

## **Communications equipment**

### **Purpose**

To prescribe the rules for use of communications equipment in the Country Regional Network (CRN).

## **Communications equipment**

Communications equipment listed in the following table, or compatible with equipment listed in the table, may be used to establish spoken effective communication in the CRN.

Before rail traffic travels in the CRN, equipment fitted to communicate with Network Control must be working correctly.

If Network Control communications equipment is defective, the Network Control Officer must:

- tell Maintenance Representatives about the faulty equipment, and
- establish alternative communication methods.

If rail traffic communication equipment becomes defective, Rail Traffic Crew must act in accordance with CNTR 410 Defective equipment.

The following table lists the protocols to be used for each type of communication equipment.

Communications equipment	Protocol	Emergency button
450.050MHz	Open-channel	No
In-cab Communication Equipment (ICE)	Discrete-channel if communicating with Network Control Officer, otherwise open-channel	Yes
Government Radio Network (GRN)	Open-channel and discrete-channel	No
UHF radios	Open-channel	No
Yard Radios	Open-channel	No
Control phones	Discrete-channel	Some
Mobile phones	Discrete-channel	No
Satellite phones	Discrete-channel	No
Standard phones	Discrete-channel	No
Trackside phones	Treat as discrete-channel	No



# **Communications equipment**

### **NOTE**

In the event a Network Communication failure is declared, the UGL Regional Linx Manager Network Operations must ensure that:

- appropriate controls are in place to ensure effective communications, and
- all Rail Traffic Crews and Network Control Officers are advised of the Network Communications failure, and
- rail traffic will enter the CRN from maintenance centres, out depots and sidings using an alternate means of communication.

#### **CRN Network Procedures**

CNPR 721 Spoken and written communication

#### **Effective date**

30 January 2022