

**Tie Up Procedure When Performing Work At Home Terminal Then
DH To Away Terminal**

1. On your first tie up screen, enter your DOMTS, RLVD RESPN and Off Duty times.
2. Your DOMTS time should equal or be 1min before your RLVD RESPN time.

CREW INFORMATION								PSTS17B
DIST: 4H		SUB-DIST: CO		POOL/YARD: COQUIT FRT				
ASSIGNMENT: 268-30	OF 05/01/01 - 1045	DEP: 1620		ARR:				
DEPART STN: 09684	ARR STN: 09655	INT STN:		ROUTE:				
PROFILE : 09684	&CF221	COND-ONLY: Y - CO TRAIN - 0 BK REQD						
TRAIN HELD	FINAL	WORK	RLVD	CAB	ACT	WRKG		
LENGTH OUT	INSPCTN	BEGAN	RESPN	?	MLE	UNTS		
06829	N		1620	N	122	02		
FUNC NAME		TURN/ASGN	REQ	ORDR	OFFD	REST	HM ST MLE/TIME	
CALL Engineer Joe		CF11	EN	1045	2015	0800	N N 0228	
CALL Conductor John		CF79	CO	1045	2015	0300	N N 0228	
ENT=NXT-REC F1=HELP F3=EXIT F4=DELAYS F5=ENGINES F6=PAYROLL F7/8=PGUP/DN								

1. On your secondary (revised) tie up screen, you need to do the following steps:
 - If train length has generated, adjust to 0001.
 - If length of run has generated, adjust your run miles to 001.
 - Enter total time for switching in the yard (if any) before transported to away from home terminal.
 - In example below employee was paid a total of 70 miles (5hrs 35 mins) of initial time.

TRAIN: 268-30 -	SECONDARY TIE UP SCREEN				OF 05/01/01 1045	PSTS07E
EMPLOYEE NAME	CC	OC-PAID	TTOD	MLG	GRANDFATHERED	
Engineer Joe	EN	75	0930			
PREP	ORDR	DOMTS	INIT	ACTUAL	CONST	OT
CLOCK: 1045	1620					
TIME : 00		0535			0000	0000
MILES: 00		070	001	050	000	000
						00
						00
						0228
<<<<< EMPLOYEE CLAIMS >>>>>						
WKBG/DOMTS	AOMTS/RRESP	JOB TYP: 04	CO ONL: Y	RUN MLS: 001	FNL	INS: N
ORDER -W	-A	OFF DTY: 2015	REQ BK:	WRK HRS:	WRK	UNT: 02
1045 -D 1620	-R 050101	1620	TRN LNG: 00001	SH @OT:	TRN	MLS: HRS PWR: Y
			CL PRM: 00000	LA PRM: 00000		
CLAIM AMOUNT	TYPE	CLAIM AMOUNT	TYPE	CLAIM AMOUNT	TYPE	CLAIM AMOUNT
(CT - 0440	- T)	(D2 - 049	- M)	(-	-)	(-
(-	-)	(-	-)	(-	-)	(-
						DEFER PAYMENT? (Y/N): N
<<<<<<<< REMARKS >>>>>>>>						
CT SWITCHING IN COQUITLAM YARD. RELIEVED IN COQUITLAM AFTER SWITCHING, DEAD HEADED TO NORTH BEND						
ENTER=PROCESS PF1=HELP PF3=NXT EMP/EXIT PF5=UPDATE PF10=DELAYS						