

New Jump Chock Series Codes

The Jump Chock Series Codes use the five-digit Global Standard Damage Code format and are to be recorded in that manner. The Jump Chock Series Codes are composed of five digits described as follows:

- Area – First and second digits – “60” always used to indicate Chock Incident.
- Type – Third and fourth digits – Used to indicate Chock manufacturer and type of Chock.
- Severity – Fifth Digit – Used to indicate Chock condition; describes the condition of chock during inspection.

Supplier name (description) assigned alphabetically and indicated in 40-series, 50-series, 60-series, etc. Chock detail provided within series' single-digits.

Holden (40-series)

- **60-40-(0-6): Holden Grate-Lock Chock**
- **60-41-(0-6): Holden Block-Chock**
- **60-42-(0-6): Holden Grip-Lock Chock**
- **60-43-(0-6): Holden Grate-Lock Chock with Holden Block-Chock**
- **60-44-(0-6): Holden Grate-Lock Chock with AVR supplemental**

Holland (50-series)

- **60-50-(0-6): VRS (Vehicle Restraint System)**
- **60-51-(0-6): Tri Lo Chock**

Trinity (60-series)

- **60-60-(0-6): Thrall Wedge Polymer Chock and Strap with Low Profile Winch**
- **60-61-(0-6): Thrall Wedge Steel Chock and Strap with Low Profile Winch**
- **60-62-(0-6): Trinity GREEN Tri Level Chock and Strap with Remote Winch**
- **60-63-(0-6): Thrall Wedge Steel Chock and Strap with HIGH Profile Winch**

Wabtec/Standard Car/Zeftek (70-series)

- **60-70-(0-6): Standard Car Truck Non-metallic LoPro Chock**
- **60-71-(0-6): Standard Car Truck Steel LoPro Chock**
- **60-72-(0-6): ZefTek Sta-Put Chock (without and with optional Strap)**
- **60-73-(0-6): Standard Car Truck CoPoly Chock**
- **60-74-(0-6): Auxiliary Vehicle Restraint (AVR)**
- **60-75-(0-6): Hybrid Steel LoPro**

Severity/Condition Codes (0 thru 6)

- 0-No damage
- 1-Broken
- 2-Cracked
- 3-Strap loose, fallen or twisted
- 4-Chock Spacing
- 5-Not locked in track or disengaged
- 6-Missing

Adjacent Damaged Vehicle Codes (8 and 9)

- 8-Forward vehicle damaged by jumped unit
- 9-Rearward vehicle damaged by jumped unit

