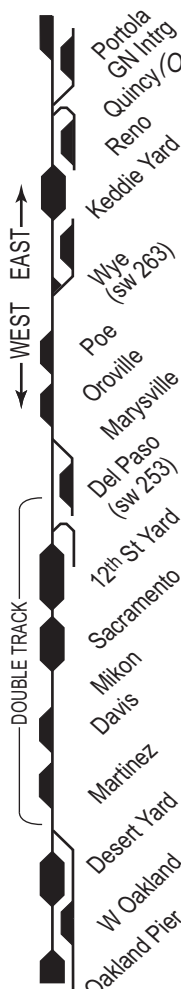


- Aquire train at Oroville (Loco and Caboose).
- Pull outbound cars from Oroville industries. Spot any inbound cars that may be on the setout track.
- Move outbound cars to setout track.
- Contact Dispatcher for train order before moving onto the mainline (run to Marysville and return).
- Pull outbound cars from Marysville industries. Spot any inbound cars that may be on the setout track.
- Assemble all outbound cars on Oroville setout. Conclude at Oroville.
- Confirm termination of Oroville- Marysville Job with Dispatcher. Give blue train card to Ops Trainmaster.

Oakland Job

(Oakland to Martinez and return)

Dp: West Oakland 6:10am
Ar: Martinez (apprx) 10:30am
Ar: West Oakland 12:30pm

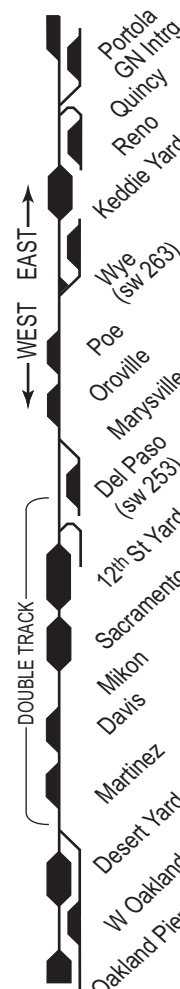


- Aquire train at W Oakland (Loco and Caboose).
- Contact Oakland's Desert Yardmaster prior to switching Oakland Pier.
- Pull outbound cars from West Oakland industries. Spot any cars left by the Oakland Hauler.
- Contact Dispatcher for train order before moving onto the mainline (run to Martinez).
- Switch out Martinez, and return to West Oakland with outbound cars.
- Block cars on setout. Separate loco and caboose. Terminate.
- Confirm termination of Oakland Job with Yardmaster and Dispatcher. Give blue train card to Ops Trainmaster.

Reno Turn

(Keddie to Reno and return)

Dp: Keddie (apprx) 6:50am
Ar: Reno (apprx) 7:02am
Ar: Keddie (apprx) 10:20am



- Ask Keddie's Yardmaster for Loco and Train (obtain car cards).
- Yardmaster may have you get power from the roundhouse.
- Contact Dispatcher for train order before leaving.
- Depart Keddie east-bound to Reno Junction. Continue to Reno.
- At Reno, switch out the industries. return with outbound cars.
- At Keddie, contact Yardmaster for instructions. Give car cards.
- Yardmaster may have you run power to servicing.
- Confirm termination with Dispatcher (Reno Turn). Give blue train card to Ops Trainmaster.

Quincy Turn

The Quincy Turn is a local switching job. It departs from Keddie Yard with cars for Quincy's local industries. After switching out all cars at Quincy, the local returns to Keddie Yard.

The Quincy Turn is a third class train averaging 6 cars in length.

Typical power is a single small road switcher. Steam: 4-6-0 or 2-8-0. Diesel: GP7, GP9, or early Alco.

SIERRA CENTRAL RAILROAD

Davis Turn

The Davis Turn is a local switching job. The crew takes control of the train at Sacramento's 12th Street Yard and Runs west to Davis. You then switch out all cars on the Davis setout track and the wye legs. Once this task is complete, return east to the Sacramento's 12th Street Yard with the outbound cars.

Since Davis does not have a crossover between the East and West Mains, you must make all moves from the West Main. Without a crossover, run around moves are impossible unless the setuot track is used.

The Davis Turn is a third class train averaging 8 cars in length.

Typical power is a single small road switcher. Steam: 4-6-0 or 2-8-0. Diesel: GP7, GP9, or early Alco.

SIERRA CENTRAL RAILROAD

Waterfront Job

The Waterfront Job is a local switching job that services the industries on and around the Oakland Pier. This job also assists the passenger trains by switching headend cars.

This train never leaves the Oakland Pier.

Typical power is a single small road switcher. Steam: 4-6-0 or 2-8-0. Diesel: GP7, GP9, or early Alco.

SIERRA CENTRAL RAILROAD

Reno Turn

The Reno Turn is a local switching job. It departs from Keddie Yard with cars for Reno's local industries. After switching out all cars at Reno, the local returns to Keddie Yard.

The Reno Turn is a third class train averaging 8 cars in length.

Typical power is a single small road switcher. Steam: 4-6-0 or 2-8-0. Diesel: GP7, GP9, or early Alco.

SIERRA CENTRAL RAILROAD

Oakland Job

Local switching for the Oakland Job begins when the crew takes control of the locomotive at West Oakland. Once switching for the West Oakland industries is complete, the Oakland Job moves to Martinez. The train returns to West Oakland.

A caboose must be used while transiting between West Oakland and Martinez.

Back at West Oakland, the crew of the Oakland Job blocks the train for its trip to Sacramento's 12th Street Yard. Cars are grouped with other cars going to the same destination.

The Oakland Job coordinates with another train, the Oakland Sweeper East, that hauls the blocked cars to Sacramento.

Typical power is a single small road switcher. Steam: 4-6-0 or 2-8-0. Diesel: GP7, GP9, or early Alco.

SIERRA CENTRAL RAILROAD

Oroville Local

The Oroville Local is a local switching job. The crew takes control of the locomotive at Oroville and begins switching out all cars at Oroville. Once this task is complete, the local proceeds to Marysville.

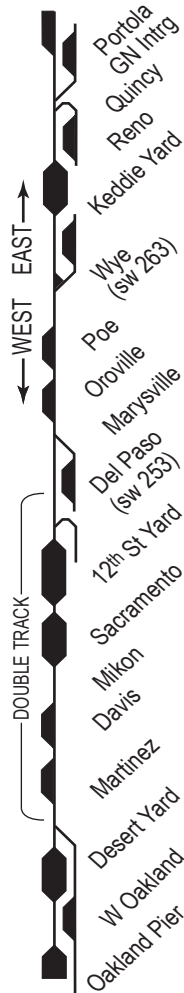
While operating within Oroville, a caboose is not needed. However, a caboose must be used while transiting between Oroville and Marysville.

Back at Oroville, the cars are assembled and blocked for another train, the Keddier Sweeper West, to haul the cars to Sacramento. The loco and caboose remain in Oroville.

The Oroville Local is a third class train averaging 6 cars in length.

Typical power is a single small road switcher. Steam: 4-6-0 or 2-8-0. Diesel: GP7, GP9, or early Alco.

SIERRA CENTRAL RAILROAD



Westbound Hauler

(Extra from Sacramento to Oakland- SA-OA)
 Coordinate with Dispatcher and Yardmaster for Dp time

Ask Sacramento's 12th Street Yardmaster for Loco and Train (obtain car cards).

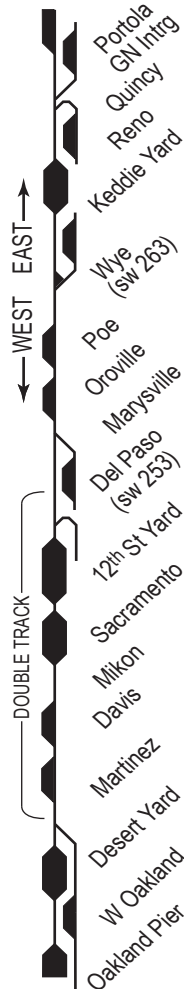
Contact Dispatcher for train order prior to leaving Yard.

Depart 12th Street Yard westbound to Oakland.

At Davis and West Oakland, put inbound cars on setout track for Locals. Pickup outbound cars.

Contact Oakland's Desert Yardmaster for more instructions. Give car cards.

Confirm Westbound Hauler termination at Desert Yard with Dispatcher. Give blue train card to Ops Trainmaster.



Oakland Sweeper East

(Extra from Oakland to Sacramento- OA-SA)
 Coordinate with Dispatcher and Yardmaster for Dp time

Ask Oakland's Desert Yardmaster for Loco and Train (obtain car cards).

Contact Dispatcher for train order prior to leaving Yard.

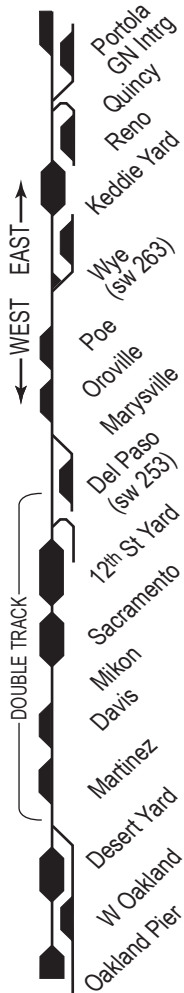
Pickup outbound cars from West Oakland setout track if ordered.

At Martinez, keep right for "right-hand running".

Take crossover to enter Sacramento's 12th Street Yard (west end).

At Sacramento, contact Yardmaster for more instructions. Give car cards.

Confirm termination of Oakland Sweeper with Dispatcher. Give blue train card to Ops Trainmaster.



Eastbound Hauler

(Extra from Sacramento to Keddie- SA-KD)
 Coordinate with Dispatcher and Yardmaster for Dp time

Ask Sacramento's 12th Street Yardmaster for Loco and Train (obtain car cards).

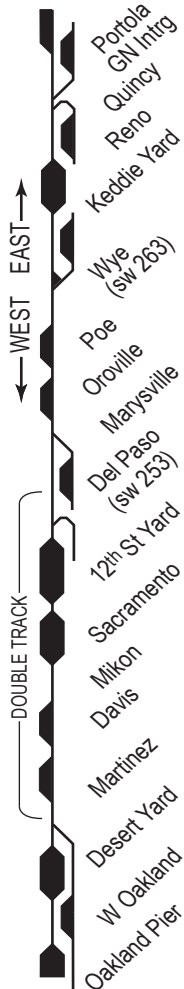
Contact Dispatcher for train order prior to leaving Yard.

Depart 12th Street Yard eastbound to Keddie.

Put Marysville and Oroville cars on Oroville setout track for Locals. Pickup any outbound cars.

Contact Keddie's Yardmaster for instructions (give car cards).

Confirm Eastbound Hauler termination at Keddie Yard with Dispatcher. Give blue train card to Ops Trainmaster.



Keddie Sweeper West

(Extra from Keddie to Sacramento- KD-SA)
 Coordinate with Dispatcher and Yardmaster for Dp time

Ask Keddie's Yardmaster for Loco and Train (obtain car cards).

Contact Dispatcher for train order prior to leaving Yard.

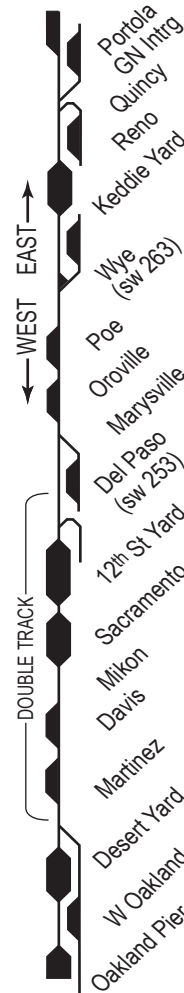
Pickup outbound cars from Poe and Oroville setout tracks if ordered.

At Del Paso (Switch 253), keep right for "right-hand running".

Pickup at R-Street if ordered. Take 4th Street Cross-over to enter 12th Street Yard.

At Sacramento, contact Yardmaster for more instructions. Give car cards.

Confirm termination of Keddie Sweeper with Dispatcher. Give blue train card to Ops Trainmaster.



Extra Keddie West

(Extra from Keddie to Sacramento. KD-SA-X)
 Coordinate with Dispatcher and Yardmaster for Dp time

Ask Keddie Yardmaster for Loco and Train (obtain car cards).

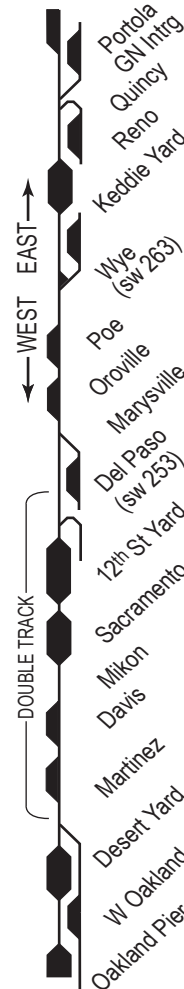
Contact Dispatcher for train order prior to leaving Keddie Yard.

At Del Paso (Switch 253), keep right for "right-hand running".

Take 4th Street Cross-over to enter 12th Street Yard.

Contact Sacramento's 12th Street Yardmaster to accept Extra Keddie West (give car cards).

Confirm train termination at 12th Street Yard with Dispatcher. Give blue train card to Ops Trainmaster.



Extra GN West

(Extra from Spokane to Sacramento. SK-SA-X)
 Coordinate with Dispatcher and Yardmaster for Dp time

Ask Keddie Yardmaster for Loco and Train (obtain car cards).

Contact Dispatcher for train order prior to leaving Keddie Yard.

At Del Paso (Switch 253), keep right for "right-hand running".

Take 4th Street Cross-over to enter 12th Street Yard.

Contact Sacramento's 12th Street Yardmaster to accept Extra GN West (give car cards).

Confirm train termination at 12th Street Yard with Dispatcher. Give blue train card to Ops Trainmaster.

Extra Keddie West

The Extra Keddie West (Keddie to Sacramento) is an westbound freight composed of cars from around Keddie, Portola, Reno, Quincy and the Great Northern RR. You will take over the train and run to Sacramento where the cars will be classified.

The Extra Keddie West is a second class freight train averaging 15 cars in length. This is a through freight with no switching duties along the Sierra Central RR.

Typical power is a single medium or large steam loco or 3 to 4 diesels. Steam: 4-6-2, 4-8-8-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

SIERRA CENTRAL RAILROAD

Extra GN West

The Extra GN West (Keddie to Sacramento) is an westbound freight composed of cars from around Keddie, Portola, Reno, Quincy and the Great Northern RR. You will take over the train and run to Sacramento where the cars will be classified.

The Extra GN West is a second class freight train averaging 15 cars in length. This is a through freight with no switching duties along the Sierra Central RR.

Typical power is a single medium or large steam loco or 3 to 4 diesels. Steam: 4-6-2, 4-8-8-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

SIERRA CENTRAL RAILROAD

Eastbound Hauler

The Eastbound Hauler (SA-KD: Sacramento to Keddie) is an eastbound freight used to haul blocks of cars from Sacramento's 12th Street Yard to Keddie, Quincy, Reno, and locations on the way to Keddie. This train places Marysville and Oroville cars on the Oroville setout track. This train will also pickup outbound cars from Oroville's setout before continuing to Keddie.

This train will drop off and pick up blocks of cars at setout tracks but does not switch individual cars into individual industries as this is done by the local switching jobs. The Eastbound Hauler is a third class train averaging 12 cars in length.

Typical power is a single medium or large steam loco or 2 to 3 diesels. Steam: 4-6-2, 2-10-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

SIERRA CENTRAL RAILROAD

Keddie Sweeper West

The Keddie Sweeper (KD-SA: Keddie to Sacramento) is an westbound freight used to transfer cars from the local industries to Sacramento's 12th Street Yard for classification. Consolidated in this train are outbound cars from the Quincy Turn, Reno Turn, and Eastbound Hauler from Oroville and Marysville. All the cars in this train were previously at an online industry between Sacramento and Reno.

Unless ordered by the Dispatcher, this train does no switching enroute. The Keddie Sweeper is a third class train averaging 12 cars in length.

Typical power is a single medium or large steam loco or 2 to 3 diesels. Steam: 4-6-2, 2-10-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

SIERRA CENTRAL RAILROAD

Westbound Hauler

The Westbound Hauler (SA-OA: Sacramento to Oakland) is an westbound freight used to haul blocks of cars from Sacramento's 12th Street Yard to West Oakland and locations on the way to Oakland. This train places Davis cars on the Davis setout track. This train will also pickup outbound cars from Davis setout before continuing to West Oakland.

At West Oakland, this train leaves Martinez, West Oakland, and Oakland Pier cars on the West Oakland setout track. This train will also pickup outbound cars from West Oakland's setout before continuing to Desert Yard.

This train will drop off and pick up blocks of cars at setout tracks but does not switch individual cars into individual industries as this is done by the local switching jobs. The Westbound Hauler is a third class train averaging 12 cars in length.

SIERRA CENTRAL RAILROAD

Oakland Sweeper East

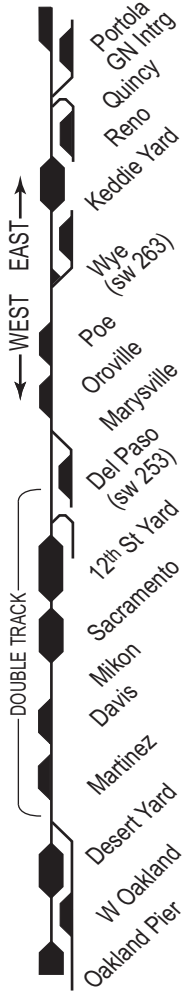
The Oakland Sweeper (OA-SA: Oakland to Sacramento) is an eastbound freight used to transfer cars from the local industries to Sacramento's 12th Street Yard for classification. Consolidated in this train are outbound cars from Oakland Pier, Martinez, and Westbound Hauler from Davis and West Oakland. All the cars in this train were previously at an online industry between Sacramento and Oakland.

Unless ordered by the Dispatcher, this train does no switching enroute. The Oakland Sweeper is a third class train averaging 12 cars in length.

Typical power is a single medium or large steam loco or 2 to 3 diesels. Steam: 4-6-2, 2-10-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

SIERRA CENTRAL RAILROAD

extras front 4



Extra Keddie West

(Extra from Keddie to Sacramento. KD-SA-X)

Coordinate with Dispatcher and Yardmaster for Dp time

Ask Keddie Yardmaster for Loco and Train (obtain car cards).

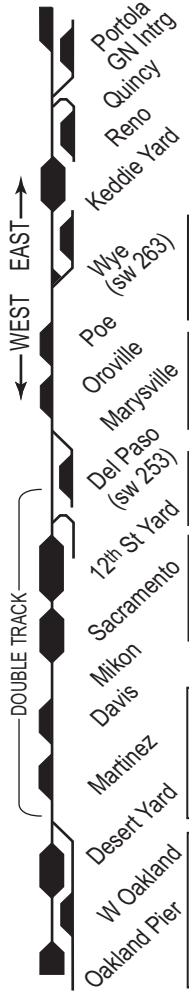
Contact Dispatcher for train order prior to leaving Keddie Yard.

At Del Paso (Switch 253), keep right for "right-hand running".

Take 4th Street Crossover to enter 12th Street Yard.

Contact Sacramento's 12th Street Yardmaster to accept Extra Keddie West (give car cards).

Confirm train termination at 12th Street Yard with Dispatcher. Give blue train card to Ops Trainmaster.



Extra SJ East

(Extra from San Jose to Sacramento. SJ-SA-X)

Coordinate with Dispatcher and Yardmaster for Dp time

Ask Oakland's Desert Yardmaster for Loco and Train (obtain car cards).

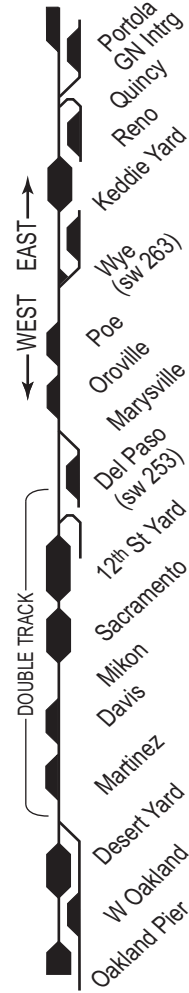
Contact Dispatcher for train order prior to leaving Yard.

At Martinez, keep right for "right-hand running".

Take crossover to enter Sacramento's 12th Street Yard (west end).

Contact Sacramento's 12th Street Yardmaster to accept Extra SJ East (give car cards).

Confirm train termination at 12th Street Yard with Dispatcher. Give blue train card to Ops Trainmaster.



Extra SFBA East

(Extra from San Francisco Bay Area to Sacramento) SF-SA-X

Coordinate with Dispatcher and Yardmaster for Dp time

Ask Oakland's Desert Yardmaster for Loco and Train (obtain car cards).

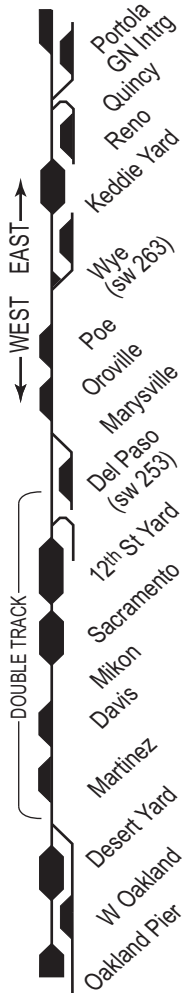
Contact Dispatcher for train order prior to leaving Yard.

At Martinez, keep right for "right-hand running".

Take crossover to enter Sacramento's 12th Street Yard (west end).

Contact Sacramento's 12th Street Yardmaster to accept Extra SFBA East (give car cards).

Confirm train termination at 12th Street Yard with Dispatcher. Give blue train card to Ops Trainmaster.



SLC Extra

(Extra from Sacramento to Keddie. SA-KD-X)

Coordinate with Dispatcher and Yardmaster for Dp time

Ask Sacramento's 12th Street Yardmaster for Loco and Train (obtain car cards).

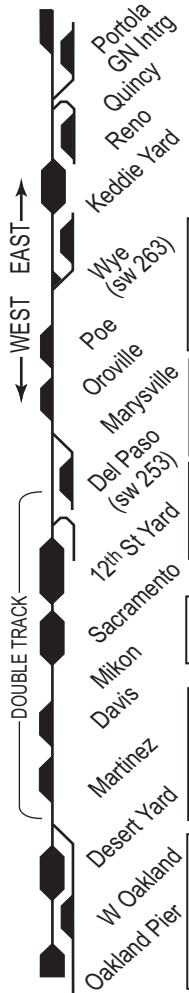
Yardmaster may have you get power from the roundhouse.

Contact Dispatcher for train order prior to leaving Yard.

Depart 12th Street Yard eastbound to Keddie.

Contact Keddie Yardmaster to accept SLC Extra (give car cards).

Confirm train termination at Keddie Yard with Dispatcher. Give blue train card to Ops Trainmaster



San Jose Extra

(Extra from Sacramento to San Jose. SA-SJ-X)

Coordinate with Dispatcher and Yardmaster for Dp time

Ask Sacramento's 12th Street Yardmaster for Loco and Train (obtain car cards).

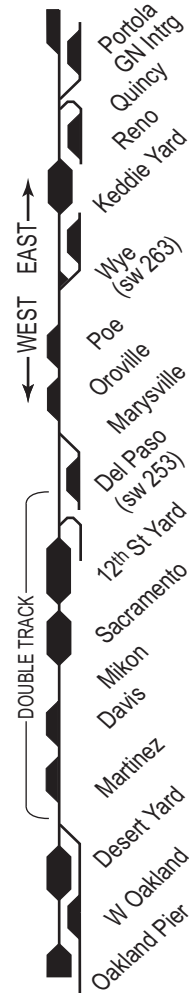
Yardmaster may have you get power from the roundhouse.

Contact Dispatcher for train order prior to leaving Yard.

Depart 12th Street Yard westbound to Oakland.

Contact Oakland's Desert Yardmaster to accept San Jose Extra (give car cards).

Confirm train termination at Desert Yard with Dispatcher. Give blue train card to Ops Trainmaster



Bay Area Extra

(Extra from Sacramento to San Francisco Bay Area) SA-SF-X

Coordinate with Dispatcher and Yardmaster for Dp time

Ask Sacramento's 12th Street Yardmaster for Loco and Train (obtain car cards).

Yardmaster may have you get power from the roundhouse.

Contact Dispatcher for train order prior to leaving Yard.

Depart 12th Street Yard westbound to Oakland.

Contact Oakland's Desert Yardmaster to accept Bay Area Extra (give car cards).

Confirm train termination at Desert Yard with Dispatcher. Give blue train card to Ops Trainmaster

Extra SFBA East

The Extra SFBA East (San Francisco Bay Area to Sacramento) is an eastbound freight composed entirely of cars from the Southern Pacific RR around the Bay Area. This is a through freight terminating in Sacramento's 12th Street Yard with no switching duties along the Sierra Central RR.

The Extra SFBA East is a second class freight train averaging 15 cars in length.

Typical power is a single medium or large steam loco or 3 to 4 diesels. Steam: 4-6-2, 4-8-8-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

Extra SJ East

The Extra SJ East (San Jose to Sacramento) is an eastbound freight composed entirely of cars from the Western Pacific RR in San Jose. This is a through freight terminating in Sacramento's 12th Street Yard with no switching duties along the Sierra Central RR.

The Extra SJ East is a second class freight train averaging 15 cars in length.

Typical power is a single medium or large steam loco or 3 to 4 diesels. Steam: 4-6-2, 4-8-8-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

Extra Keddie West

The Extra Keddie West (Keddie to Sacramento) is an westbound freight composed of cars from around Keddie, Portola, Reno, Quincy and the Great Northern RR. You will take over the train and run to Sacramento where the cars will be classified.

The Extra Keddie West is a second class freight train averaging 15 cars in length. This is a through freight with no switching duties along the Sierra Central RR.

Typical power is a single medium or large steam loco or 3 to 4 diesels. Steam: 4-6-2, 4-8-8-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

SIERRA CENTRAL RAILROAD

Bay Area Extra

The Bay Area Extra (Sacramento to San Francisco Bay Area) is an westbound freight composed of cars headed to Southern Pacific customers around the SF Bay Area and Southern California locations. This is a through freight with no switching duties along the Sierra Central RR. You are the first crew to get this train and will be responsible for taking the train to Oakland.

The Bay Area Extra is a second class freight train averaging 15 cars in length.

Typical power is a single medium or large steam loco or 3 to 4 diesels. Steam: 4-6-2, 4-8-8-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

SIERRA CENTRAL RAILROAD

SIERRA CENTRAL RAILROAD

San Jose Extra

The San Jose Extra (Sacramento to San Jose) is an westbound freight composed of cars headed to Western Pacific customers around San Jose. This is a through freight with no switching duties along the Sierra Central RR. You are the first crew to get this train and will be responsible for taking the train to Oakland.

The San Jose Extra is a second class freight train averaging 15 cars in length.

Typical power is a single medium or large steam loco or 3 to 4 diesels. Steam: 4-6-2, 4-8-8-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

SIERRA CENTRAL RAILROAD

SIERRA CENTRAL RAILROAD

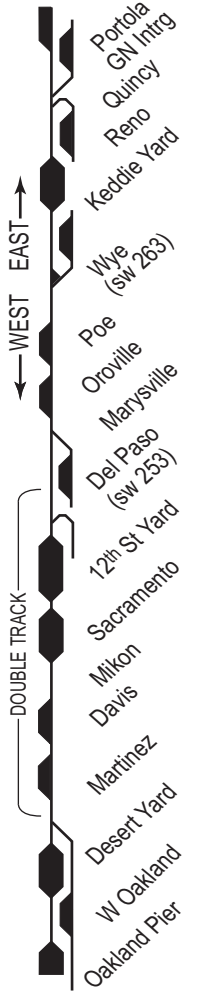
SLC Extra

The SLC Extra (Sacramento to Salt Lake City) is an eastbound freight composed of cars destined for Salt Lake City and beyond to the midwest and the east coast. You are the first crew to get this train and will be responsible for taking the train to Keddie.

The SLC Extra is a second class freight train averaging 15 cars in length. This is a through freight with no switching duties along the Sierra Central RR.

Typical power is a single medium or large steam loco or 3 to 4 diesels. Steam: 4-6-2, 4-8-8-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

SIERRA CENTRAL RAILROAD



Extra GN West
 (Extra from Spokane to Sacramento. SK-SA-X)

Coordinate with Dispatcher and Yardmaster for Dp time

Ask Keddie Yardmaster for Loco and Train (obtain car cards).

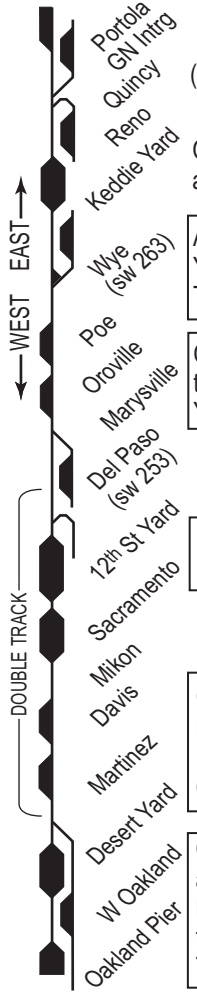
Contact Dispatcher for train order prior to leaving Keddie Yard.

At Del Paso (Switch 253), keep right for "right-hand running".

Take 4th Street Crossover to enter 12th Street Yard.

Contact Sacramento's 12th Street Yardmaster to accept Extra GN West (give car cards).

Confirm train termination at 12th Street Yard with Dispatcher. Give blue train card to Ops Trainmaster.



Extra LA-SLC East
 (Extra from Los Angeles to Salt Lake City. LA-SL-X)

Coordinate with Dispatcher and Yardmaster for Dp time

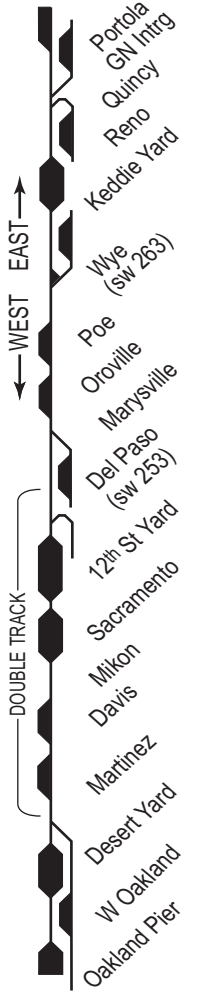
Ask Oakland's Desert Yardmaster for Loco and Train (obtain car cards).

Contact Dispatcher for train order prior to leaving Yard.

At Martinez, keep right for "right-hand running".

Contact Keddie Yardmaster to accept Extra LA-SLC West (give car cards).

Confirm train termination at Keddie Yard with Dispatcher. Give blue train card to Ops Trainmaster



Extra SLC West
 (Extra from Salt Lake City to Sacramento. SL-SA-X)

Coordinate with Dispatcher and Yardmaster for Dp time

Ask Keddie Yardmaster for Loco and Train (obtain car cards).

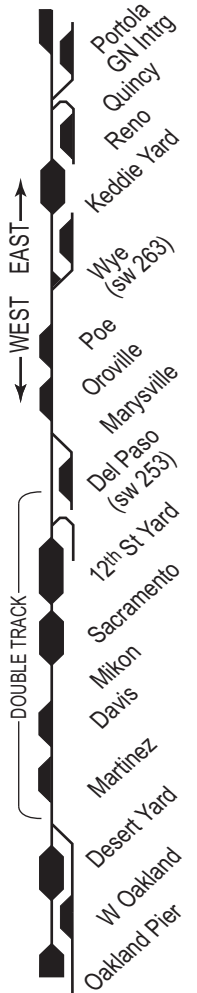
Contact Dispatcher for train order prior to leaving Keddie Yard.

At Del Paso (Switch 253), keep right for "right-hand running".

Take 4th Street Crossover to enter 12th Street Yard.

Contact Sacramento's 12th Street Yardmaster to accept Extra SLC West (give car cards).

Confirm train termination at 12th Street Yard with Dispatcher. Give blue train card to Ops Trainmaster.



Great Northern Extra
 (Extra from Sacramento to Spokane SA-SK-X)

Coordinate with Dispatcher and Yardmaster for Dp time

Ask Sacramento's 12th Street Yardmaster for Loco and Train (obtain car cards).

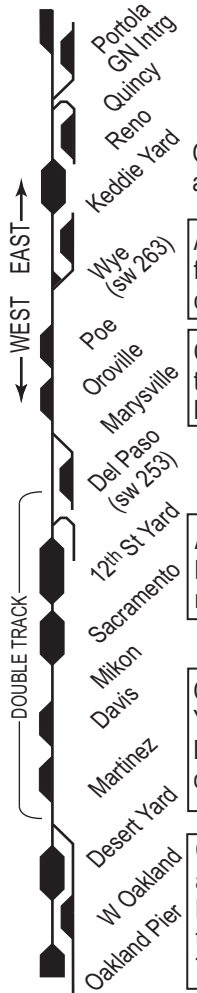
Yardmaster may have you get power from the roundhouse.

Contact Dispatcher for train order prior to leaving Yard.

Depart 12th Street Yard eastbound to Keddie.

Contact Keddie Yardmaster to accept GN Extra (give car cards).

Confirm train termination at Keddie Yard with Dispatcher. Give blue train card to Ops Trainmaster



Extra SLC-LA West
 (Extra from Salt Lake City to Los Angeles. SL-LA-X)

Coordinate with Dispatcher and Yardmaster for Dp time

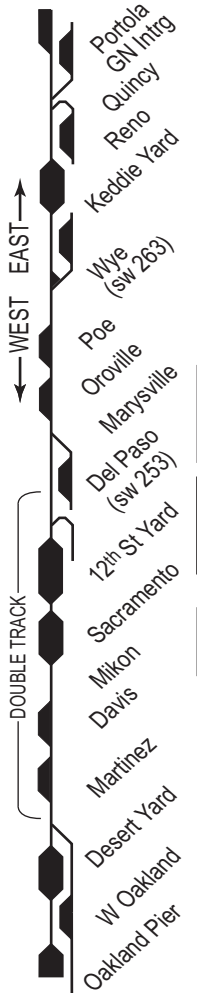
Ask Keddie Yardmaster for Loco and Train (obtain car cards).

Contact Dispatcher for train order prior to leaving Keddie Yard.

At Del Paso (Switch 253), keep right for "right-hand running".

Contact Oakland's Desert Yardmaster to accept Extra SLC-LA West (give car cards).

Confirm train termination at Desert Yard with Dispatcher. Give blue train card to Ops Trainmaster



Salt Lake City Extra
 (Extra from Sacramento to Salt Lake City SA-SL-X)

Coordinate with Dispatcher and Yardmaster for Dp time

Ask Sacramento's 12th Street Yardmaster for Loco and Train (obtain car cards).

Yardmaster may have you get power from the roundhouse.

Contact Dispatcher for train order prior to leaving Yard.

Depart 12th Street Yard eastbound to Keddie.

Contact Keddie Yardmaster to accept SLC Extra (give car cards).

Confirm train termination at Keddie Yard with Dispatcher. Give blue train card to Ops Trainmaster

Extra SLC West

The Extra SLC West (Salt Lake City to Sacramento) is an westbound freight composed of cars from Salt Lake City, midwest, and the east coast. You will relieve the existing crew at Keddie and run to Sacramento's 12th Street Yard.

The Extra SLC West is a second class freight train averaging 15 cars in length. This is a through freight with no switching duties along the Sierra Central RR between Keddie and Sacramento.

Typical power is a single medium or large steam loco or 3 to 4 diesels. Steam: 4-6-2, 4-8-8-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

Extra LA-SLC East

The Extra LA-SLC East (Los Angeles to Salt Lake City) is an extra eastbound freight used to haul freight cars of various types to Salt Lake City from the Los Angeles area. Cars from southern California and the southwest states would be in this train.

You will relieve the existing crew at Oakland. Unless directed by the Dispatcher, this train has no switching duties between Oakland's Desert Yard and Keddie. This train **does not** stop at Sacramento's 12th Street Yard. There will be a crew change at Keddie for the run to Salt Lake City.

The Extra LA-SLC East is a second class train with a 15 car maximum length.

Typical power is a single large steam loco or 3 diesels.

Extra GN West

The Extra GN West (Keddie to Sacramento) is an westbound freight composed of cars from around Keddie, Portola, Reno, Quincy and the Great Northern RR. You will take over the train and run to Sacramento where the cars will be classified.

The SKSAI is a second class freight train averaging 15 cars in length. This is a through freight with no switching duties along the Sierra Central RR.

Typical power is a single medium or large steam loco or 3 to 4 diesels. Steam: 4-6-2, 4-8-8-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

SIERRA CENTRAL RAILROAD

Salt Lake City Extra

The Extra SLC East (Sacramento to Salt Lake City) is an eastbound freight composed of cars destined for Salt Lake City and beyond to the midwest and the east coast. You are the first crew to get this train and will be responsible for taking the train to Keddie.

The Extra SLC East is a second class freight train averaging 15 cars in length. This is a through freight with no switching duties along the Sierra Central RR.

Typical power is a single medium or large steam loco or 3 to 4 diesels. Steam: 4-6-2, 4-8-8-2, 4-8-4. Diesel: GP7s, GP9s, Fs.

SIERRA CENTRAL RAILROAD

Extra SLC-LA West

The Extra SLC-LA West (Salt Lake City to Los Angeles) is an extra westbound freight used to haul freight cars of various types from Salt Lake City to the industries in Los Angeles area. Cars for southern California and the southwest states would be in this train.

You will relieve the existing crew at Keddie. Unless directed by the Dispatcher, this train has no switching duties between Keddie and Oakland's Desert Yard. This train **does not** stop at Sacramento's 12th Street Yard. There will be a crew change at Oakland for the run to Los Angeles.

The Extra SLC-LA West is a second class train with a 15 car maximum length.

Typical power is a single large steam loco or 3 diesels.

SIERRA CENTRAL RAILROAD

Great Northern Extra

The Great Northern Extra (Sacramento to Spokane- GN Interchange) is an eastbound freight composed entirely of cars to be interchanged with the Great Northern RR. You are the first crew to get this train and will be responsible for taking the train all the way to Keddie..

The Great Northern Extra is a second class freight train averaging 15 cars in length. This is a through freight with no switching duties along the Sierra Central RR.

Typical power is a single medium or large steam loco or 3 to 4 diesels. Steam: 4-6-2, 4-8-8-2, 4-8-4. Diesel: GP7s, GP9s, Fs.