

2022 Carillon Christmas Train Run Info

Version: Nov 13, 2022

Trains run 6 to 9 every night. Arrive about 5 PM. No driving inside the Park after 5 PM then until closure. Park vehicles in the main parking lot and walk back. The back gate is wired shut – no entry. **Bring whistle & flashlight.** Someone needs to walk the track, clear sticks larger than 1/8", set switches to yellow route. Blow or sweep the leaves off is needed.

Primary Loco is 7695. Pull out, move 20 feet away, get gas can and extinguisher, gas up - remember to turn gas pump switch OFF. Check oil. Add 10W-30 if needed (loco's shell needs to be removed – takes 2 people). Turn key on at front of loco, pull out choke on right side of engine, put KILL switch to RUN, push START switch up, let engine warm up 15 to 30 sec, push choke in. Push red knob at lower right of back of engine in and rotate black keeper bar to lock red knob in. Pull knob out to roll loco by hand.

Drive loco past tarp tunnel, return track switches back to yellow if changed, roll out passenger cars, hook on, connect cables and brake air lines. Do full function checks.

Run full train slowly around track, check for obstacles and proper switch settings. Make second trip around at operating speed. Begin carrying passengers when ready. You must have a conductor.

Horn & Whistle signals: 1 = train **HAS** stopped, brakes on, will not move; 2 = train to move forward soon; 3= reverse. **Safety detail: Do not move the train after you have blown the horn one time!** Use the PARKING and air brakes to hold the train still. To move the train, blow the horn **FIRST**, THEN move. Blow "Q" at sidewalk (2 longs, one short, one long thru far side of sidewalk). Watch for kids.

When stopping the train at the end of a run in the loading area, come to a clear/clean stop and **STAY THERE. Do not reposition to put it in a "better" spot** – people start getting off immediately on first stop. Put the PARKING BRAKE and AIR BRAKES on then blow the horn one time. People get off.

Operations: Engine 1600 – 2000 RPM. Speed 20-25 mph on DIAL (brisk walking speed), half speed through the yard. Refuel when near ¼ full or in passenger lull. Refuel with no passengers – away from loading area. **Have fire extinguisher ready.** Remember to turn pump switch OFF.

Engineer or conductor should carry a radio – set to channel 8, privacy code 5. Check use. If cars derail, put back on track. Report car # and track problem location, or other cause. **If loco derails, call for help** and re-railer lever (yellow tool on west side of engine house).

End of night: Drive train into the grove area to clear first RR crossing sign, flip spring switch at rear of train – **make sure points are against rails** – this switch hangs up some times, back cars into tarp tunnel, back engine into yard and into engine house. **Safety warning: Make sure wheels of EACH axle engage the support stand rails properly** – 7695 has had problems in the past here. **IMPORTANT: Plug black 120 volt power cord into back of engineer's car** – this charges the battery that powers the brake air compressor and passenger car lights.

Tokens and Token Fare Box: Tokens are in the freezer in the engine house. They need to be taken to the sales cart in the Transportation bldg **at 5 PM**. On nights with many passengers, the token fare box will need to be cleaned out and the tokens taken to the sales cart for resale. At end of night, get tokens & put back in freezer.

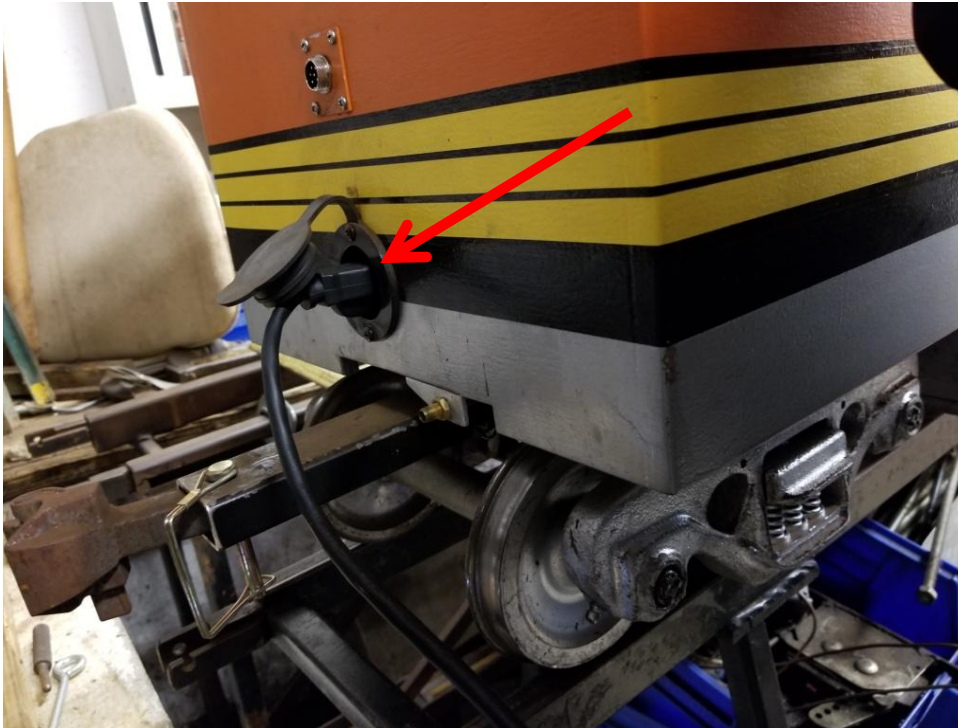
Emergencies/Accidents: **Check if passengers are OK.** Provide immediate assistance if needed. Use radio to call for help (Ch 8/5). Contact Carillon Park staff (on radio CH 19/5). Call 911 if very serious. **Identify witnesses, fill out Accident Report.**

Also see [CPRSS.org/Holiday Run Info](https://www.cprss.org/Holiday-Run-Info) and [DaytonHistory.org](https://www.daytonhistory.org)

End of Nightly Run Reminders – Important Items

Remember to plug the power cord into the back of the engineer's car !

It recharges the battery that powers the air compressor for the passenger car brakes and also the lights on those cars.



Make sure the key at the front of the locomotive has been turned OFF. Key is vertical when off.

Also, remember to collect all of the tokens from the sales cart in the Transportation Bldg and blue fare box and put them back in the Engine House freezer. Use the blue plastic bucket.