

Multiple Trip Rate RE15 Pool Claims,

Turn around (hog relief)-called from one terminal, typically the home terminal, and notified that you will be returned back to starting point without touching the opposite terminal. The robo caller should indicate LS372 to LS372 rather than the typical LS372 to B 219. Keep in mind that the Houston-Bloomington agreement prevents turnaround service past Angleton. See other claims for this move.

Example:

When called out of either Houston or Bloomington, if you do not touch the other terminal, and are turned back to where you began your trip, there is no claim. Except if 15 pool turned past Angleton, it's just time on duty.

Flip Trip-called from one terminal to go to the other and reach the opposing terminal and are then "flipped" back to the starting terminal.

2nd Trip Rate-called from one terminal to another, but leave initial terminal, reenter it, then depart again to final terminal. This most likely will be out of Bloomington to hog relief a train that doesn't make it. Crew must travel to Laward and back into Bloomington to qualify via the 50 mile runoff.

This pays you your first ***trip with overtime plus the deadhead trip home***. **The overtime stops when you begin the deadhead home.**

To sum up, turned anywhere short of opposite terminal and tie up back where you left, as long as they've told you that is what you're doing, no claim. Work a train in route and touch the other terminal, then tie up where you left, flip rate, pays flat \$726.96, no overtime. Lastly, leave a terminal, come back into same terminal, then deadhead to your destination, that's a second trip and you keep the overtime except for time spent in deadhead home. Look on your available claims screen for trip rate adjustment when tying up as I think some of these claims you can enter straight from there. Just explain that you are claiming either a flip rate or second trip and then just explain exactly what you did in the claim validation section. Make sure your FRA reflects what you did. Make sure times are accurate.

