

**RAPID TRANSIT CARS  
(SERIES 4001-4455)**

**COLOR CODE  
OF "A&B"  
SWITCHES**

**CONDUCTOR'S  
"QUICK CHECK"  
FOR  
DOOR TROUBLE**

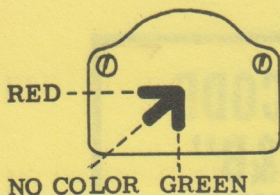
**CONDUCTOR'S  
& MOTORMAN'S  
BUZZER SIGNAL**

## COLOR CODE OF "A" AND "B" SWITCHES

### "A"

#### SWITCH

(Located in vestibule at permanently coupled end of each car.)



#### RED -

All "A" SWITCHES must be set "RED" except at the Conductor's location.

#### GREEN -

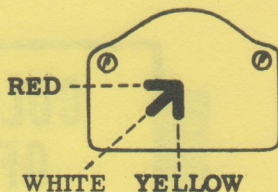
Both "A" SWITCHES at the Conductor's location must be set "GREEN."

NO COLOR - Not used.

### "B"

#### SWITCH

(Located in niche at cab end of each car.)



#### RED -

All "B" SWITCHES must be set "RED" with the following exceptions:

#### WHITE -

The "B" SWITCH at front end of train is set "WHITE" so that door in Motorman's cab will not open.

#### YELLOW -

On one-unit trains when Conductors are collecting fares and do not wish passengers to board at front or rear doors, the front and rear "B" SWITCHES are set "YELLOW."

#### Responsibility for settings:

Motorman responsible for setting "B" SWITCH at front end of train.

Conductor responsible for setting all other zone switches.

Keys can be removed from zone switches at Red setting only.

Keys must be removed when relieved and when laying up train.

## CONDUCTOR'S "QUICK CHECK" FOR DOOR TROUBLE

Trouble shooting on doors must be done only while train is standing at a station.

Make the following checks to locate door trouble and get the train back into operation.

### IF ONE DOOR FAILS

1. Hold train by buzzer signal to Motorman
2. Operate door buttons 2 or 3 times
3. Check Passenger's Emergency Switch
4. Look for obstruction in door
5. Check sensitive edge
6. Cut out door (Apply "THIS DOOR OUT OF ORDER" sticker)
7. Go to operating position
8. Close all doors and signal Motorman to proceed
9. Report defect to first available Supervisor, Platform Man or Towerman
10. Report defect at terminal and make out "Car Defect Report"

### IF GROUP OF DOORS FAIL

1. Hold train by buzzer signal to Motorman
2. Operate door buttons 2 or 3 times
3. Check or change door jumper between operating and non-operating doors
4. Check door control fuse in car on which doors fail
5. Change operating position
6. Operate doors in troubled section by Passenger's Emergency Switches
7. Go to operating position
8. Close all doors and signal Motorman to proceed
9. Report defect to first available Supervisor, Platform Man or Towerman
10. Report defect at terminal and make out "Car Defect Report"

### NOTE:

#### IF A DOOR OPENS WHILE TRAIN IS MOVING:

1. Determine if anyone fell from the train and render immediate aid.
2. Estimate location and notify the Radio Dispatcher at the first opportunity.

## CONDUCTOR'S AND MOTORMAN'S BUZZER SIGNALS

### CONDUCTOR TO MOTORMAN

ONE SHORT (o)\_\_\_\_\_ STOP

Train Moving

ONE SHORT (o)\_\_\_\_\_ REMAIN STANDING

Train Standing

TWO SHORT (oo)\_\_\_\_\_ STOP AT  
NEXT STATION

Train Moving

\*TWO SHORT (oo)\_\_\_\_\_ GO AHEAD

Train Standing

FOUR SHORT (oooo)\_\_\_\_\_ NEED ASSISTANCE

Train Moving or Standing

ONE LONG (—)\_\_\_\_\_ TESTING BUZZER

Train Standing at Terminal

### MOTORMAN TO CONDUCTOR

TWO SHORT (oo)\_\_\_\_\_ OPEN DOORS

Train Standing

THREE SHORT (ooo)\_\_\_\_\_ MISSED MARK

While Berthing

FOUR SHORT (oooo)\_\_\_\_\_ NEED ASSISTANCE

Train Moving or Standing

ONE LONG (—)\_\_\_\_\_ BUZZER TEST O.K.

Train Standing at Terminal

TWO LONG (— —)\_\_\_\_\_ CHECK CONDUCTOR'S  
EMERGENCY VALVES

Train in Emergency

\* To be used only at terminals, stop boards, following a stop signal, following an emergency stop, and at all station stops if automatic starting fails.