

Remotely Operated Locomotives at Maricopa Live Steamers



Requirements for Remotely operated equipment at Maricopa live steamers:

1. In order to operate remote controlled (RC) equipment at the MLS, the equipment must first pass an RC compliance test administered by a member of the safety committee OR otherwise appointed personnel (see: RC Compliance checklist)
2. In the event of signal loss, remote control equipment must come to a complete stop in a time and distance that is reasonable and prudent.
3. The engineer of any remote control equipment shall maintain visual contact with the end of the train that is in the direction of travel at all times.
4. The operator shall not be more than 165 feet (one mile post) from the equipment while it is in motion.
5. When operating a train, either tethered OR wireless, the operator/engineer shall disable or otherwise secure the train so that it may not move when he/she leaves the engineer's seat.
6. When on the train, the engineer shall ride behind the locomotive in the normal engineer position.
7. No one shall knowingly or intently interfere with the normal operation of any equipment.

Maricopa Live Steamers RC Compliance checklist

In order to operate remote controlled equipment on MLS track the equipment must first be checked off that it complies with the remote control equipment safety rules. This form may only be filled out by a qualified RC locomotive inspector of the MLS.

1. Verify the locomotive does not move if powered on before the transmitter.
 - 1.1. With the locomotive on the test track and the locomotive and the transmitter off.
 - 1.2. Power on the locomotive by itself.

The locomotive passes if it does not move.

Verified: _____ (*initial*)

2. Verify that the locomotive does not move when the transmitter reconnects after a disconnect.
 - 2.1. Set the throttle slightly while in forward with the transmitter off
 - 2.2. Power on the transmitter.

The locomotive passes if it does not move.

Verified: _____ (*initial*)

3. Verify that the locomotive performs a STOP when in motion and the controller signal is lost.
 - 3.1. Secure the locomotive on the test track
 - 3.2. Set the throttle low until the wheels start to turn
 - 3.3. Power off the transmitter.
 - 3.4. Repeat this for both forward and reverse.

The locomotive passes if the wheels stop within two (2) seconds.

Verified: _____ (*initial*)

The signature below Verifies that the _____ locomotive owned by
(print name) _____ is compliant with the Maricopa Live
Steamers Remote Control Rules.

Inspector signature: _____ **Date:** _____

Owner signature: _____ **Date:** _____