

CORNER - To sideswipe a car which fouls an adjacent track.

CORNFIELD MEET - Headon collison.

CRUMMY - Caboose.

CUT - A short string of cars.

DEADHEAD - Passenger riding free, or empty car that is being moved, also a crew being moved from one point to another to perform service after arrival.

DECORATE - To ride the tops of freight trains.

DETAINER - Dispatcher.

DIAMOND - Crossing.

DIE GAME - Stall on a hill.

DHQ - Train consisting of deadhead passenger equipment.

DOLLY - Switch stand.

DOLLY FLAPPER \* Switchman.

DOPE - Orders, instructions, or company business.

DOUBLE THE HILL - To pull an over tonnage train as far as possible, then pulling part of it up the hill and returning for the rest.

DOUBLEHEAD - To pull a train with two locomotives.

DRAG - Heavy, slow, freight train.

DROP - To uncouple a car or cars while in motion, running away from them and throwing switch between cars and engine to place cars into an adjacent track when switch faces the wrong way to shove the cars in.

DRONE CAGE- Private car.

DUTCH DROP - A switching manuver in which the cars are dropped; only cutting the cars off in motion and running ahead of them to a switch where the engine must be reversed to get into another track, letting the cars roll by.

ENGINE - A unit propelled by any form of energy, or a combination of such units operated from a single control, used in train or yard service.

EXTRA TRAIN - A train not authorized by time table schedule.

EAGLE EYE - Locomotive enginoer.

EYE - Signal.

FLIMSY - Train order.

FLYING DUTCHMAN - See dutch drop.