

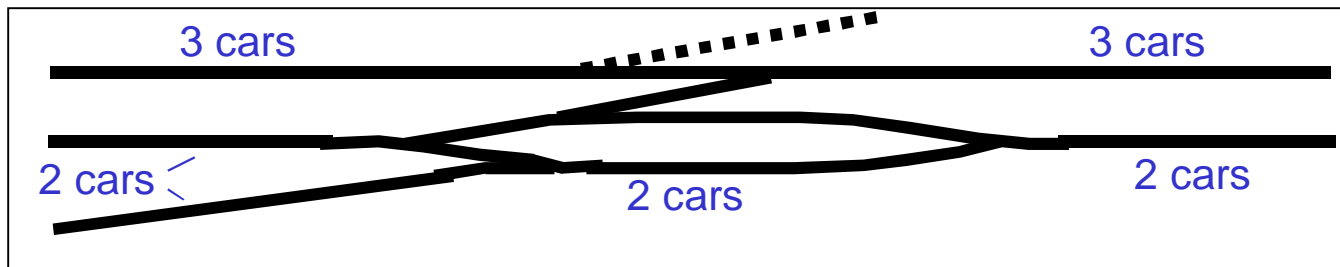
# Realistic Small Switching Layouts

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Looking Beyond the Timesaver

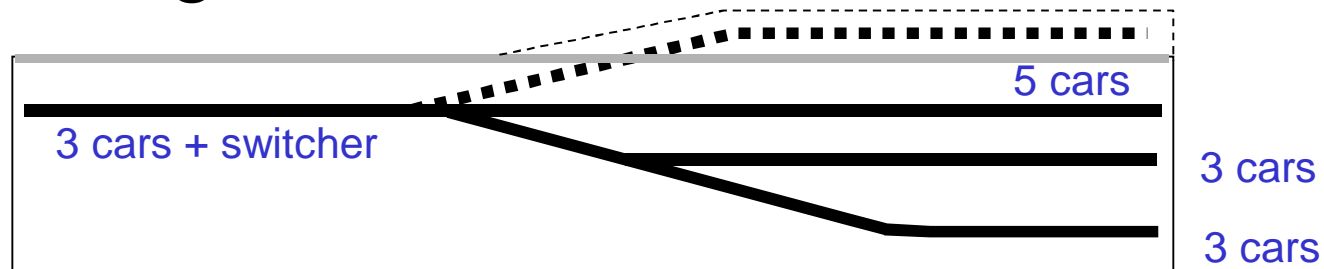
# Classic Switching Layouts

- Timesaver -- John Allen, 1966



About 10" X 56" in HO

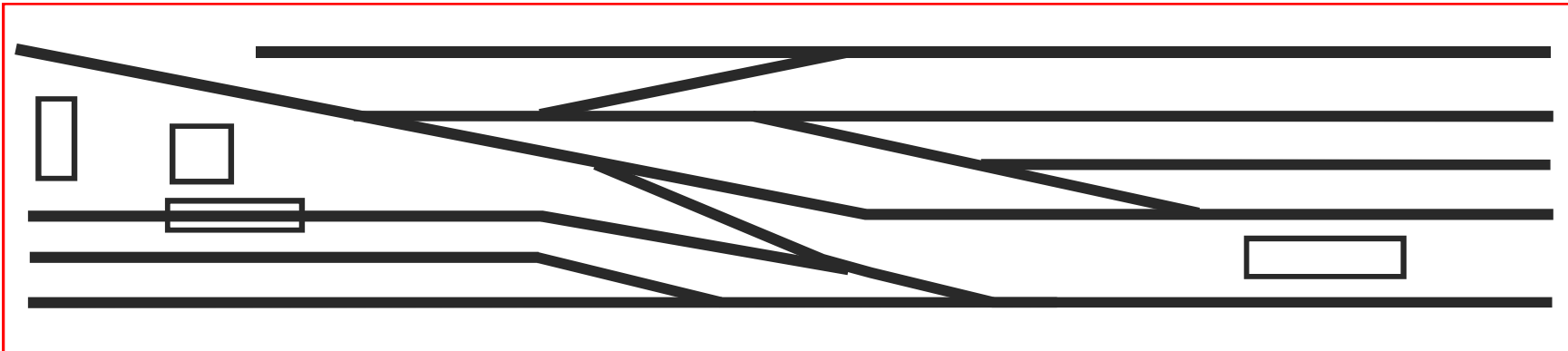
- Inglenook Sidings -- A.R. Walkley, 1926;  
Alan Wright, 1980s



About 9" X 48" in HO

# Classic Switching Layout

Switchman's Nightmare -- Linn Westcott,  
*101 Track Plans*, 1958



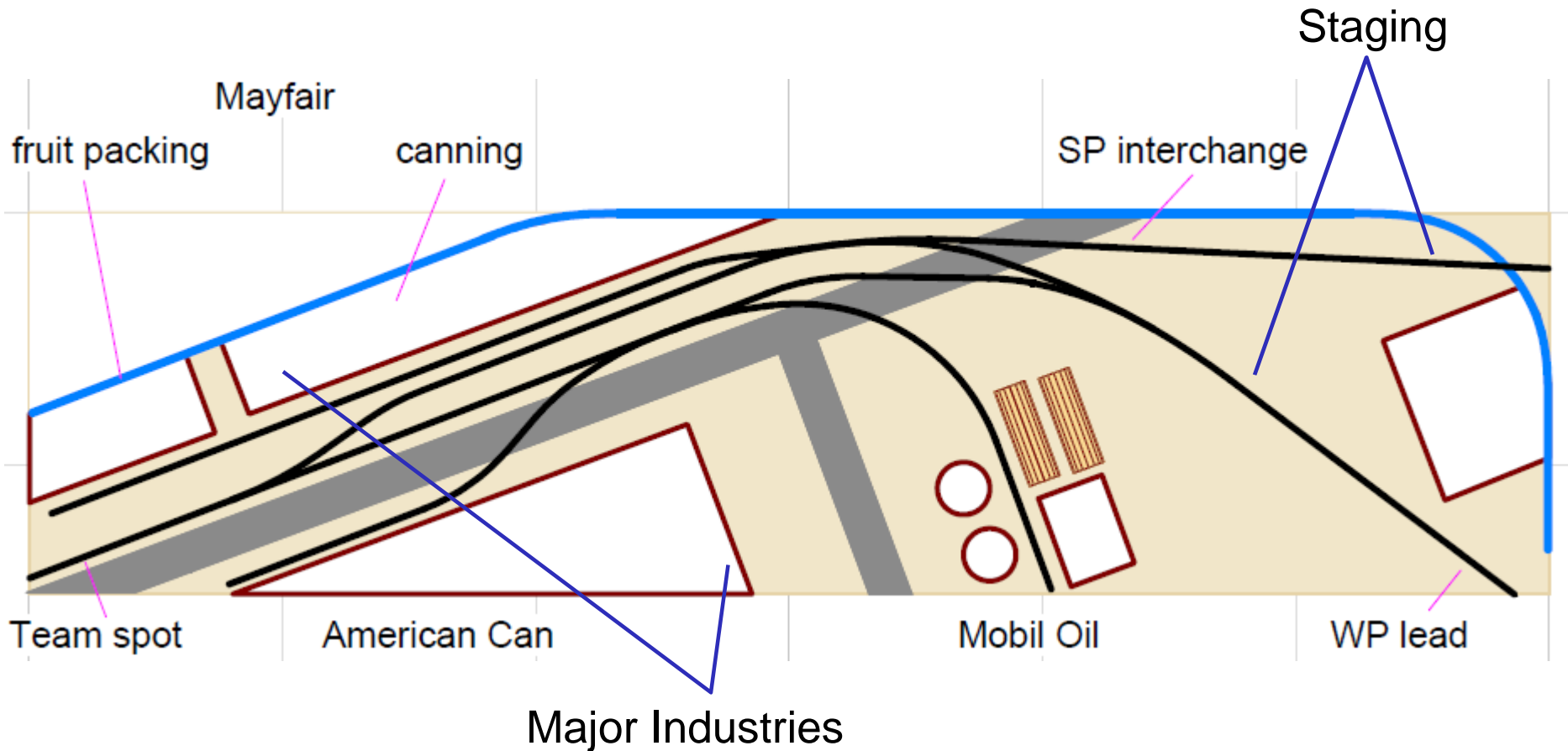
About 16" X 72" in HO with # 6 turnouts

# Moving Beyond the Norm

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- “Best practices” design and operation ideas
  - Apply to layouts large *and* small
- Staging, major industries, interchange, prototype inspiration (Four Cornerstones)
- Scenic opportunities
- Fine scale operations for lasting interest

# Four Cornerstones



About 18" X 72" in N scale

Inspired by San Jose, CA

# Fine-Scale Ops Examples

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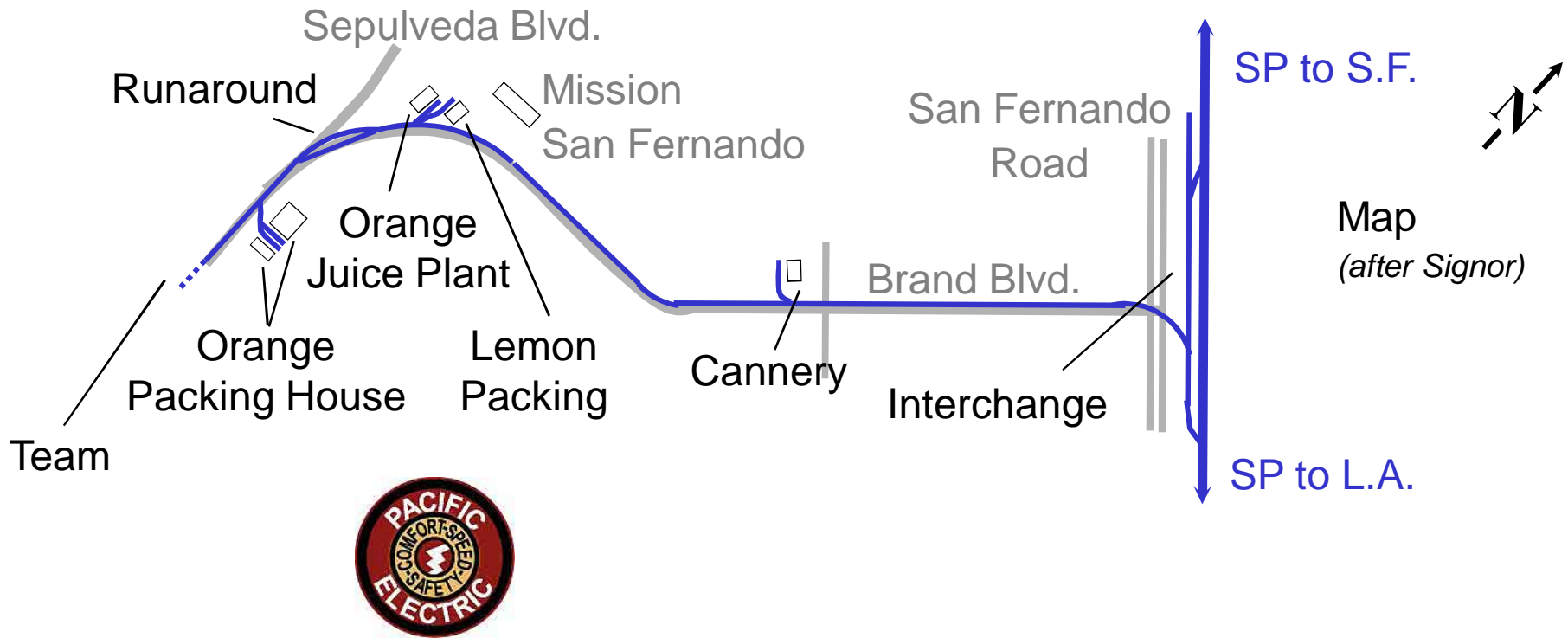
- Based on prototype practices & situations
- Timing and sequence of moves
  - Shifts and access to private tracks
  - Perishables / icing
  - Intra-plant moves
  - Repair-in-place (RIP)
  - Weighing cars
  - Cleaning cars & testing loadings
- Seasonal and temporal variations

# Fine-Scale Ops Examples

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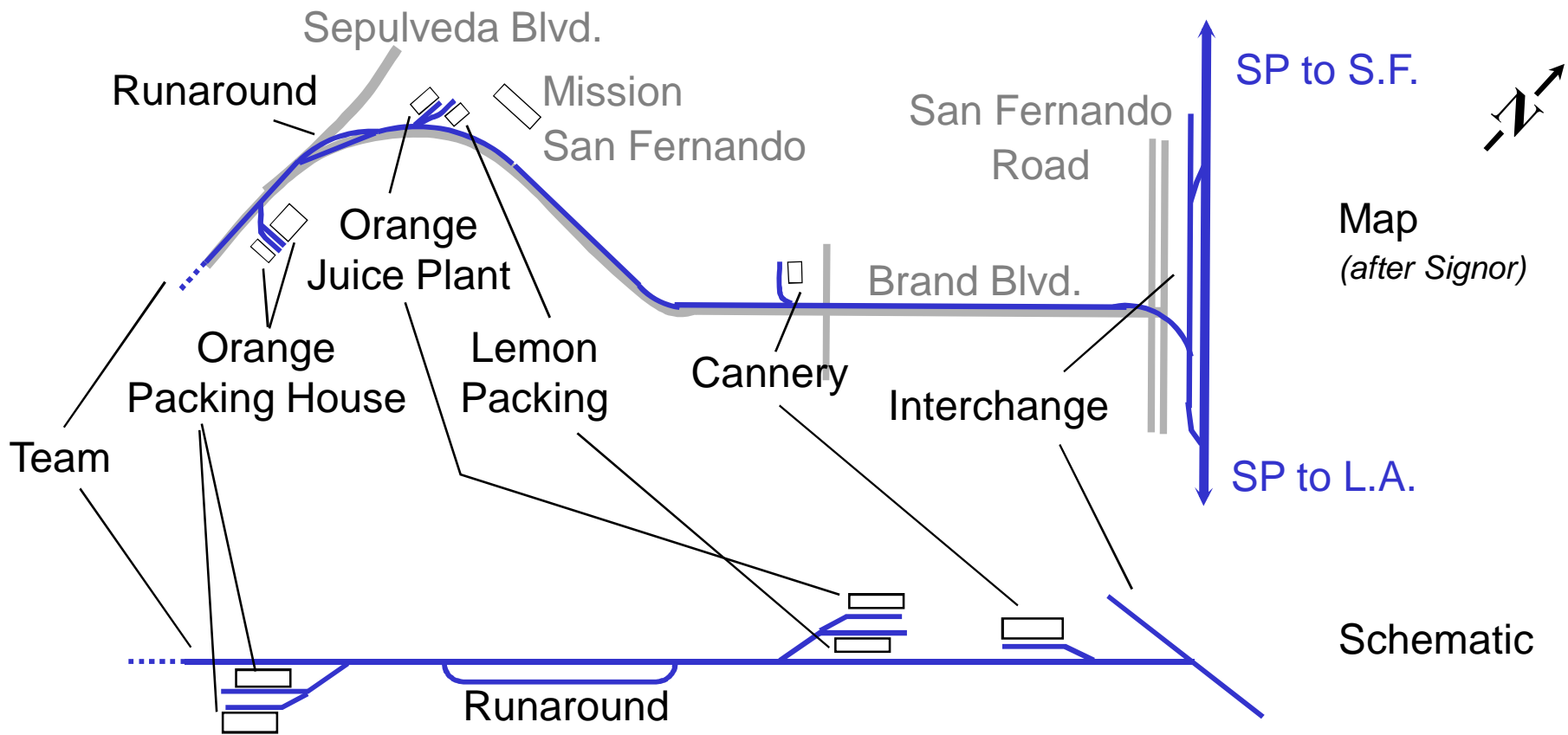
- “Sure spots”
  - Positioning cars to doors, spouts, dumps
  - Re-spots, off-spots
- Simulating crew roles
  - Positions on the ground
  - Uncoupling, throwing switches
- Cutting train for grade crossings
- Less time focused
  - Lacks competitive element

# P.E. "Orphan" Spur in the '50s

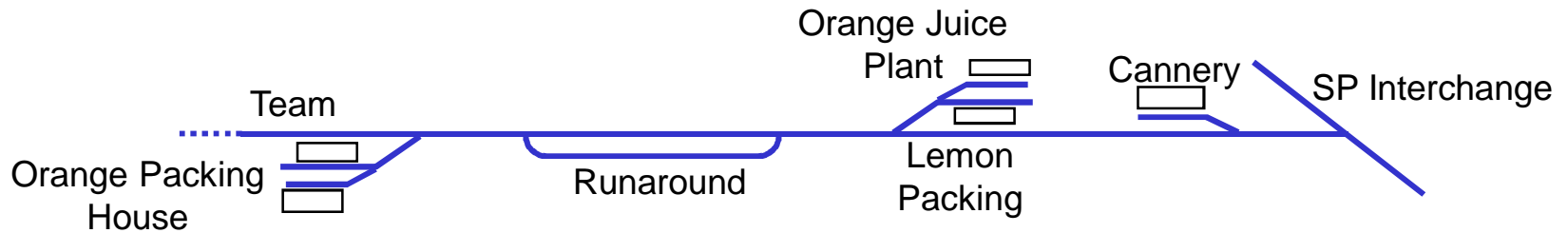




# P.E. "Orphan" Spur in the '50s

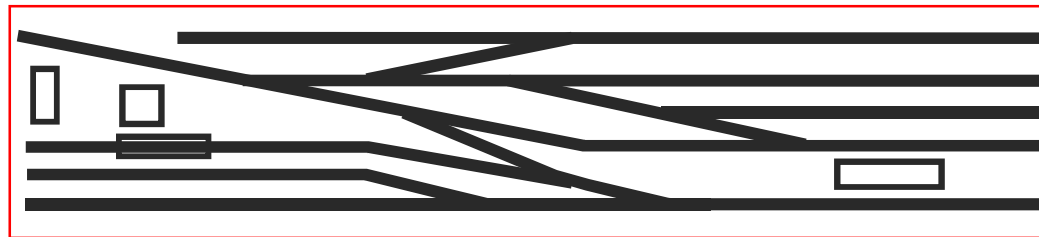


# “Orphan” Spur Schematic

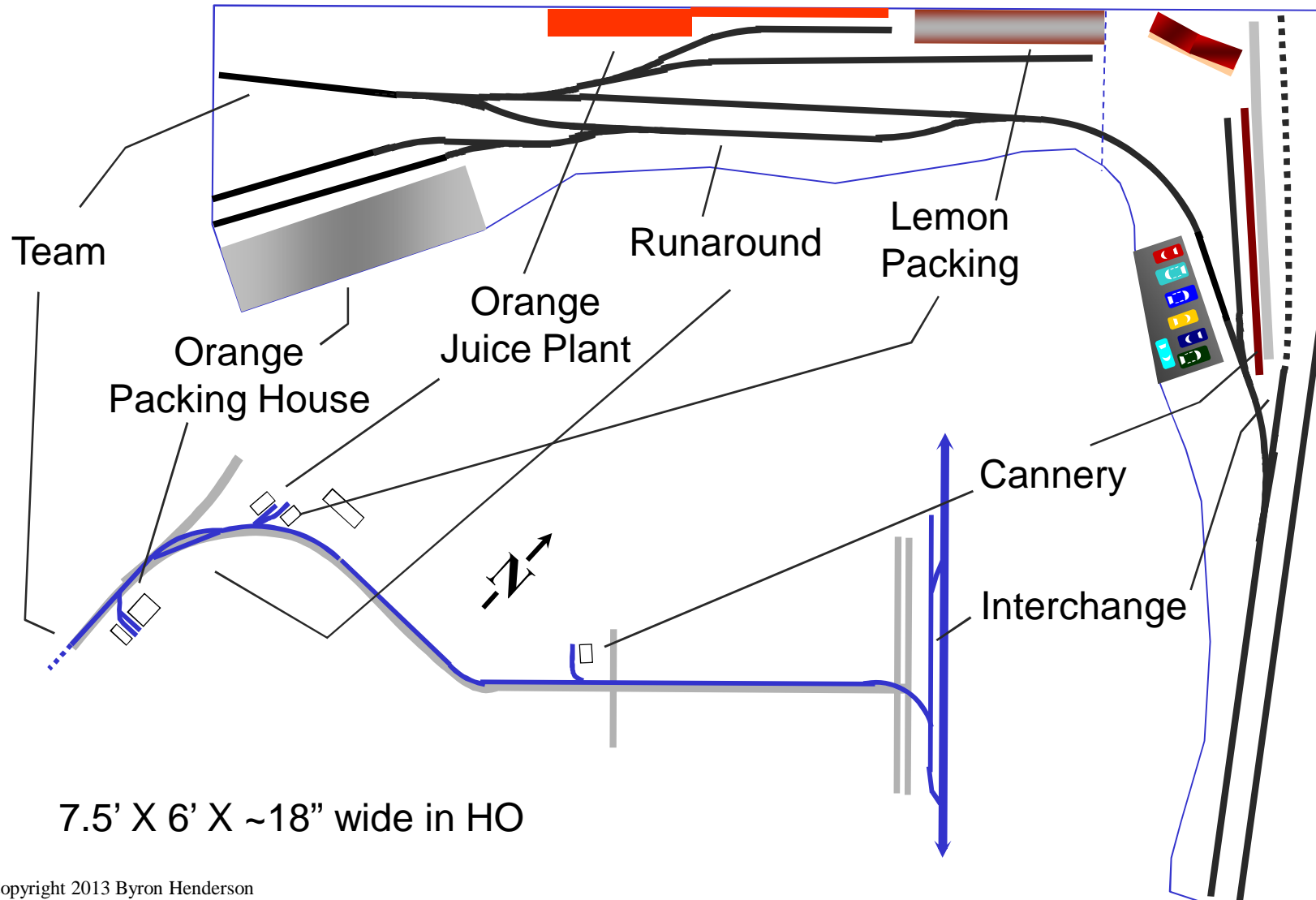


Resembles “Switchman’s Nightmare”

- Facing-point and trailing point spurs
- Runaround
- Room to work – not a puzzle

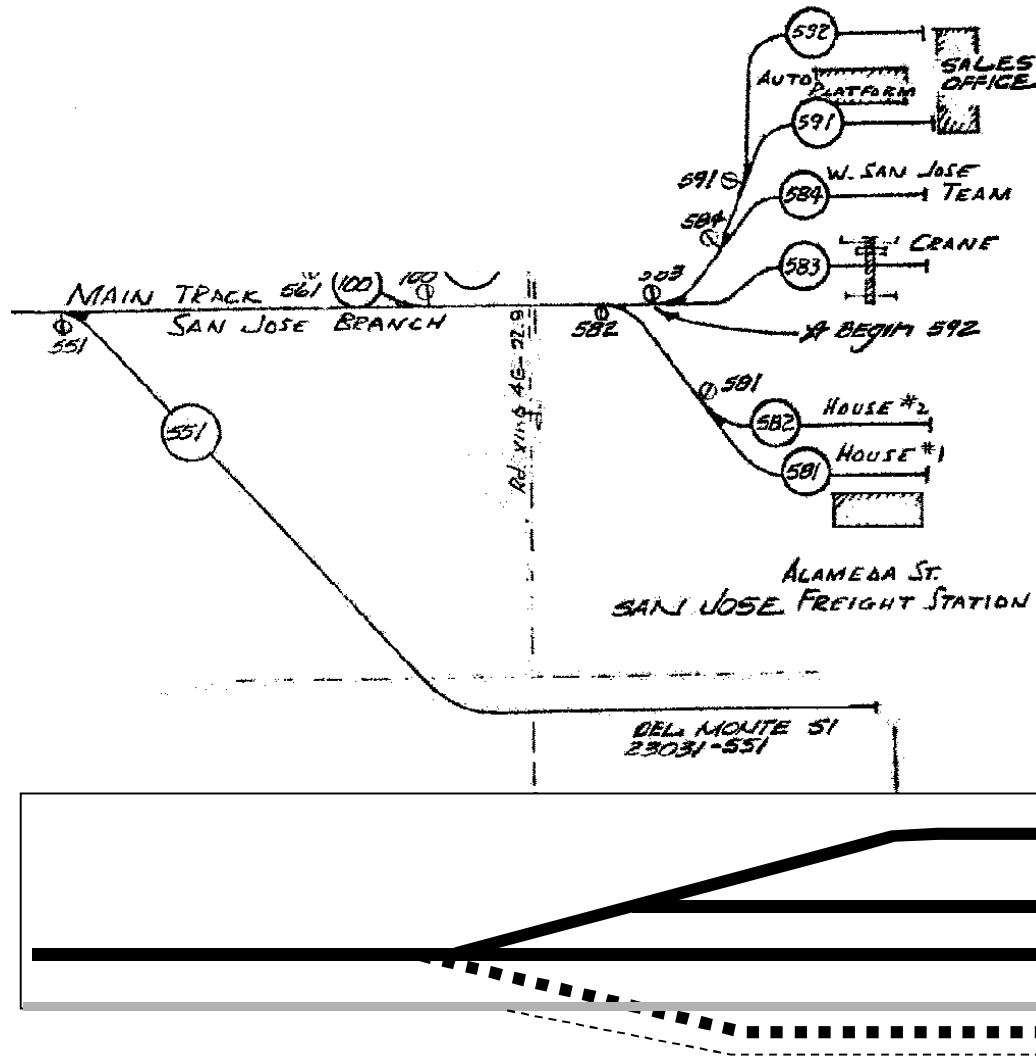


# P.E. "Orphan" Spur Layout

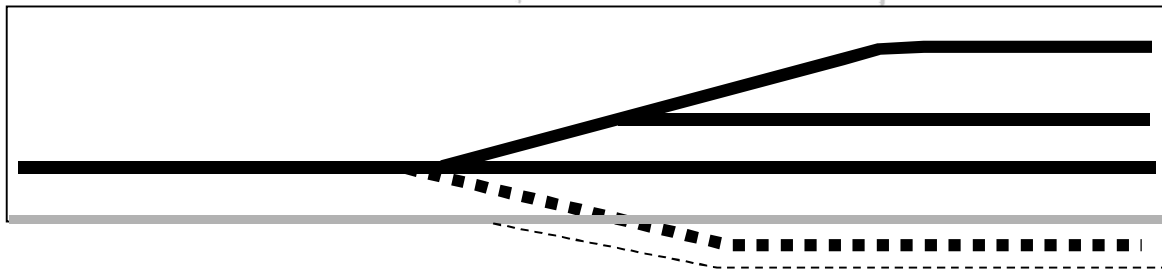
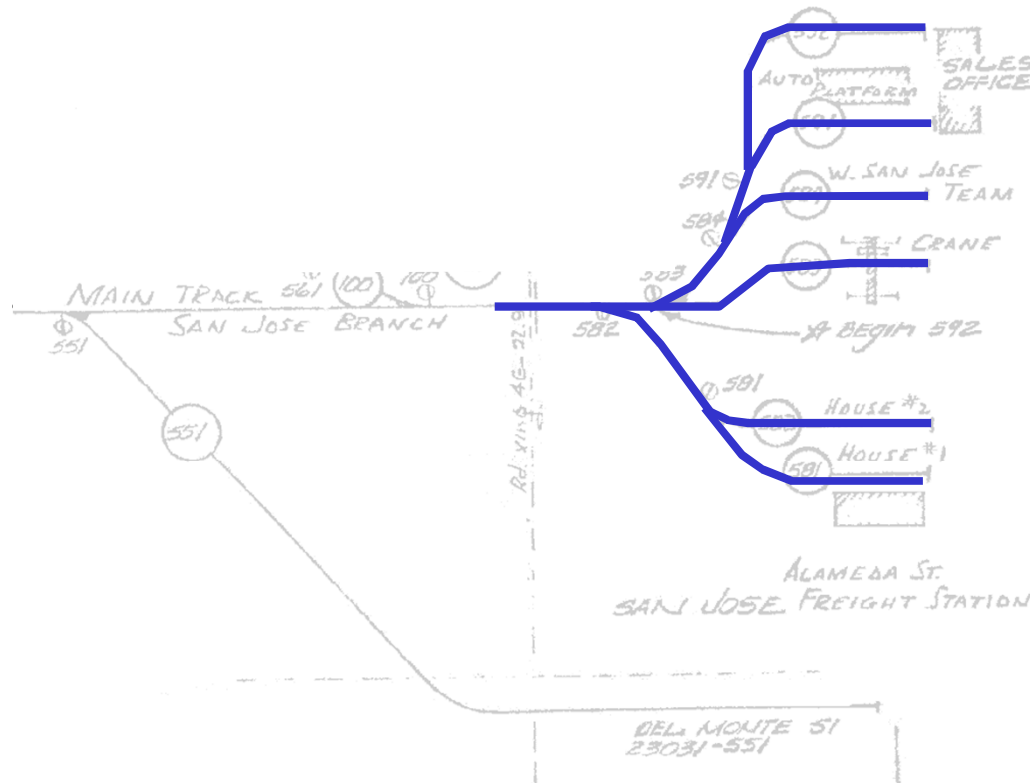


7.5' X 6' X ~18" wide in HO

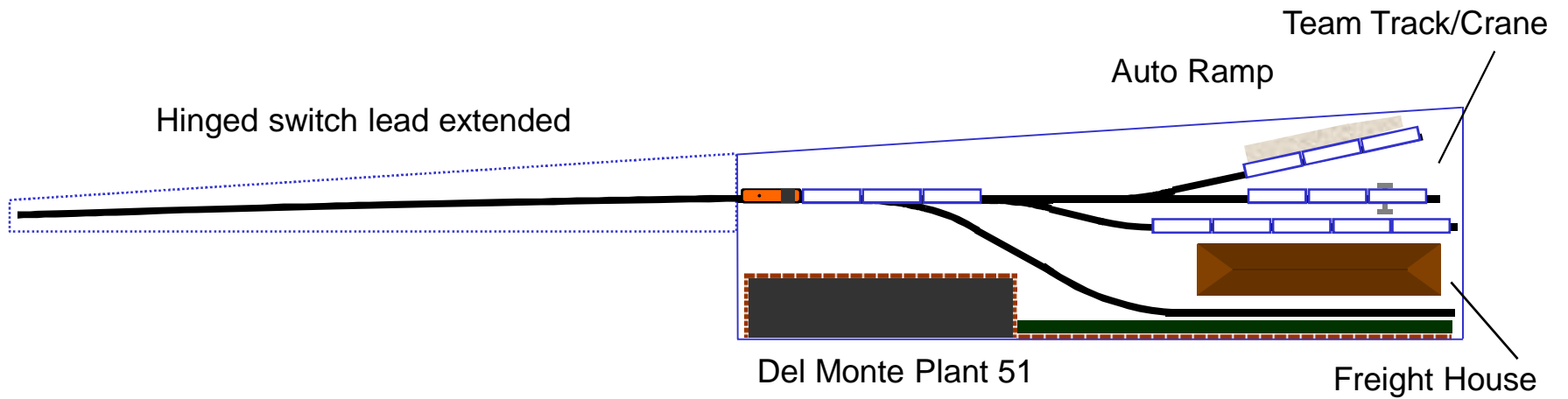
# West San Jose on the WP



# West San Jose on the WP

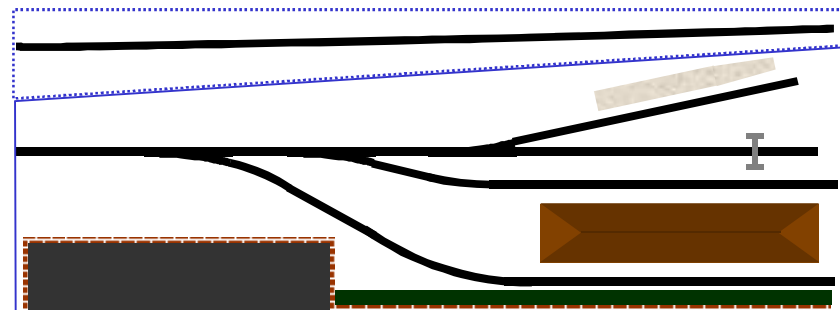


# WP Inglenook "Plus"



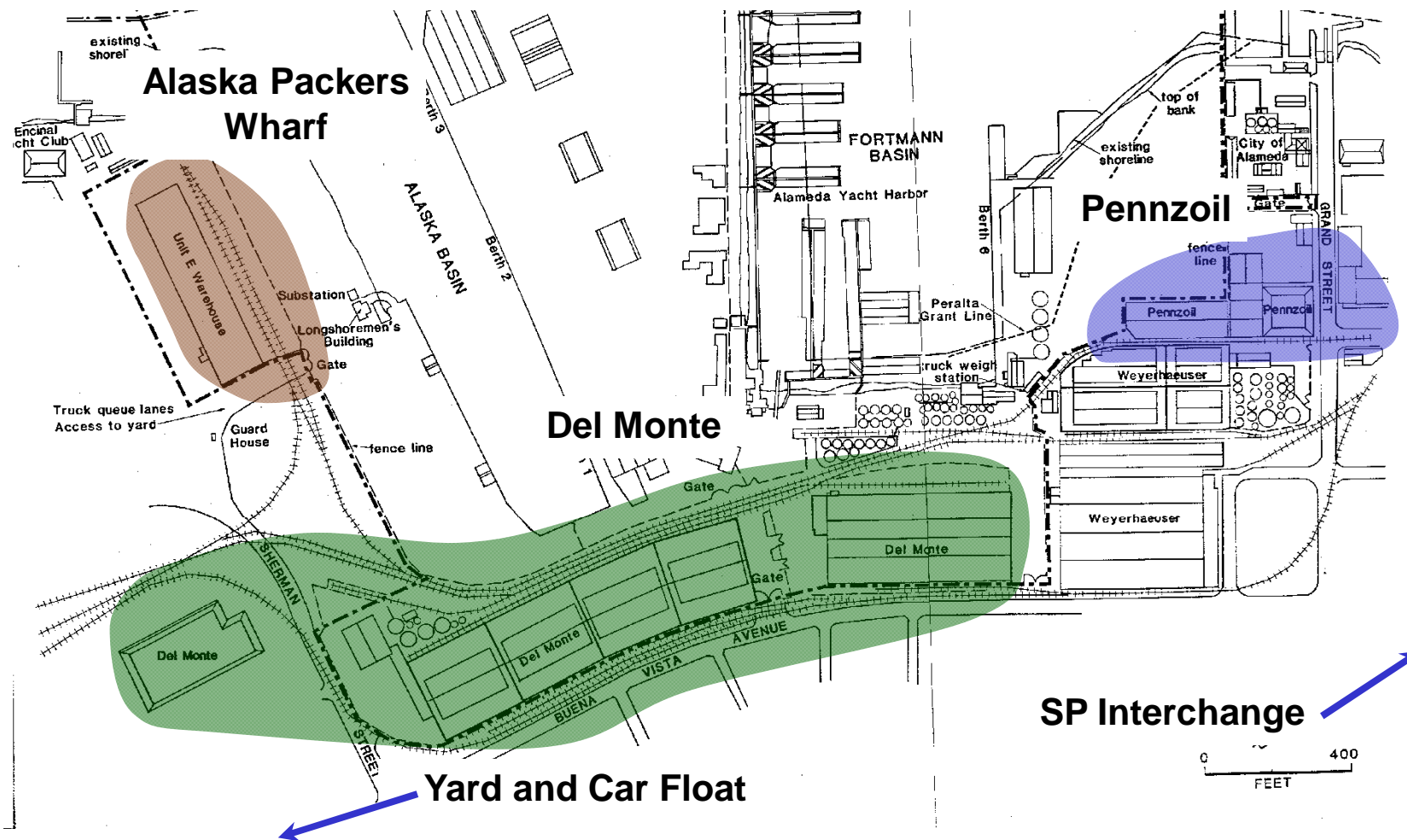
*Scenery and switching variety from 2'x6' in HO*

Storage space and operating space need not be the same



# Distilling a Prototype

## Alameda Belt Line – Encinal Terminal area



# ABL "Extract" in N



Del Monte Cannery

SP Interchange

Wharf (Alaska Packers)

Hinge points

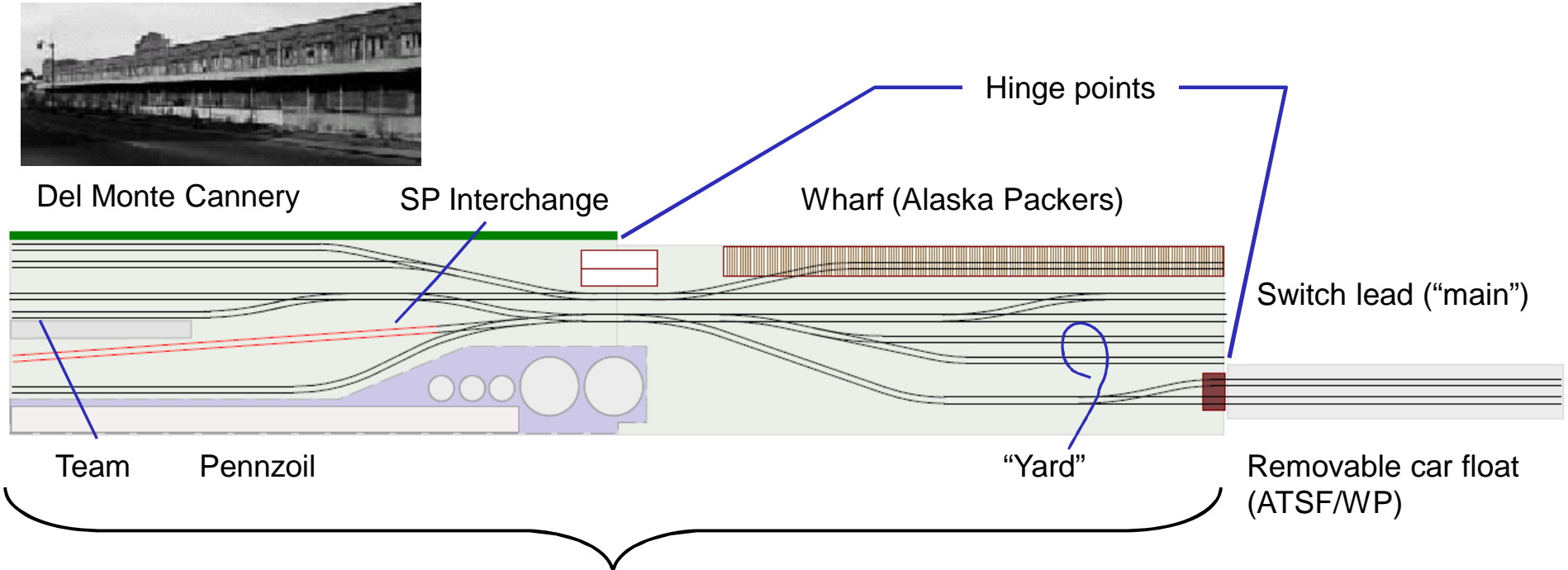
Switch lead ("main")

Team

Pennzoil

"Yard"

Removable car float (ATSF/WP)

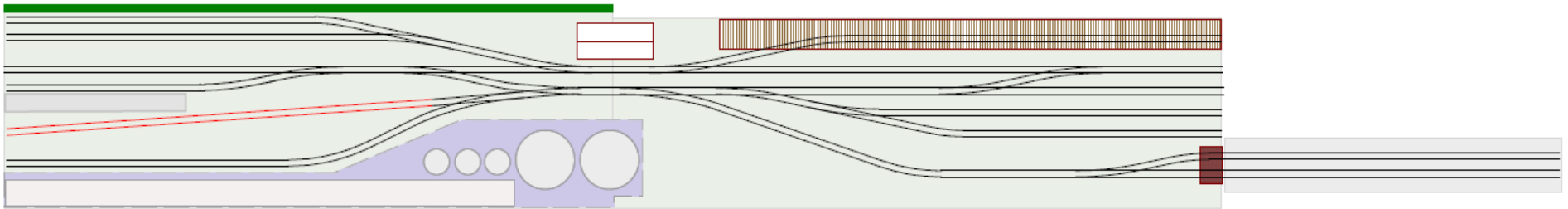


Approx 1' X 6'

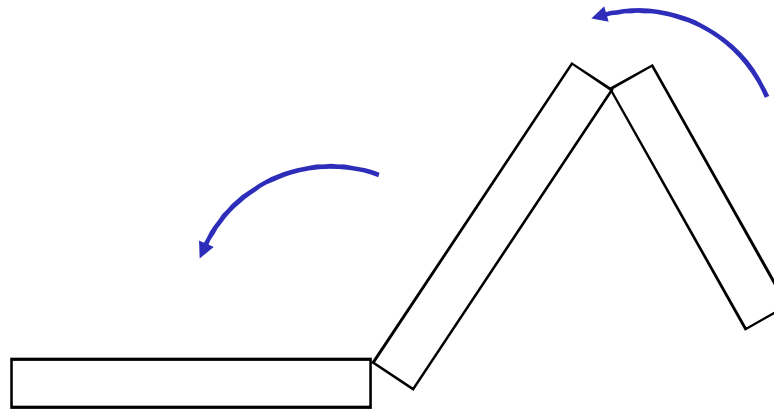




# ABL Storage Option



Right side is narrower to fit inside industry flat on left side when folded



# M.C. Fujiwara's ABL





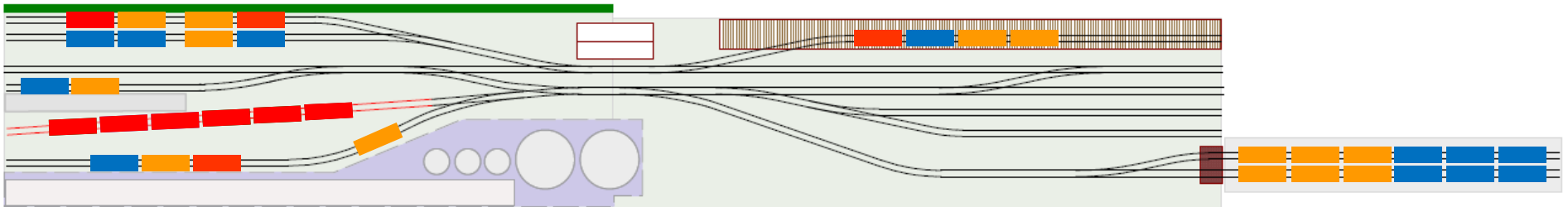
# M.C. Fujiwara's ABL



# Prototypical Traffic Flow

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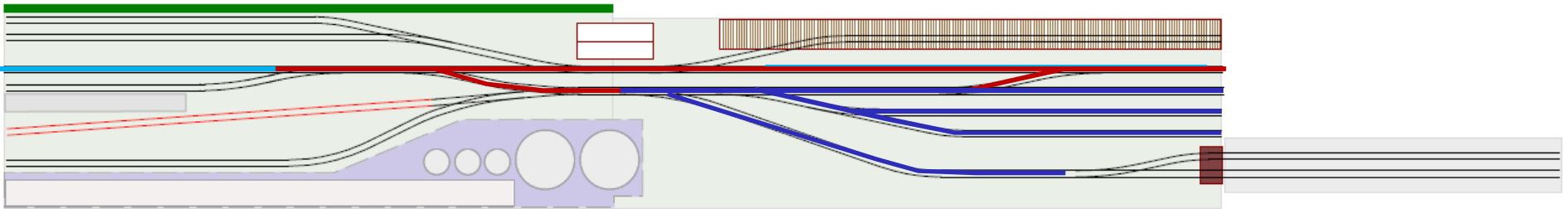
*Cars arrive and depart from connections*



*... and are switched to- and from industries*

# Realistic Traffic Handling

---



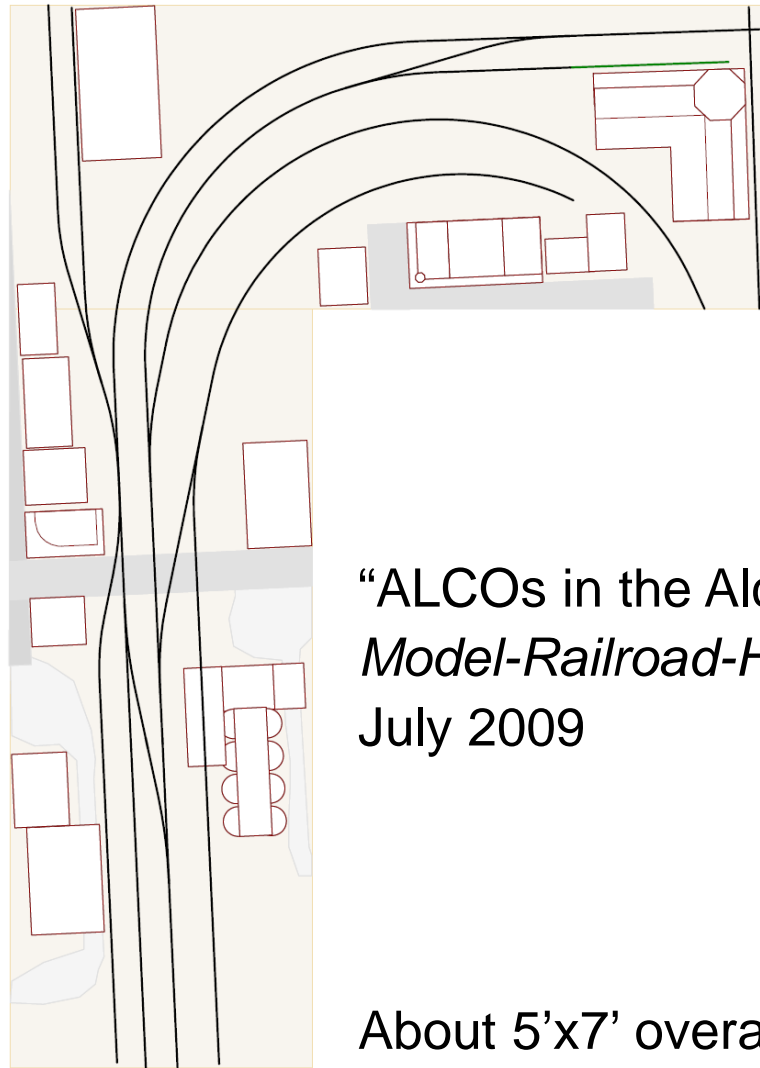
*Adequate leads ...*

*... sufficient run-around length ...*

*... and a place to sort 'em*

# Overlapping Elements

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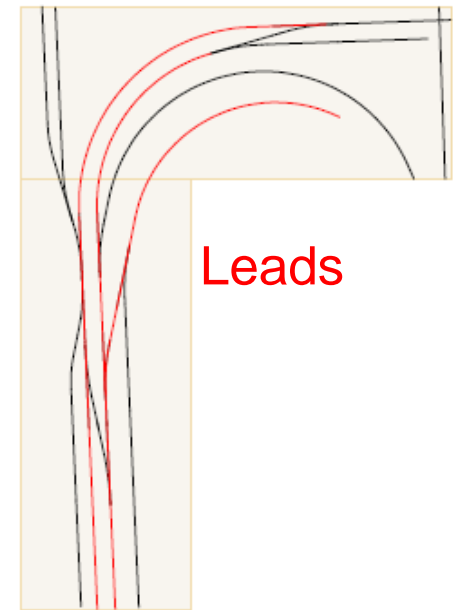
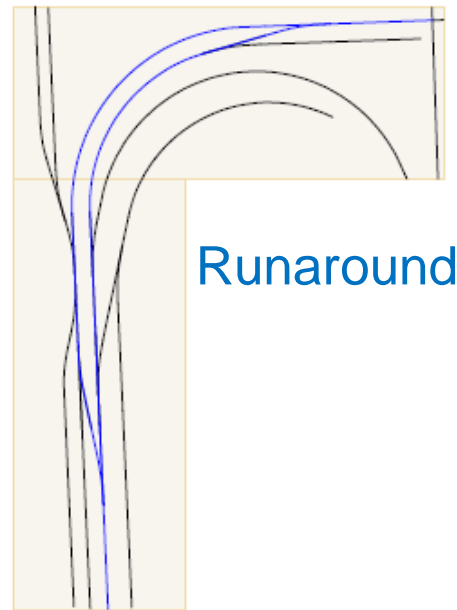
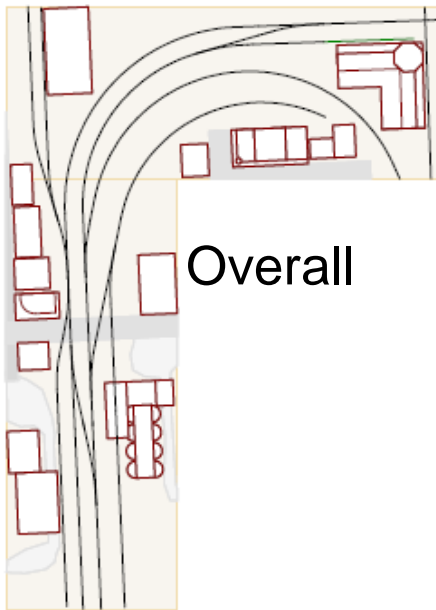


“ALCOs in the Alcove”  
*Model-Railroad-Hobbyist*  
July 2009

About 5'x7' overall in HO scale

# Overlapping Elements

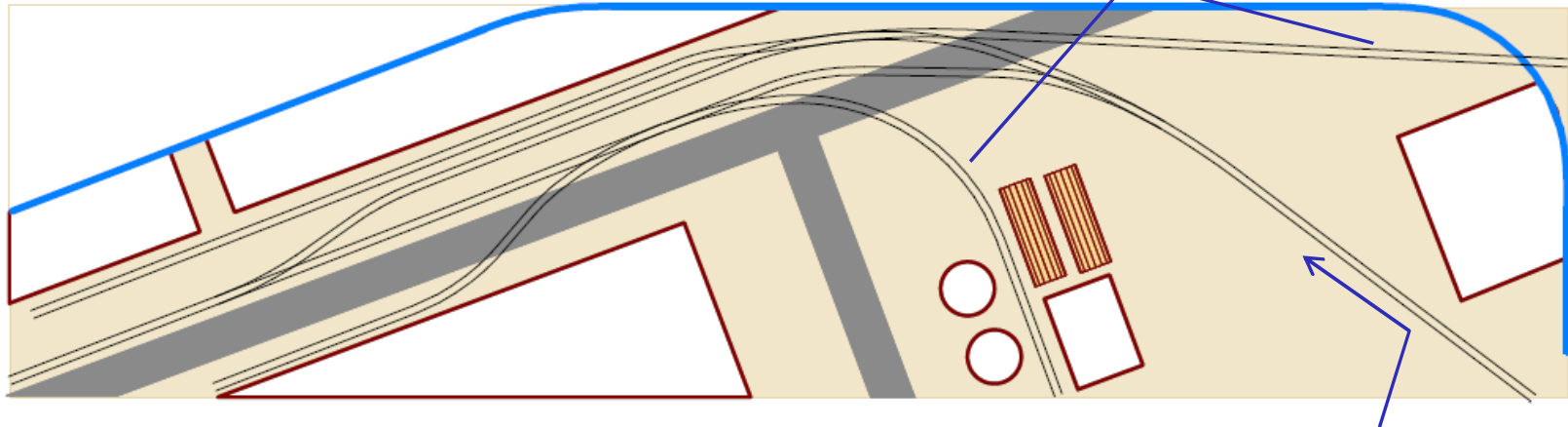
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*Length is precious ... use it more than once*

# Give me the Runaround!

Runaround allows us to switch Oil and Interchange with engine

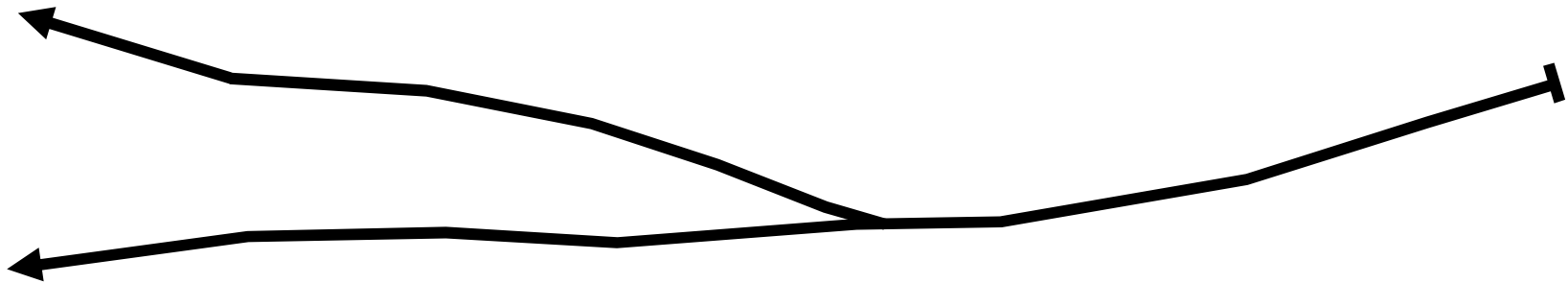


No runaround means that all but Mobil must be in front of engine and Interchange can't be used except for Mobil

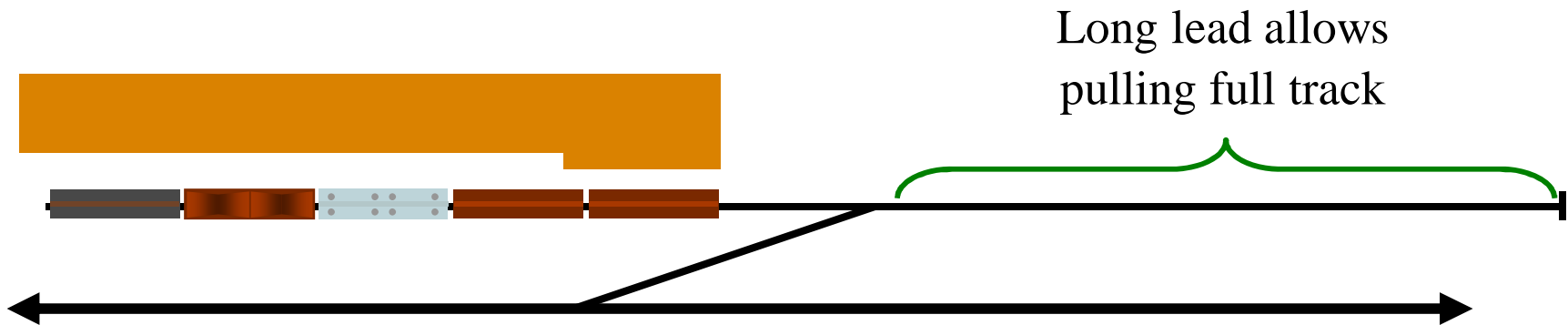
Switch crew heads in



# Rather Fight Than Switch(back)



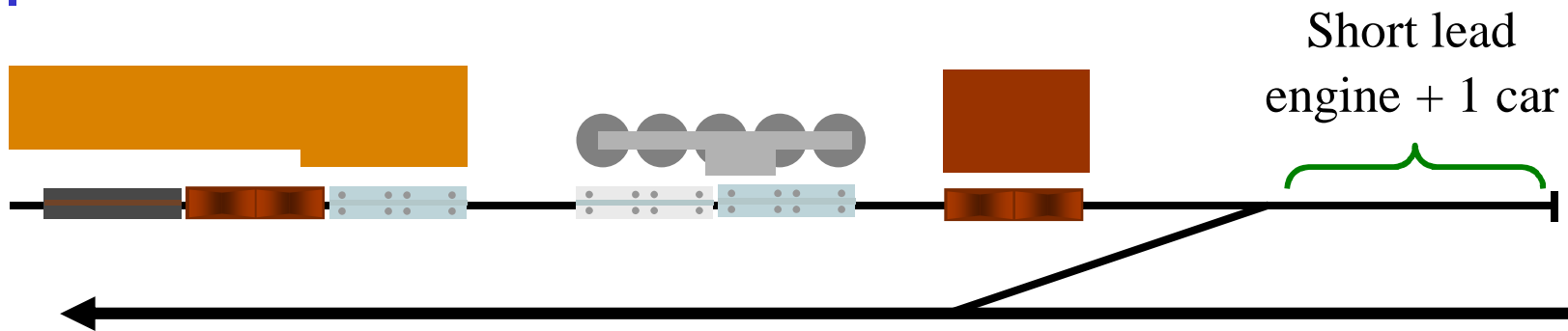
Common on logging, mining branches in real life for grades in tight spots



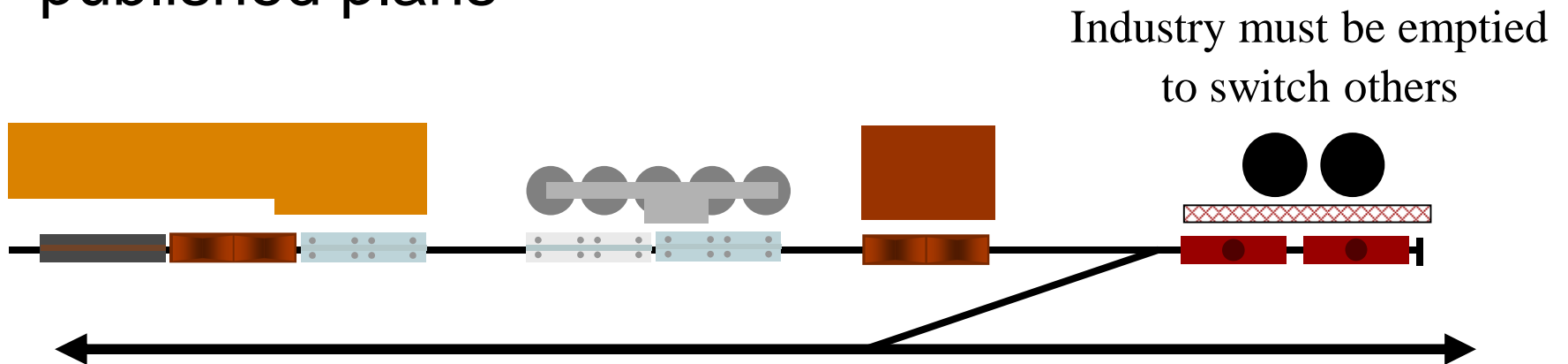
Long lead allows pulling full track

Not uncommon in real life – often for grade or tight urban areas

# Rather Fight Than Switch(back)



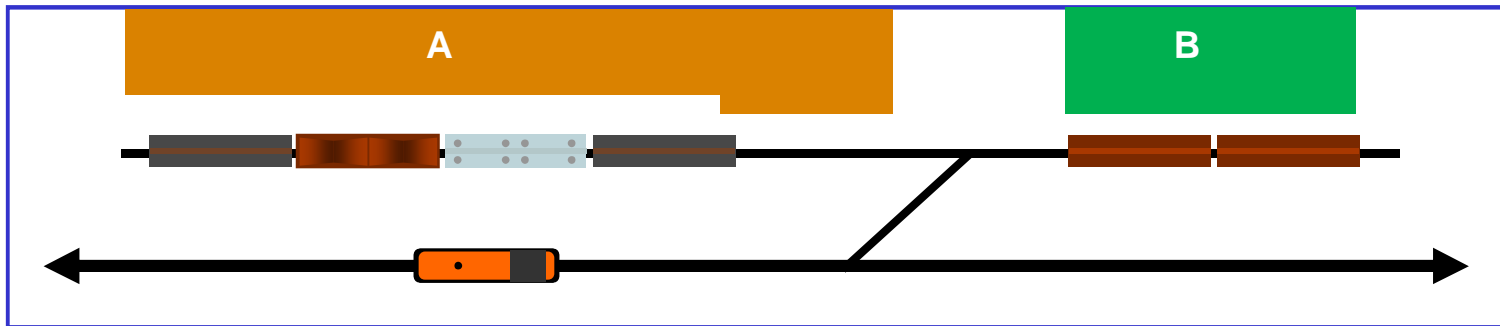
Virtually unknown in real life, overused in published plans



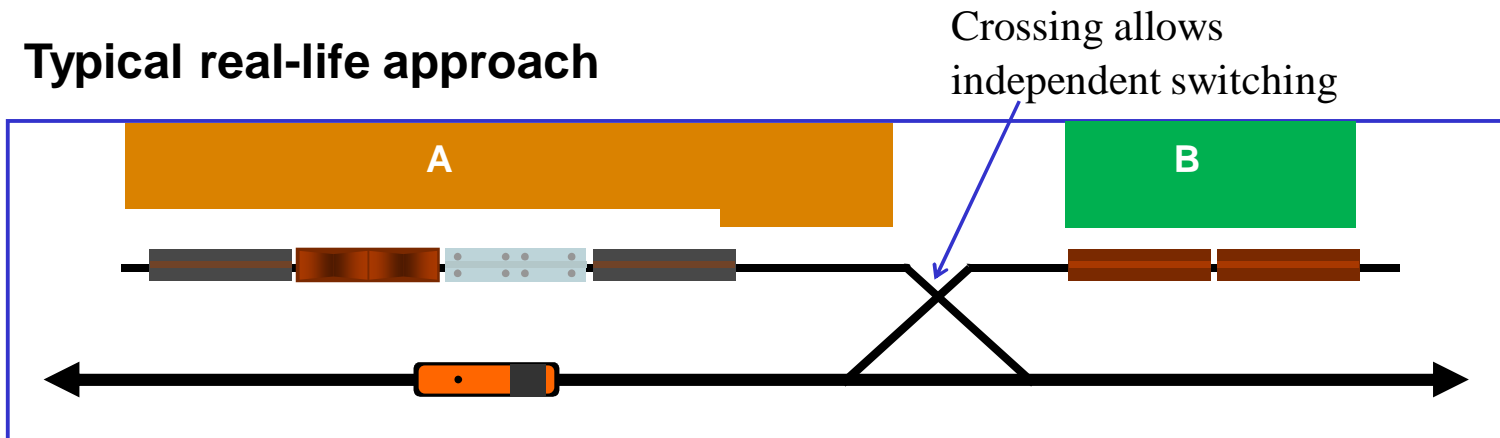
Virtually unknown in real life, extremely overused in published plans

# Rather Fight Than Switch(back)

Model switchback



Typical real-life approach



Crossing allows independent switching

# “Sure Spots”

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Unloading grate or  
loading spout

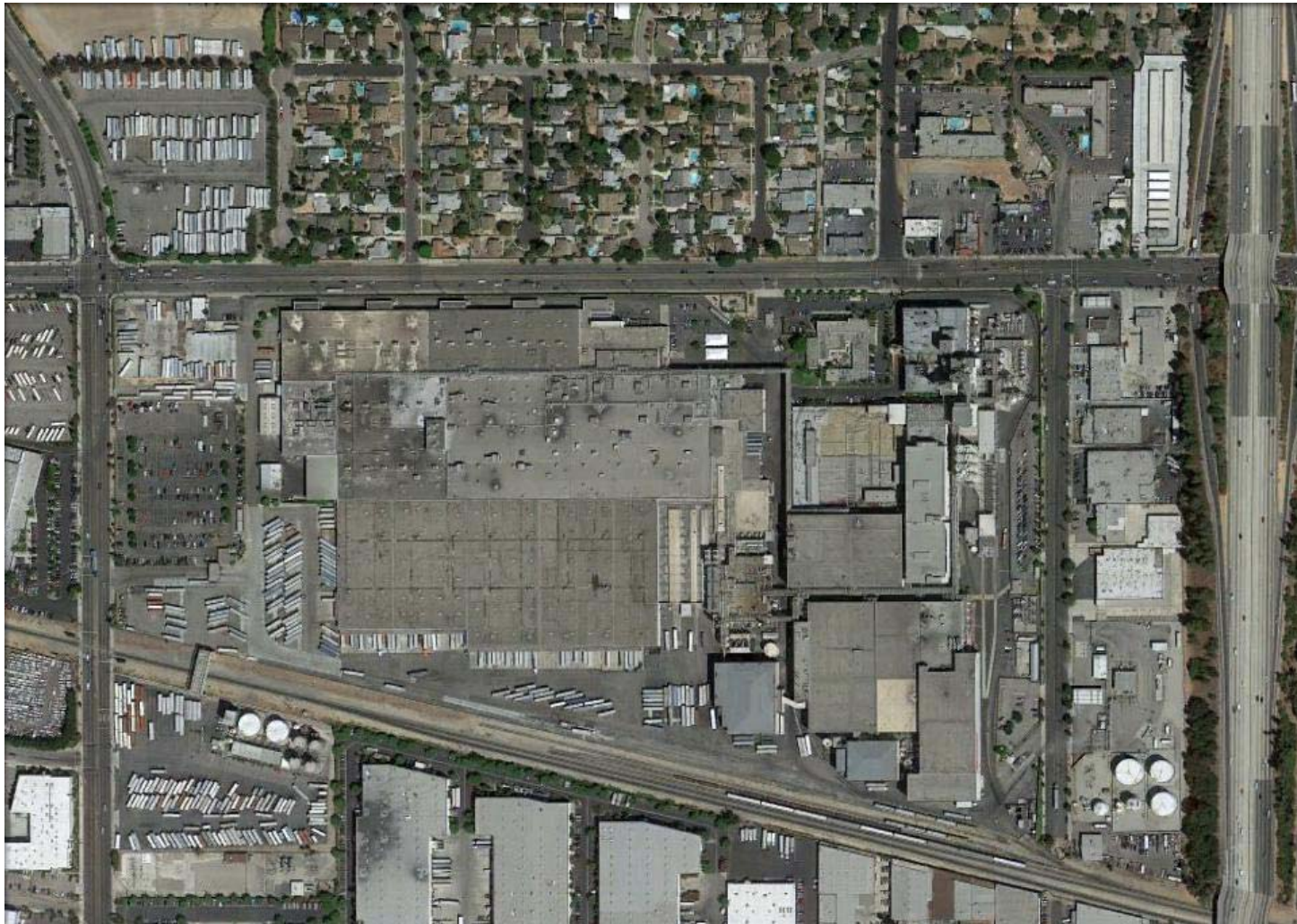
Tank rack – loading  
or unloading

Numbered doors  
or dock spots

Dock and/or end  
ramp

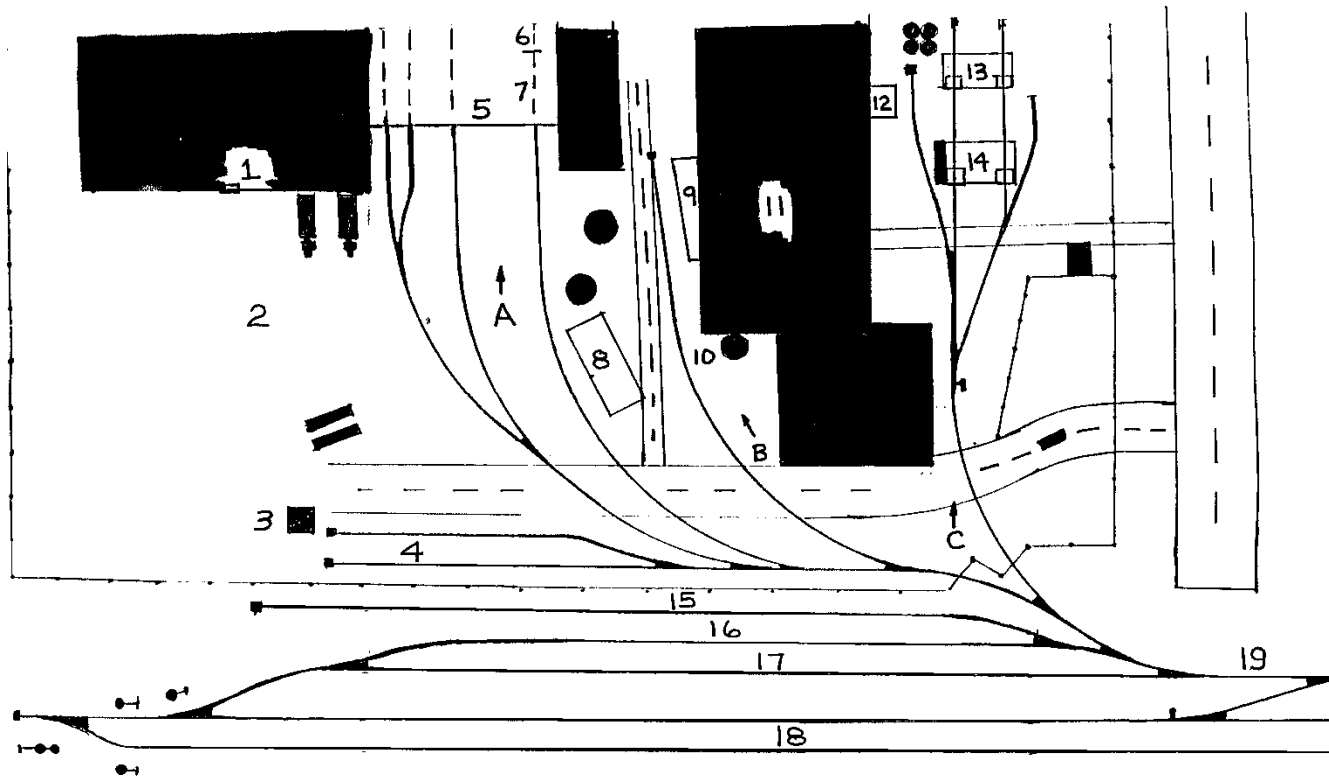
# Industry as Switching Layout

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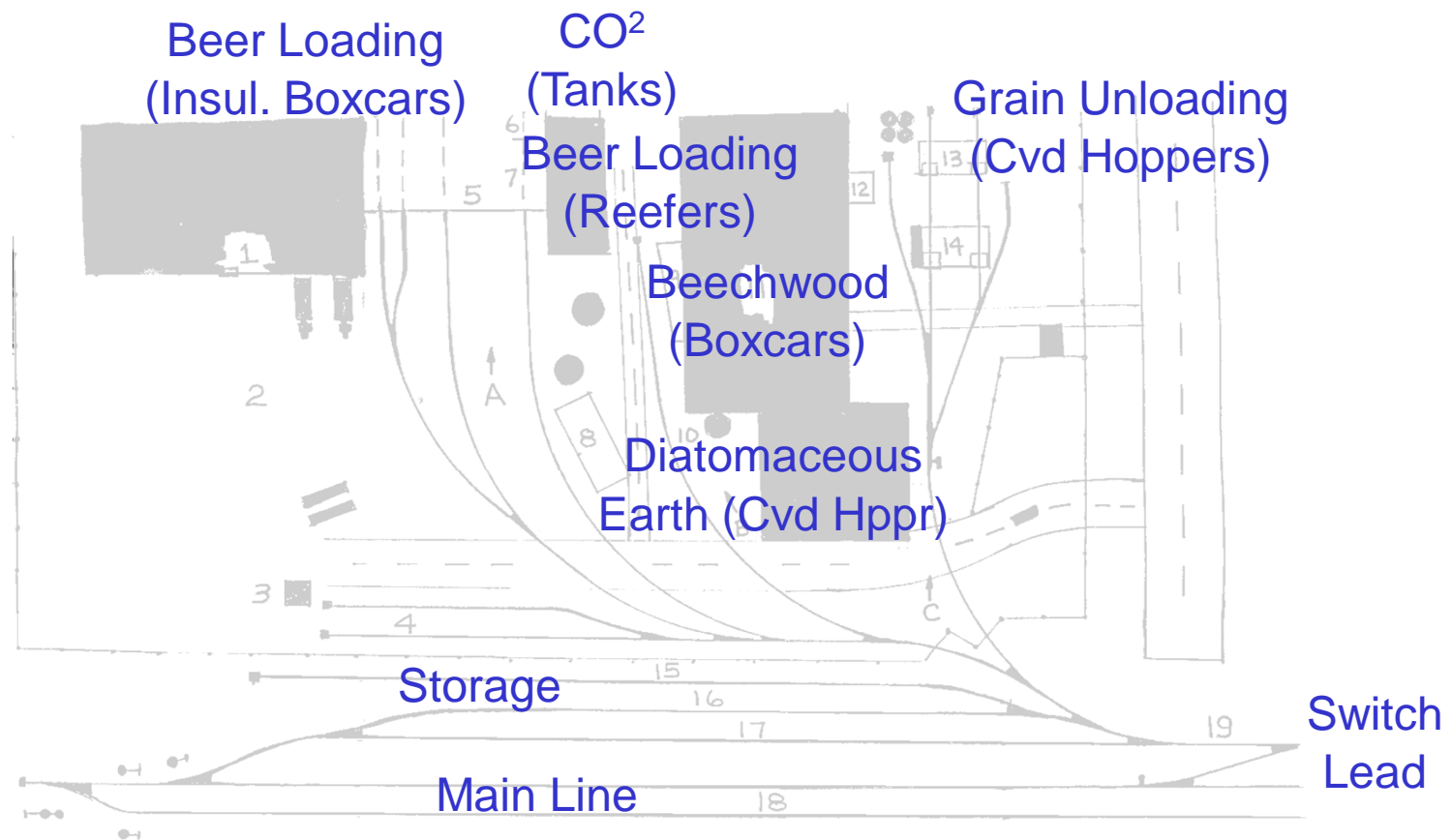
Budweiser Brewery; Van Nuys, CA

# Industry as Switching Layout



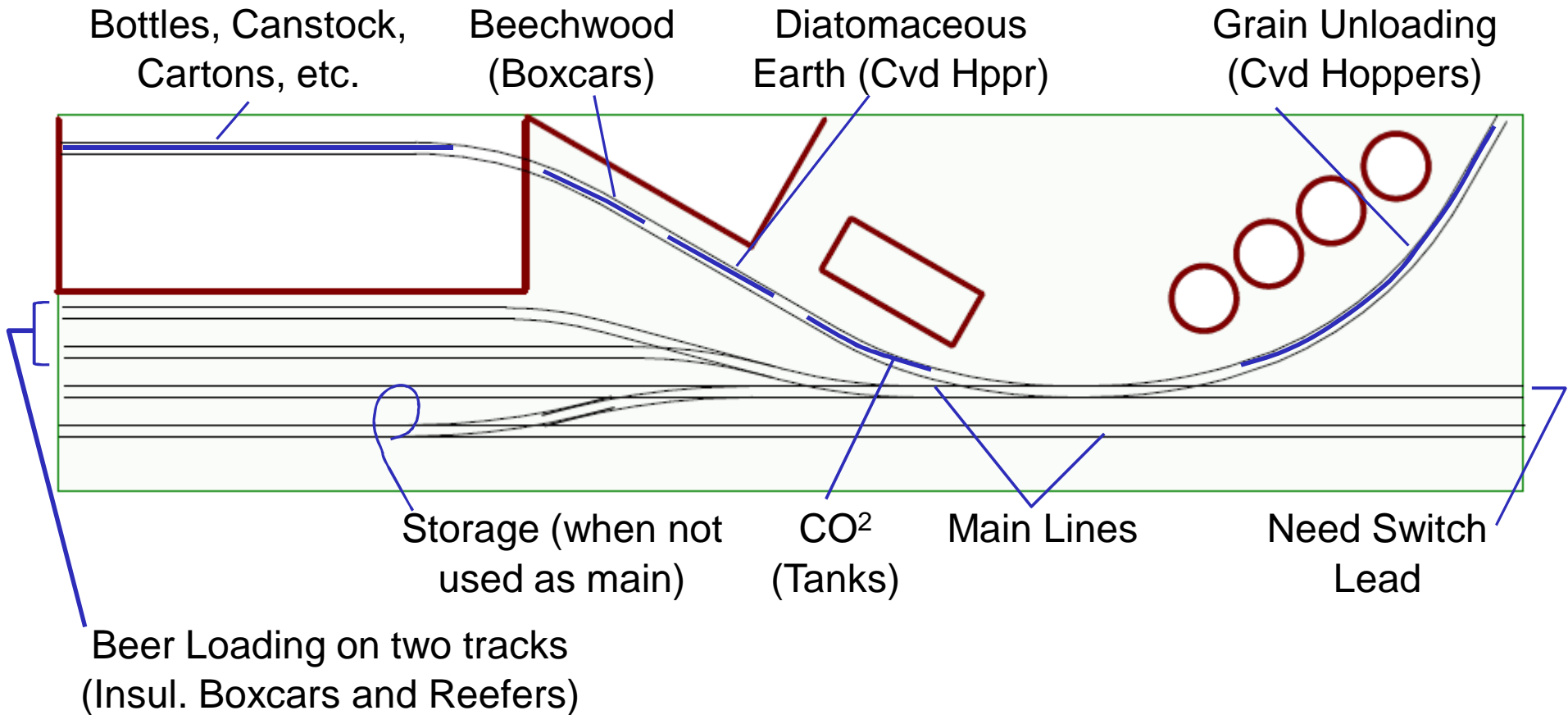
Mike Osborne's drawing of Budweiser in Van Nuys from *LDN-20*, Summer '98  
(served by SP / now UP)

# Industry as Switching Layout



Mike Osborne's drawing of Budweiser in Van Nuys from *LDN-20*, Summer '98  
(served by SP / now UP)

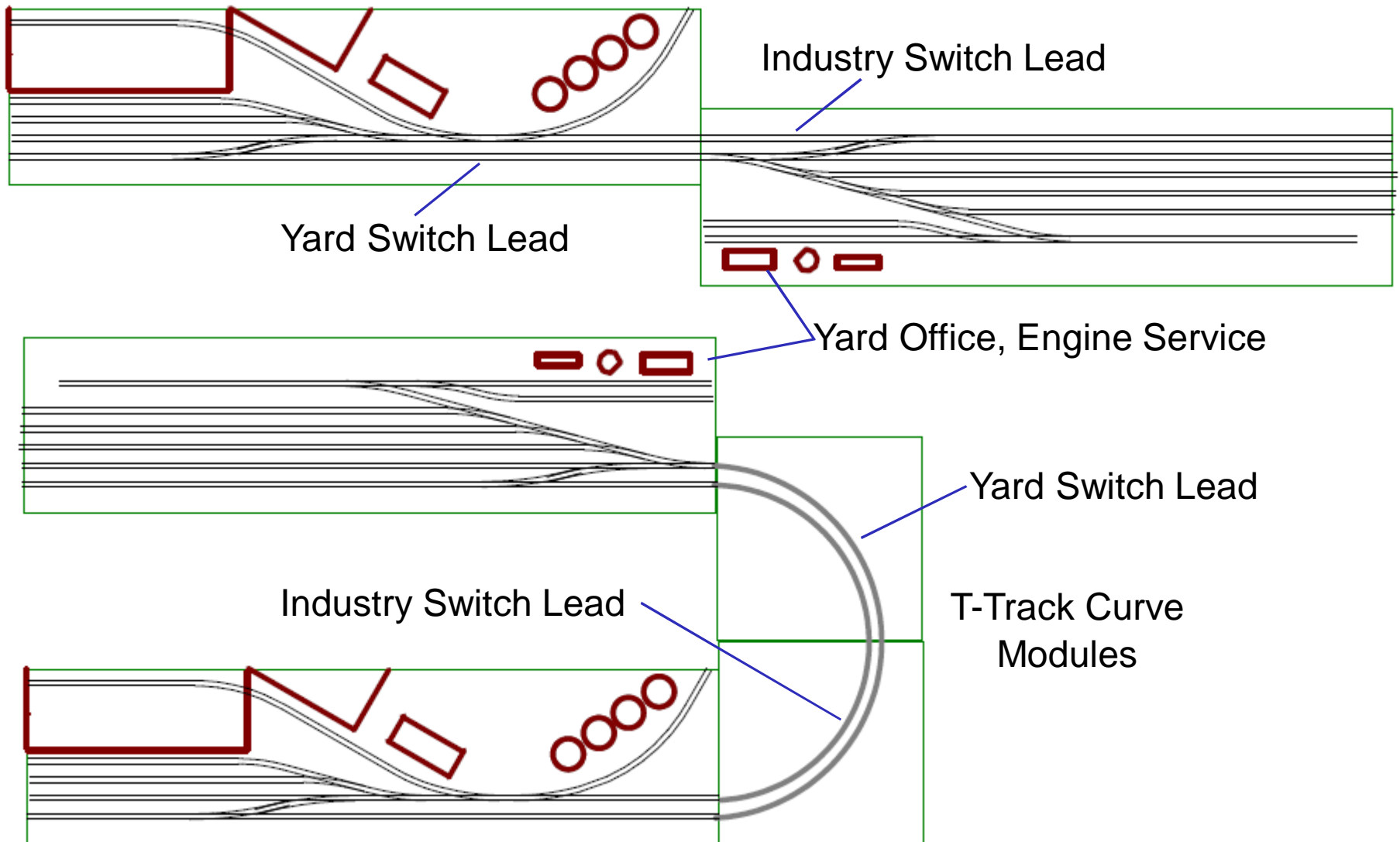
# Industry as Switching Module



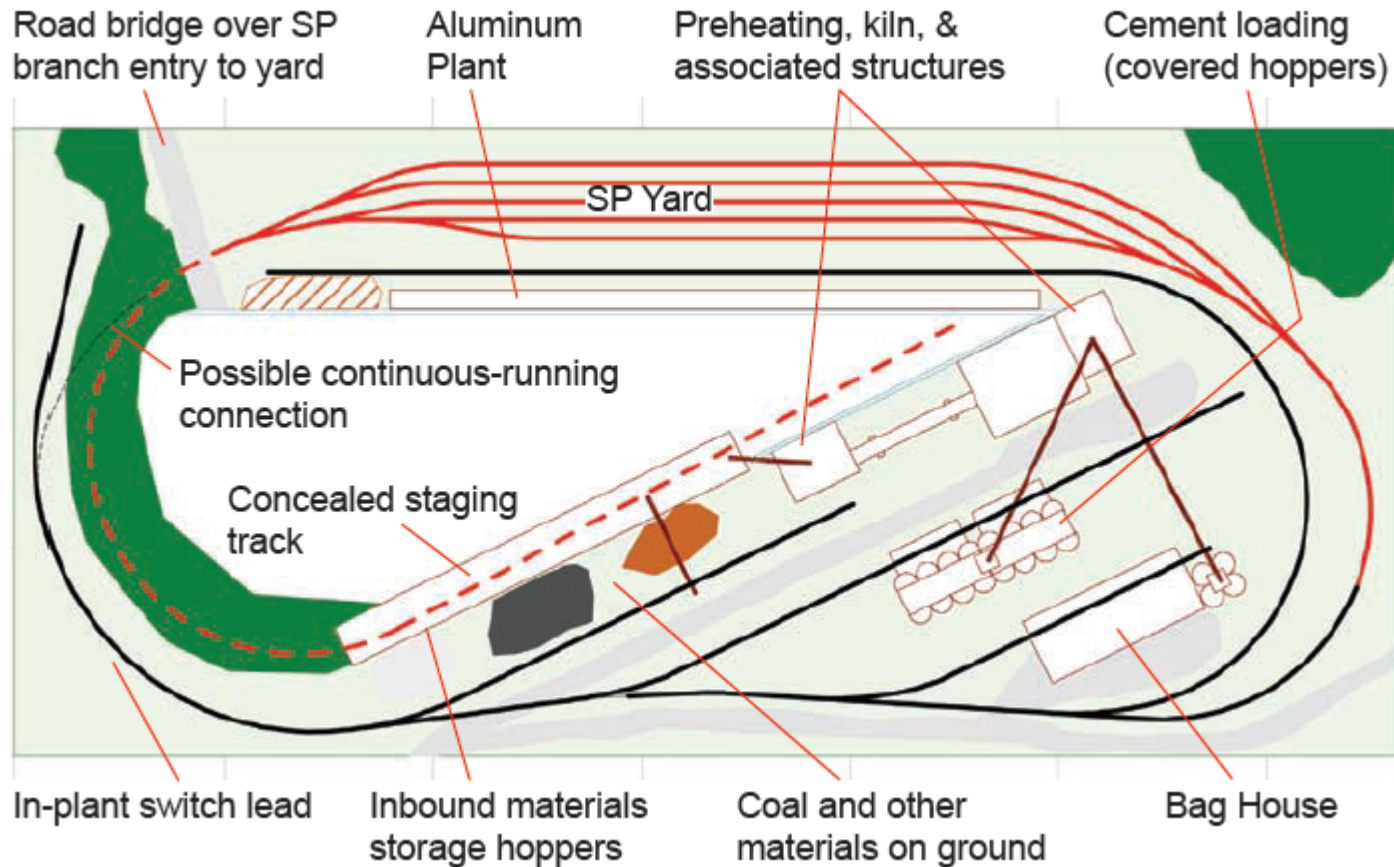
T-Track N scale module ~1'X4'



# Industry with Support Yard



# Cement Plant HCD in N

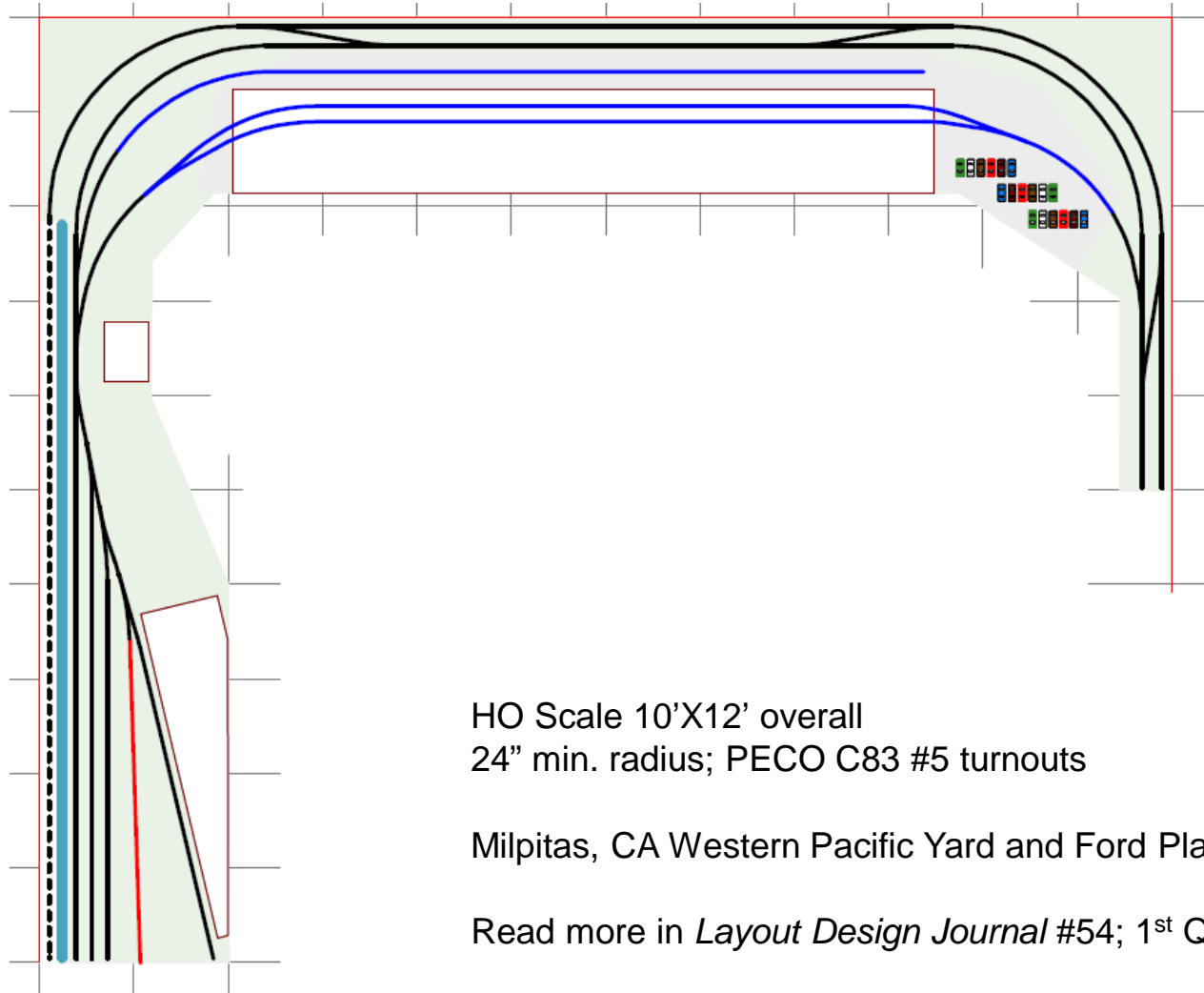


N Scale 36X80" overall  
12" Min. Radius, PECO C55 "Small" Turnouts

Permanente Cement Plant; Cupertino, CA

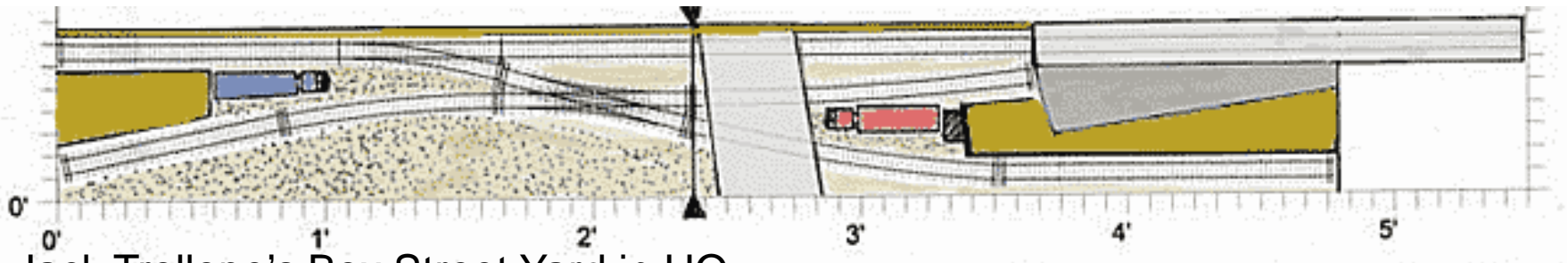
Read more in *Layout Design Journal* #54; 1<sup>st</sup> Qtr 2015

# Auto Plant Shelf in HO

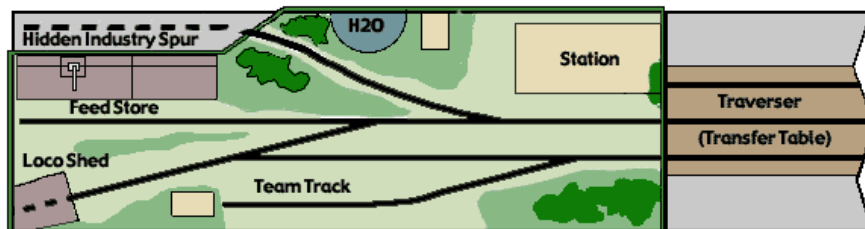


# “Micro” Layouts

- Around 4 square feet or less in HO
- Can be more than a puzzle
- “Fiddle staging”, moveable elements



Jack Trollope's Box Street Yard in HO



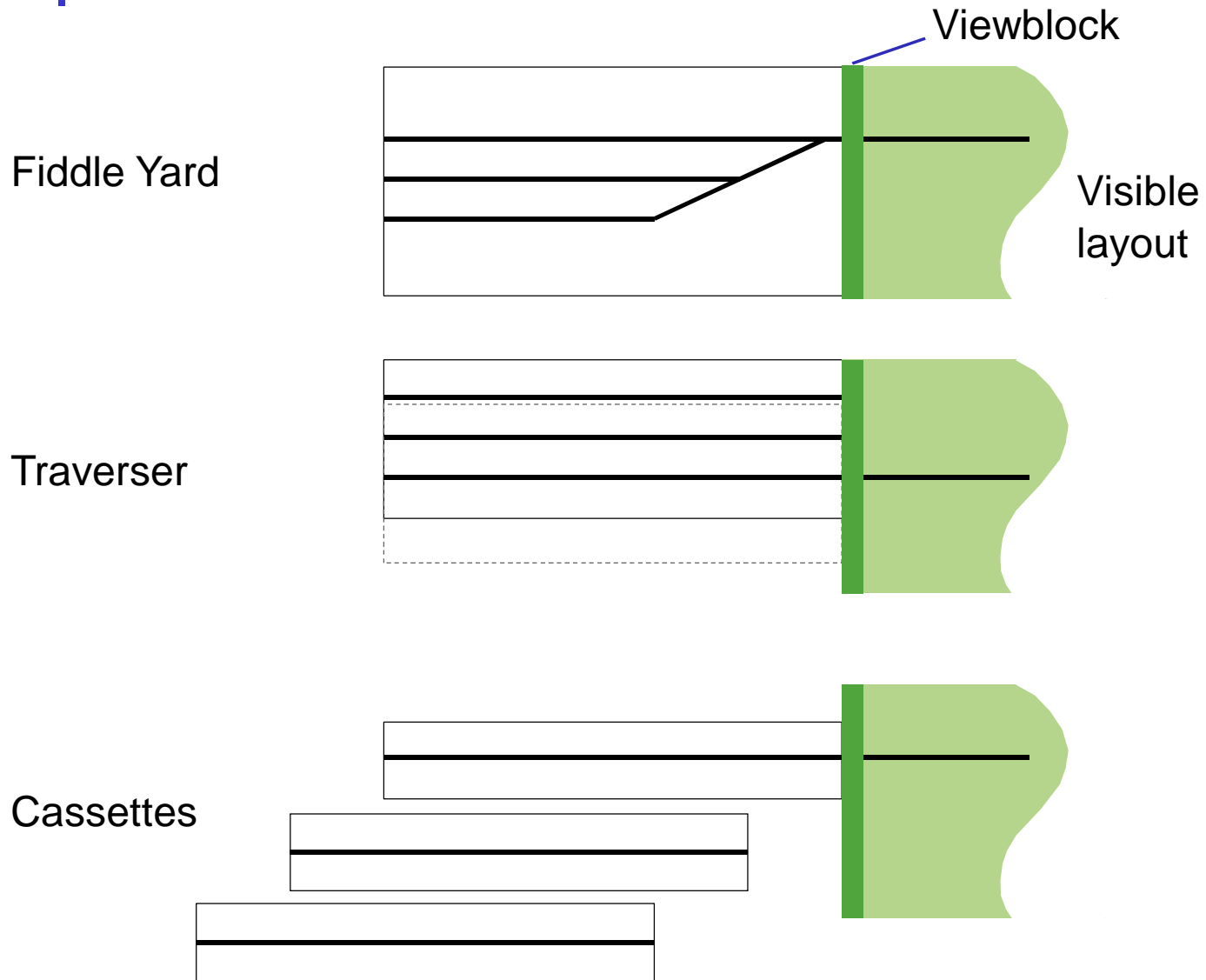
## Rachel, Georgia

by Julian Andrews • HO

36"x11.5" (90x29 cm) + 24" (60 cm) traverser

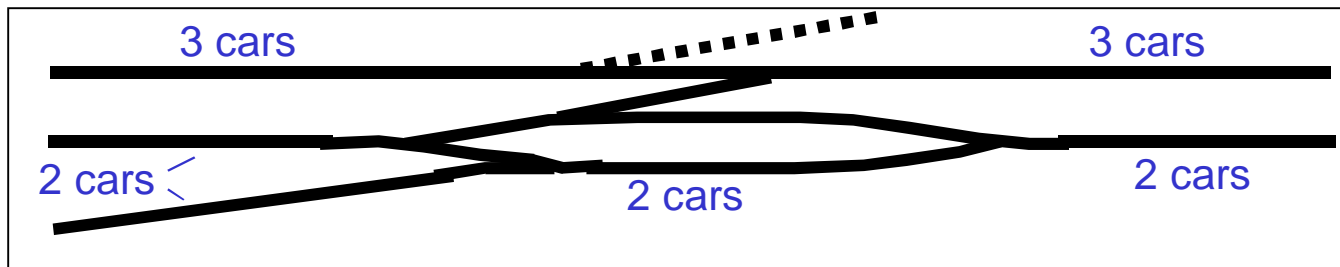


# Secluded Staging



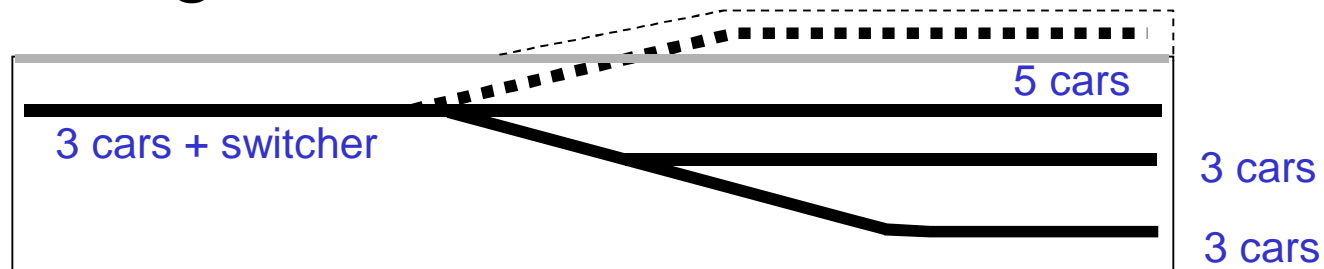
# Classic Switching Puzzles

- Timesaver -- John Allen, 1966



About 10" X 56" in HO

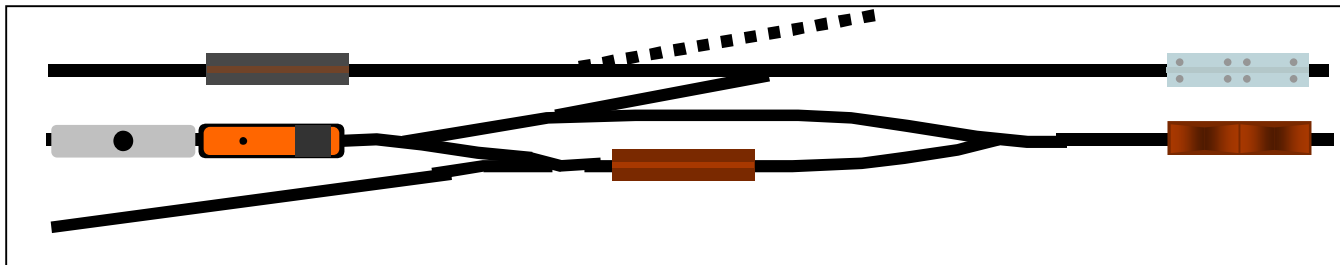
- Inglenook Sidings -- A.R. Walkley, 1926;  
Alan Wright, 1980s



About 9" X 48" in HO

# Puzzle, not Model of a Railroad

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- Basically moving an empty slot
- ... but the prototype railroad is built to facilitate switching, not hinder it ....

# What Makes a Challenge Fun?

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Game and puzzle theory

- Sequence challenge  
Specific steps to reach result
- Ordering challenge  
Multiple paths to solution
- “Fair Test”  
Not frustrating or tedious



# Operating Suggestions

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- Don't overload the layout with cars
- Plan for seasonal or shift variation
- Maximize long-term challenge, not puzzle complexity
- Consider moveable sections if storage space is different than operating space
- Watch for scenic opportunities

# Beyond the Timesaver ...

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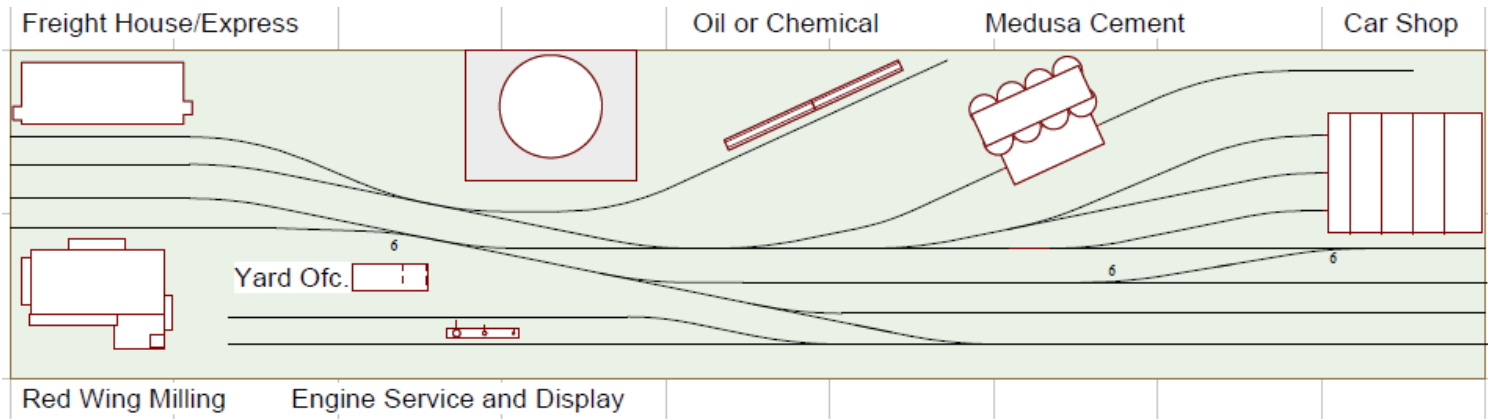
- Pick a theme or locale
- Explore key options
  - Staging
  - Major industries
  - Interchange
  - Prototype inspiration
- Fine scale operations for lasting interest

*Friends don't let friends build Timesavers ...*

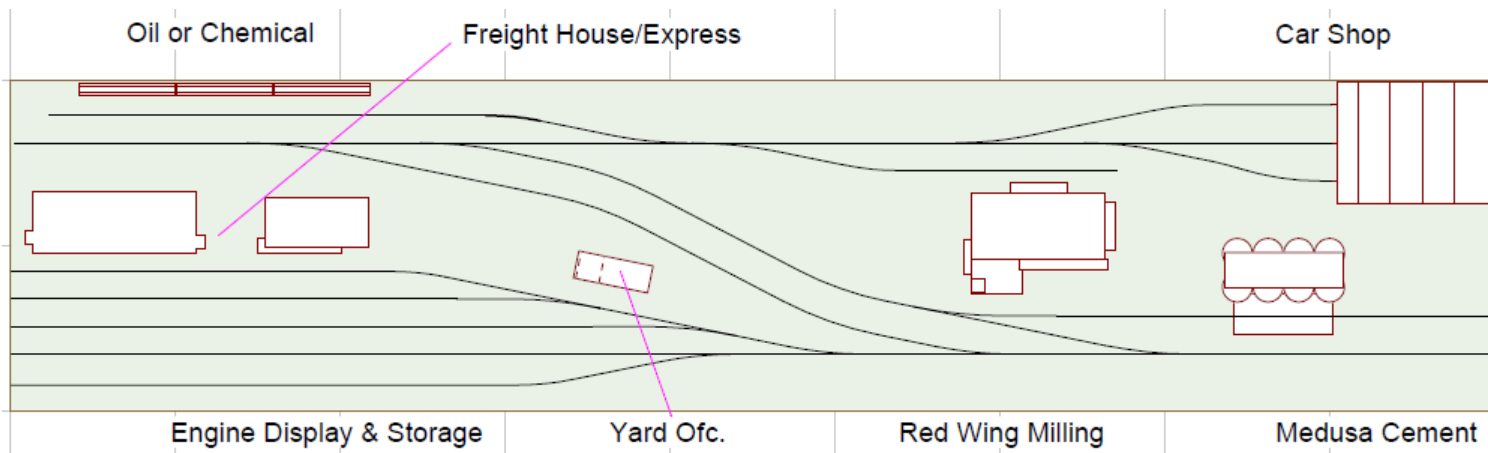
# Additional Examples

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# Variations in HO 2' X 9'

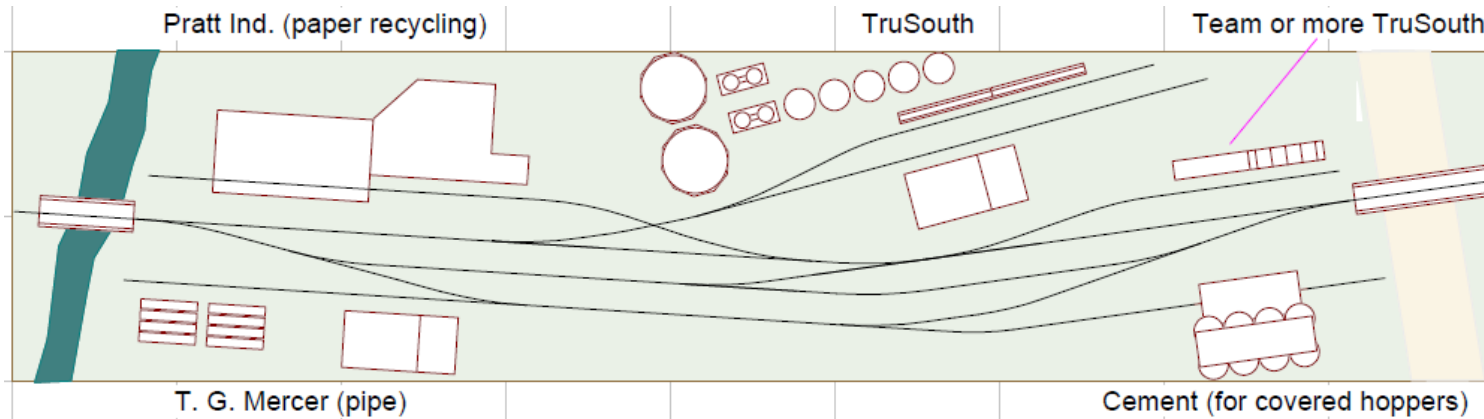


Designed for operating interest, specific Walthers Kits

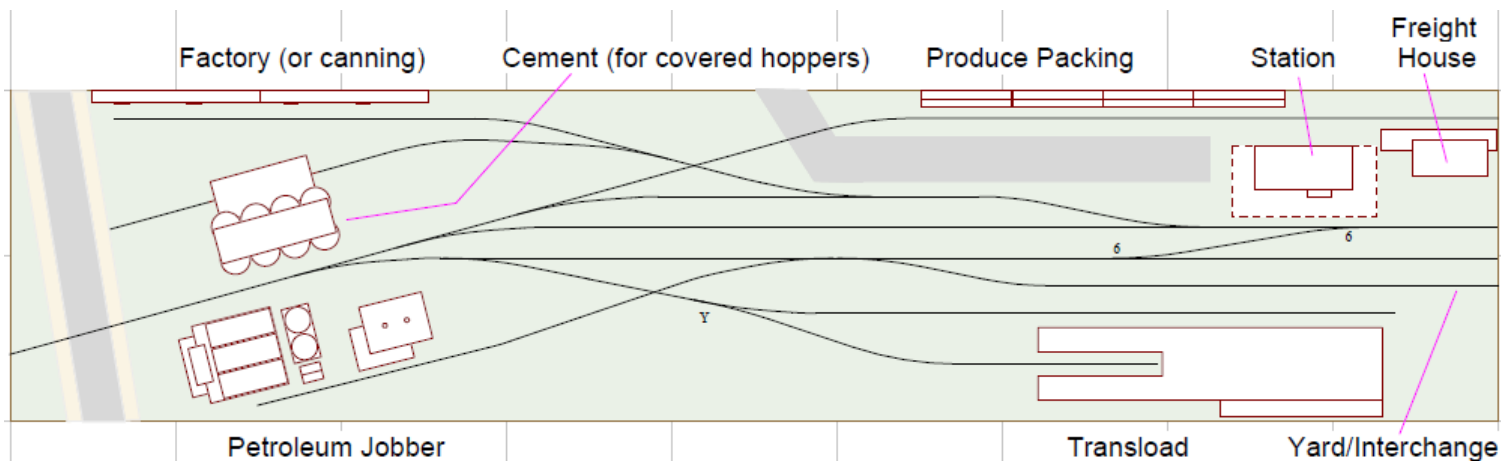


Based on Westcott's "Switchman's Nightmare", Walthers Kits

# Variations in HO 2' X 9'

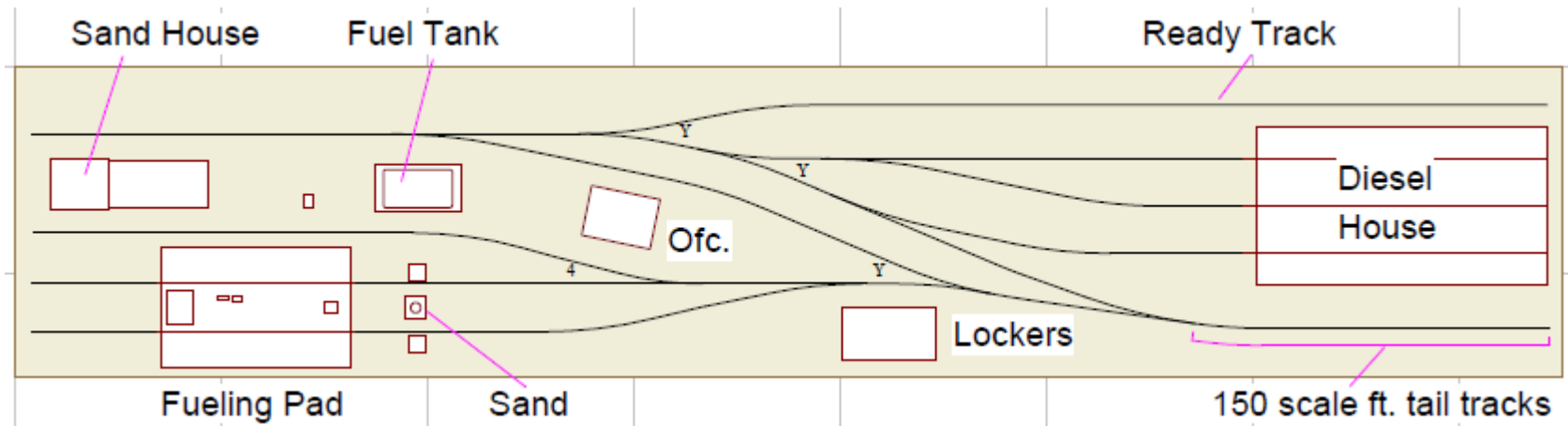


Inspired by Shreveport, LA and Bill Baumann's 3<sup>rd</sup> St. Industrial District



End-of-line terminus

# Engine Service Area



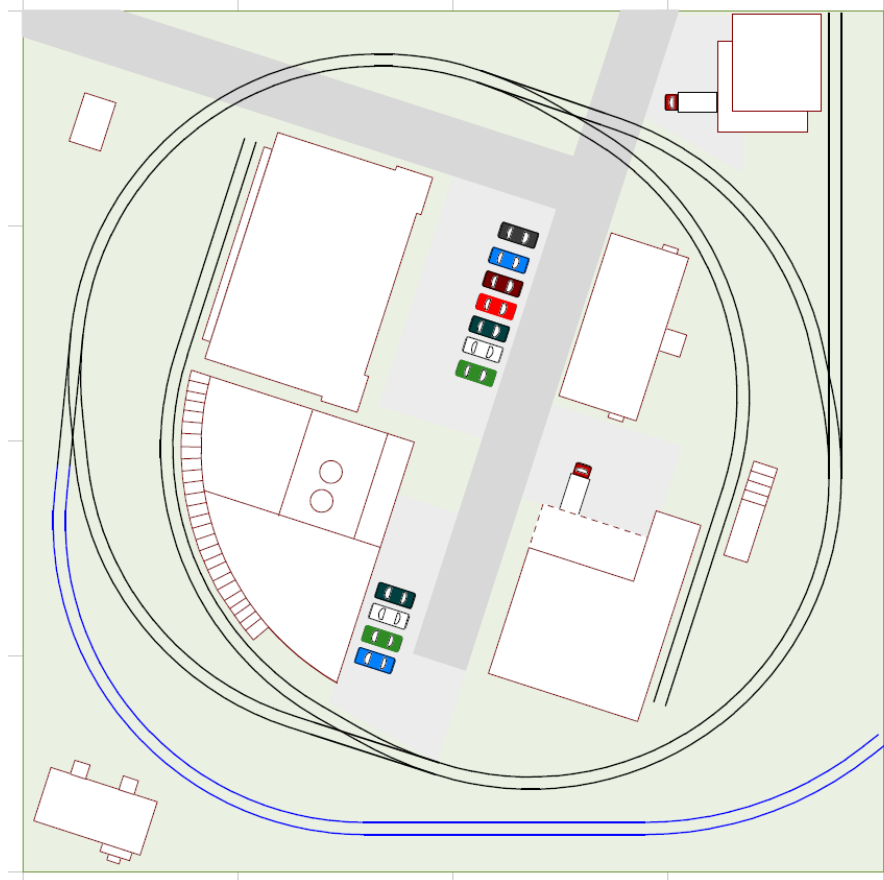
About 18" X 92" in HO scale

Based on Westcott's "Switchman's Nightmare"

# Not Always Shelves

Major  
Industries

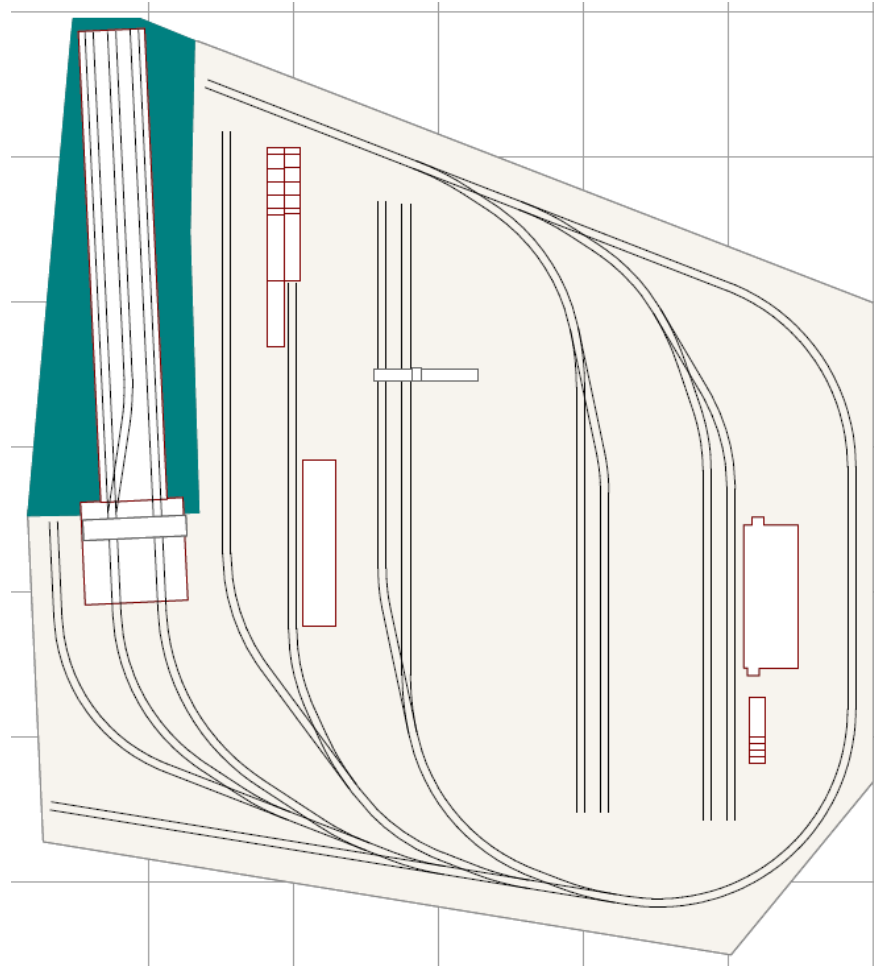
4' X 4' in  
HO scale



Straight turnouts  
(PECO C75 Small)  
17" Min. Radius

Staging/  
Interchange

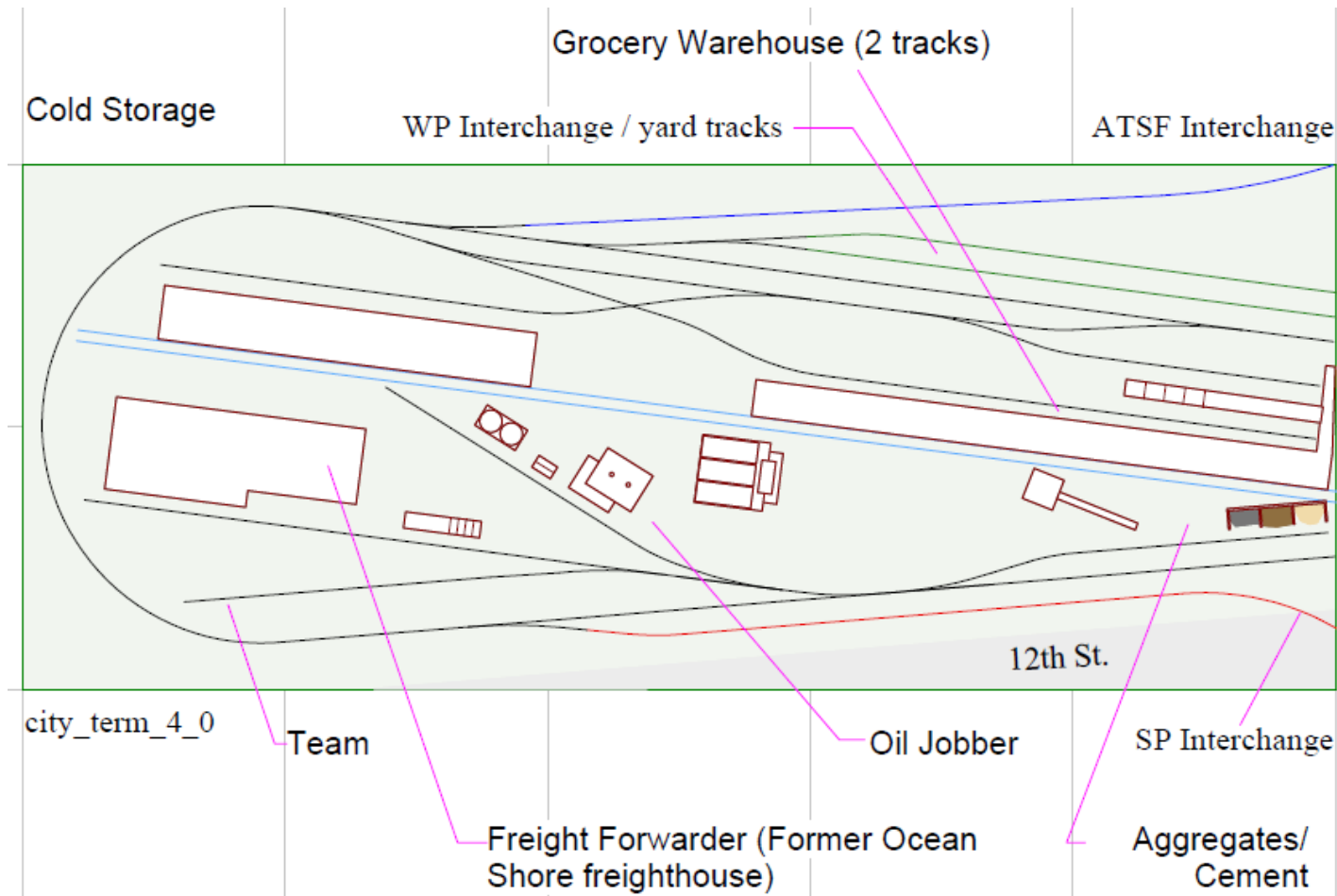
# Erie 149<sup>th</sup> Street Station



About 6' X 6' in HO scale



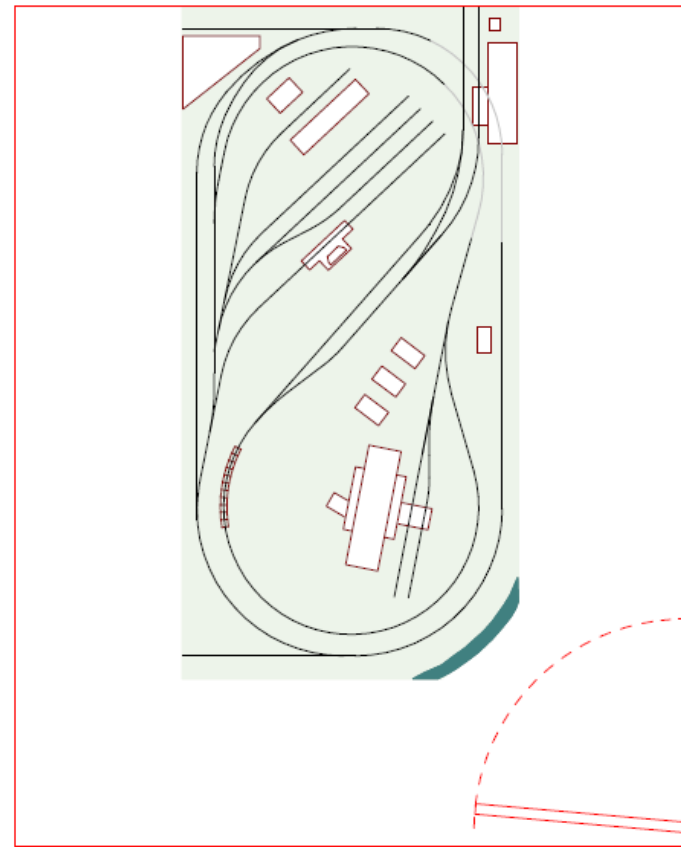
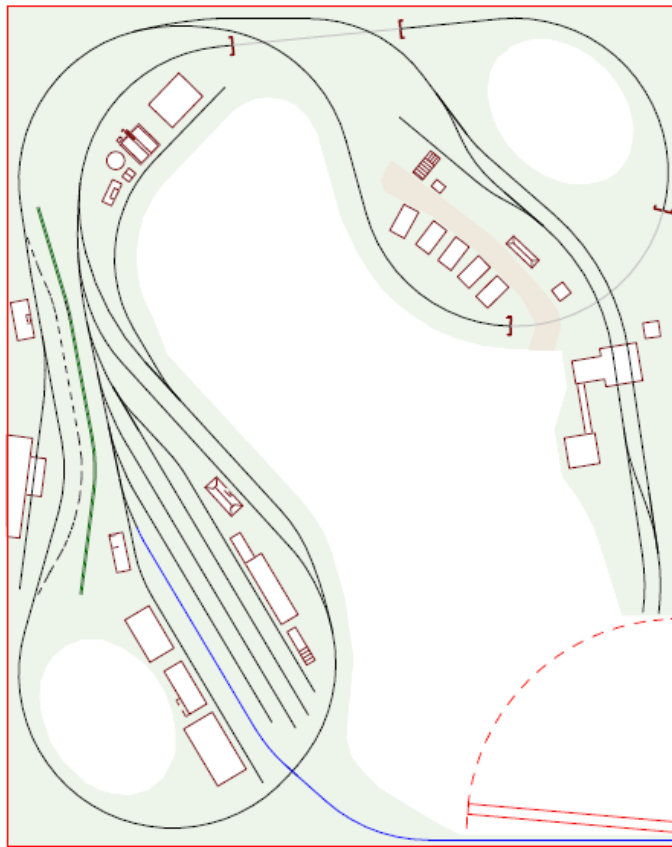
# My Next Project



2' X 5' in N scale

# The Island Challenge

Two HO layouts in 8'X10'



Which offers more in the space?

Thank you!

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