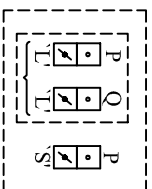
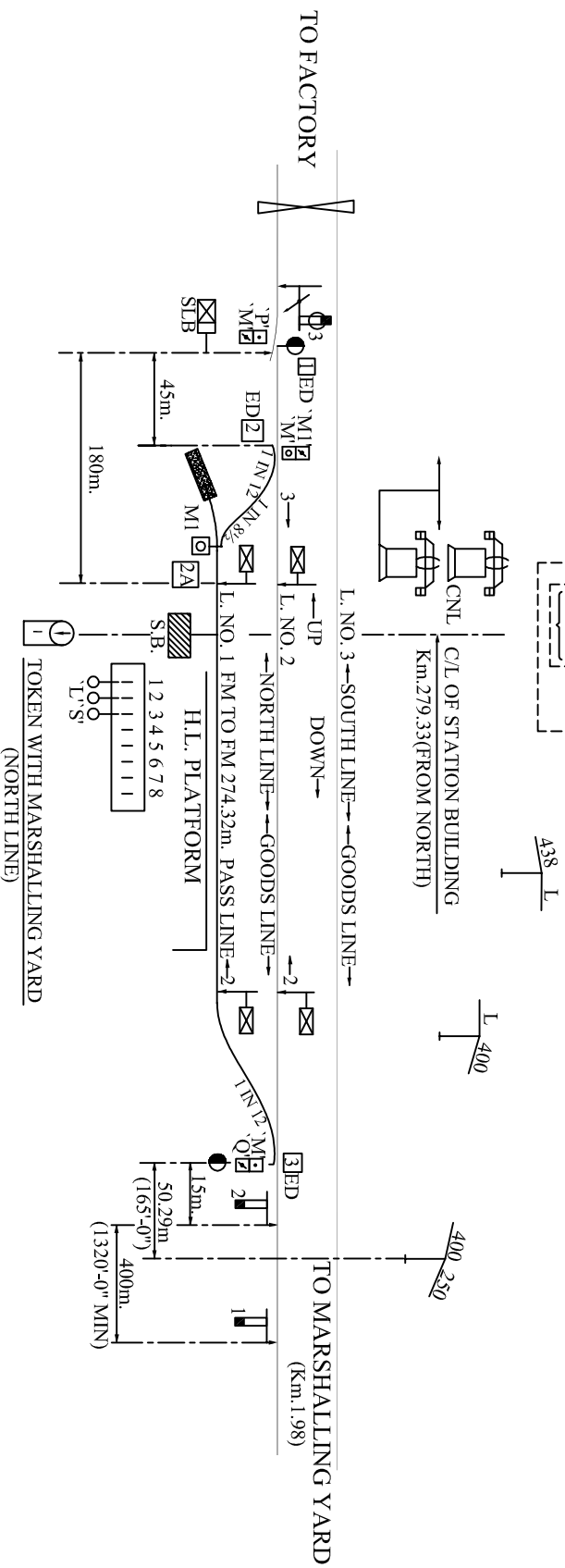


SINDRI TOWN (SNDT)

LQ-2ASP, 'B' CLASS STD-1



- NOTE:-
1. KEY 'P' NORMALLY WITH S.M.
 2. AFTER COMPLETION OF MOVEMENT KEY 'P' SHOULD BE BACK TO S.M.
 3. DURING ALL MOVEMENT FACING POINTS ARE CLAMPING & PAD LOCKS.



S.M'S SLIDE BOX

8 - SLIDE

SPARE:-4,5,6,7,8

KEY 'L' CONTROLS SLIDE NO.2

KEY 'S' CONTROLS SLIDE NO.3

1. TO RECEIVE A TRAIN ON L. NO.1 FROM SNMY. KEY 'P' INSERTED AT POINT NO. [1] & TURNED. TRAP OPENED KEY 'M' EXTRACTED KEY 'M' INSERTED AT POINT NO. [2] & TURNED. POINT REVERSED KEY 'Q' EXTRACTED PUT IN KEY LOCK, 'L' RELEASED.
2. TO RECEIVE A TRAIN ON L. NO. 2 FROM SNMY. KEY 'P' INSERTED IN KEY LOCK SIGNAL KEY 'L' RELEASED.
3. TO RECEIVE A TRAIN ON L. NO. 2 FROM FACTORY END. KEY 'P' INSERTED AND SIGNAL KEY 'S' RELEASED.
4. TO SHUNT A TRAIN ENGINE FROM L. NO. 1 TO L. NO. 2 AND BACK TO LOAD AT L. NO. 1 WHEN A TRAIN RECEIVED ON L. NO. 1 KEY 'L' RELEASED FROM SLIDE NO.2 IN NORMAL POSITION INSERTED AT S.M'S KEY BOX KEY 'Q' IS RELEASED & INSERTED AT POINT NO. [3] & TURNED. POINT NO. [3] IS SET TO NORMAL & KEY 'M' RELEASED. KEY 'M' IS PUT ON POINT NO. 2 & TURNED. POINT NO. [2] OPERATED KEY 'M' RELEASED, TAKEN TO POINT 2A INSERTED & TURNED. ENGINE SHUNTED TO L.NO.2. POINT NO. [2] NORMALISED. KEY 'M' RELEASED BROUGHT POINT NO. 2 AND INSERTED & TURNED ENGINE SHUNTED TO L.NO.2 KEY 'M' RELEASED KEY 'M' BROUGHT TO POINT NO. [3] INSERTED & TURNED POINT NO.3 REVERSED. ENGINE IS SHUNTED BACK TO L.NO.1.
5. SINDRI TOWN TO BE TREATED AS TERMINAL STATION (REF:-GR 3.40)