CSX0347 – RSA Starts Changes - User Acceptance Testing

Basic Concept:

The FRA has revised its interpretation of "day" in the context of the "consecutive calendar day starts" limitation to refer to the 24-hour period following an employee's final release from duty.

Under this interpretation:

•   If an employee does not initiate an on-duty period within 24 hours of the final release from their previous tour of duty, this will count as a "day" in which the employee did not initiate an on-duty period, and the string of consecutive days/starts will be broken.

•   If an employee initiated an on-duty period within the 24-hours following their previous final release from duty (last tie-up), ad following their mandated rest, their starts will be incremented.

Expected Test Results:

1)   Tie-up plus 24 hours and 1 minute off = reset starts to zero

2)   Tie-up plus **24 hours or less** before on duty = do not reset starts to zero

3)   Tie-up plus 24 hours off = **on duty** increments starts by one

4)   Tie-up plus 10 hours of undisturbed rest = **on duty** increments starts by one
          Note: The permanent owner of show-up pools and assigned jobs do not get called.

5)   Tie-up plus <10 hours of undisturbed rest = **on duty** does not increment starts

6)   An employee can have **multiple starts** on the same calendar day

7)   An employee with **6 starts** will have his RSA field extended **48 hours upon tie-up at the home terminal.**

8)   An employee with **7 starts** will have his RSA field extended **72 hours upon tie-up at the home terminal.**

9) Straight (17) deadheads do not count as a start except when the employee is away from home with 6 starts and he is deadheaded home less than 24 hours after his last tie-up. His RSA field will be extended 72 hours upon tie-up at the home terminal.

10) A straight (17) deadhead that in reality combines with train service would count as a start if the employee had 10 hours of undisturbed rest when placed on duty.

11) A combination (Z) deadhead that does not combine with train service should not be counted as a start.

12) 8th Day Call Flag = **"Y"**
If the employee is at the away from home terminal with 6 starts and it has been 24 hours or more since his last tie-up. The employee **can be called to work or deadhead home**. His RSA field will be extended **48** hours upon tie-up at the home terminal.

13) 8th Day Call Flag = **"N"**
If the employee is at the away from home terminal with 6 starts and it has been 24 hours or more since his last tie-up. The employee **can only be called to deadhead home**. His RSA field will be extended **48** hours upon tie-up at the home terminal.

14) 8th Day Call Flag = **"Y or N"**
If the employee is at the away from home terminal with 6 starts and it has been **less than 24 hours** since his last tie-up. The employee **can be called to work or deadhead home**. His RSA field will be extended **72** hours upon tie-up at the home terminal.

15) Dummy deadheads do not count as starts.

16) MOVE tasks do not count as starts.

15) Short Rest:

An employee can be called after a **minimum of 4 hours of undisturbed time off**, with a 2 hour call they would be off for a minimum of 6 hrs.
OR
You can tell them to come back in 4 hours and effectively give them their call before leaving the yard office.

Using either option, they will have the **balance of their remaining time to work from the prior on duty time. Their starts counter will not be incremented.**

Example: Busted call at work - on duty for 5 minutes. Following their interim release (minimum 4 hours off), they will have 11 hours and 55 minutes left to work.

If the employee does not receive the minimum 4 hours off, they would be on continuous time from their original on duty time.