

# GGN Rule Book

1. You are here to operate, but not at the expense of having **FUN!**
2. There are no steering wheels on locomotives. The Dispatcher will guide you out of staging and around the railroad, but you must have a clearance to advance. Dispatcher must be advised when you arrive in the town you have been cleared to, or before doing your switchwork, or when you are ready to leave a town. His acknowledgement is required before you proceed.
3. **Ignore all trackside signals except on High Bridge. These must be observed. In towns, watch for red order boards for new orders from Dispatcher. Look if you hear the bell!**
- 4 **Local Control Panels:** Each town has its own control panel, but must be unlocked for use. Be sure to lock UP the panel before leaving the town. Most switches (turnouts) are remote controlled by pushbuttons on the panel. **Red indications on the panel and Red throw bars indicate manual switches.** Keep clear at cross-overs, as they often throw as pairs.
- 5 Magnets are on all spurs and some mainlines. Other uncoupling is done with the pointed wood sticks located above the roundhouse area.
- 6 Always run trains out of all staging in **FORWARD** direction. Dispatcher sets all switch alignments in & out of staging
- 7 **Contact dispatcher before entering any staging or Seattle.** He will set switches. After you tie up, contact dispatcher and return pin.
- 8 **SUPERIORITY:** 1st CLASS is superior to 2nd CLASS which is superior to 3rd CLASS. **WESTBOUND is superior** direction between trains of same class.
- 9 Always watch your train up & down the mountain, remembering to raise the Cascade Tunnel Portal (before train stalls out). Close the door when clear.
- 10 PSI's Dynatrol carrier system powers the engines according to channel. Sign up sheet lists the channel pin **in RED**, or read lead engine numbers ending between 1 and 17. Channel pins are found above roundhouse area in Seattle. They plug into the bottom **LEFT** hole of any throttle. **Don't get pin for Seattle departures until train is called (ready).** There is no memory, so trains must be stopped before unplugging and moving the throttle to another convenient location.
- 11 RS1's through GP9's run **long nose** forward. GGN engineers are chicken.
- 12 **Alaska Barge** has special loading procedures to prevent sinking. See Rules posted beside Port Puget Control Panel. (Cheaters are publicly lashed.)
- 13 Your engineer's union has obtained your right to a 15 minute (max.) "rest period" between train assignments. Using all this time is optional, however.
- 14 **FOOD & DRINK:** Enjoy them in the crew lounge or kitchen. (Exceptions for Dispatcher and Yard Switcher only.) Refrigerator is ON limits for all drinks within. Rule "G" is in force until 11:00 pm, thereafter, it is suspended.
- 15 NO GREASY FINGERS PLEASE !
- 16 NO GREASY THUMBS PLEASE !

[Continued Next Page](#)

**Print this file - double sided onto one 8.5" X 11" sheet,  
cut at the boarder lines, fold, and you have an official  
GGN Rule Book that you can keep in your shirt pocket.  
Use cardstock, & it's even better.**

17 **PHONE PROTOCOL:**

When using phone, don't talk until you know no one else is talking. Don't start by just saying "dispatcher?" Rather, say "Dispatcher, this is (insert train # or town)!" and wait for his response.

18 **Staging & Interchange Information**

- Alpine staging is a crew change point for all east & west bound through trains.
- Trey and Fortuity staging are the inside tracks of the 3<sup>rd</sup> and 4<sup>th</sup> helix levels.
- Ore City staging is seen through 2<sup>nd</sup> story window of the last building on the left end of Hallsville.
- Dorchester has three Interchange tracks: East, West, and SP&S.
- Hallsville has two: East & West.
- Check them all for "off spot" pickups.

19 All Engineers carry a **Rule Book** and clipboard. Clipboards can be hung on screws at each town. A system map is attached to the back to help you understand the railroads

20 Failure to follow rules 2 - 20 can result in two bit fines being levied, however any violation of rule # 1 will result in demotion to school crossing guard.

011707

- **This Random Generated Switchlist Program is written by MMR Jim Long. (Address provided on request)**

**Scenic Cascade  
Mountain Division**

*Of*  
*The Great*  
**GREAT**  
**NORTHERN**  
**RAILWAY**

Issued To

**APN Crew**

In Effect  
12:01 AM PST  
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*undeveloped web site*