

LACKAMONEY RAILWAY OPERATIONS

MARITIME FEDERATION OF MODEL RAILROADERS
PRESENTATION & LAYOUT TOUR DURING COVID-19 LOCKDOWN
BY DOUGLAS MARGISON

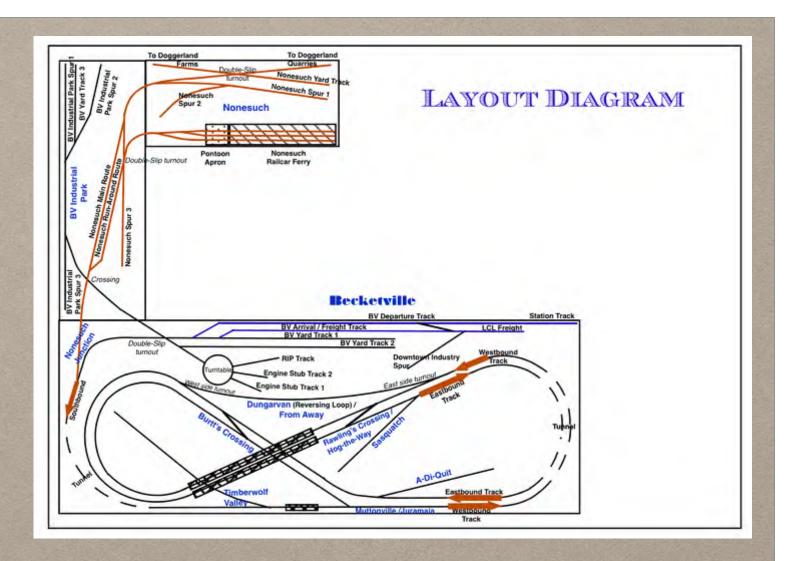
SESSION FLOW

- Layout overview
- Operations and planning
- Layout walkabout

LAYOUT OVERVIEW

- HO scale imaginary railway and places → make up stories
- · During working years, didn't have time to get into prototypical modelling
- 3 subdivisions
 - → LMR (Lackamoney Railway)
 - → Nonesuch Railway (harbour village)
 - → Sasquatch Railway (logging)
- · Initially wanted layout to run trains with pre-school son-daughter
 - + Main Table 1989-90: double mainline Figure-8
 - + Then work got in the way until retirement
 - ♦ Over time primary focus shifted to operations moving resources and products
- "Lackamoney" name
 - → Fun with names
 - → LMR buys used equipment slap on new RR name; retain original paint scheme
 - → "Good enough" scenery / structures / painting / weathering

158 ft track as of 2018



LAYOUT CHALLENGES

- Hard to reach centre Main Table for repairs
- Tight curves → gave up running steam locomotives → changed the modelling era from transitional
- Not able to find relatively inexpensive working HOn3 diesel locomotives → not doing narrow gauge on the dual gauge Sasquatch to A-Di-Quit run
- Reversing loop at back of Figure-8 limits trains to 5 cars + caboose
 - → Reversing loop is staged town of Dungarvan
- Short "leads" generates challenge getting 2nd or 3rd car out of a siding
- 90% of turnouts are Shinohara purchased before there was DCC → not DCC friendly
- 6-page notes on how to do things better / differently next time

DCC SYSTEM

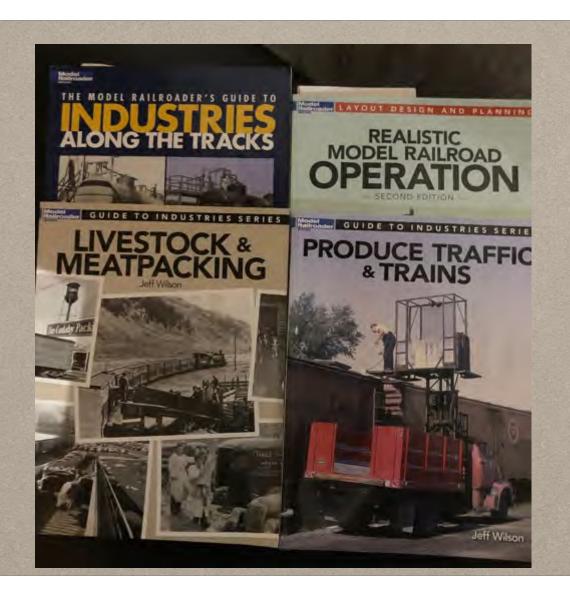
- Switched from DC in October 2017
- Digitrax DCS 100
 - + Simplex and Duplex radios
 - + Smartphone throttles connected through JMRI WiFi running on PC to LocoNet
- Shinohara turnouts gapped before frog on trailing side
 - → Many had to drop track feeds from closure rails to Tam Valley Hex Frog Juicer
- Programming track is a short section of Becketville Departure Track
 - → Programming through JMRI
 - → Booster DCC Specialties PowerPax DPDT switch to add in or remove
- Reversing loop DCC Specialties PXS-AR (tried Bachmann E-Z Command & MRC AD250)
- Turnout control Circuitron Tortoise, ye olde H&M and Rapido → switched to Berrett Hill Touch Toggles

SIGNALS

- · Primarily turnout routing
 - → Installation philosophy
 - Assist visiting operators in determining turnout direction from a distance
 - → Can an operator read the signal? → positioning not always prototypical
 - Activation
 - → Tortoise internal SPDT some not functional
 - → Berrett Hill Relay Base
 - → Momentary micro switches for manual ground throws
 - → Main supplier Custom Signal Systems NJ International and Tomar hard to get
- Block detection tunnels only
 - + 3 blocks not integrated
 - → NCE-BD20 connected to Atlas Signal Control Boards (SCB)
 - → Wired 2 Atlas G-type searchlight signals into each SCB

OPERATIONS EVOLUTION

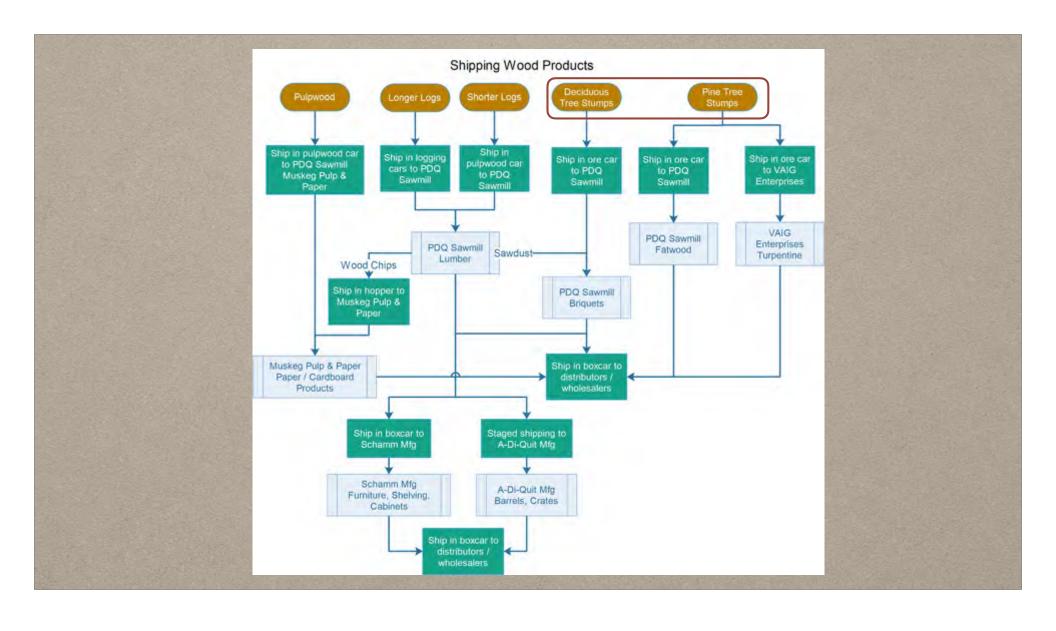
- Product-car forwarding approach to operations
- Researched industries inputs / outputs →
 - → Generated resource-product flowcharts →
 - → Generated waybills many now 8-cycle
 - → Switchlists generated from waybills
- Waybills follow a car
 - → On trains as manifests clipped together then onto conductor's clipboard
 - → In sidings and yards Micro-Mark waybill boxes

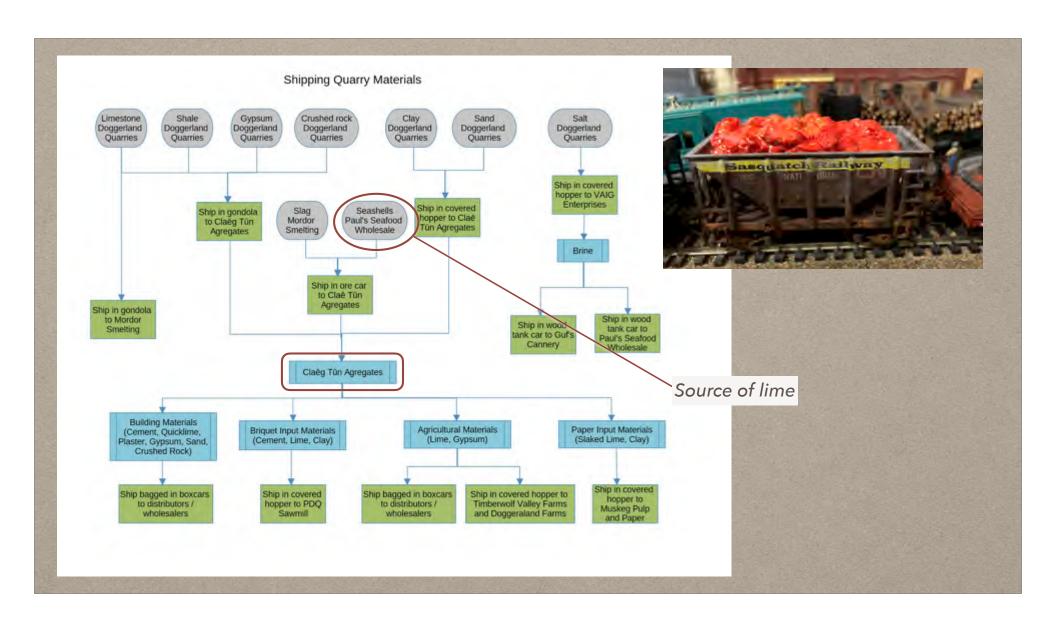


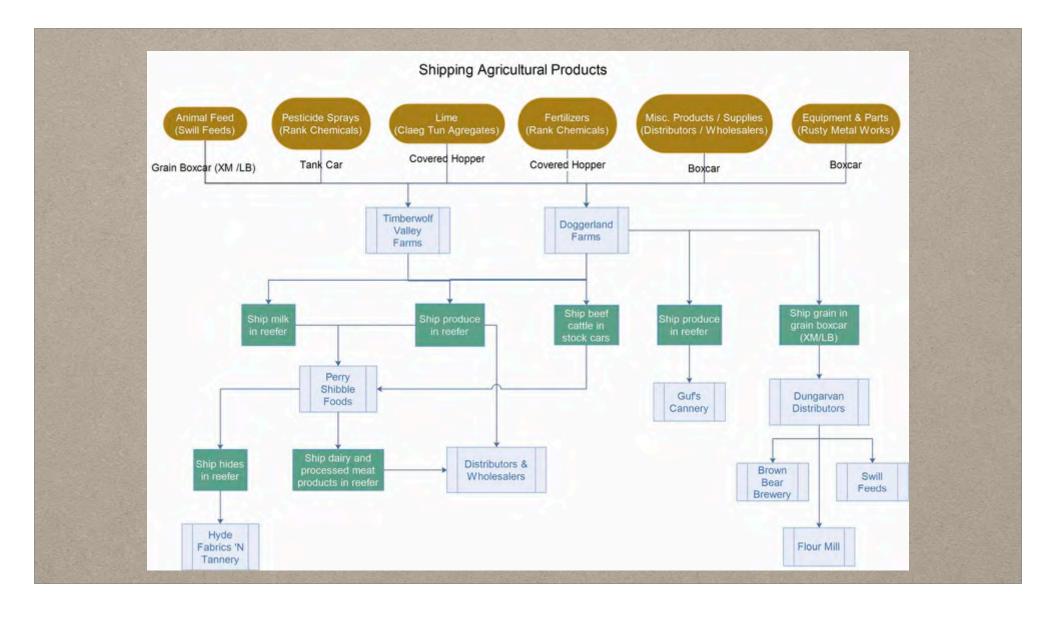
Resources

Model Railroader's Guide to Industry Series

And of course Wikipedia





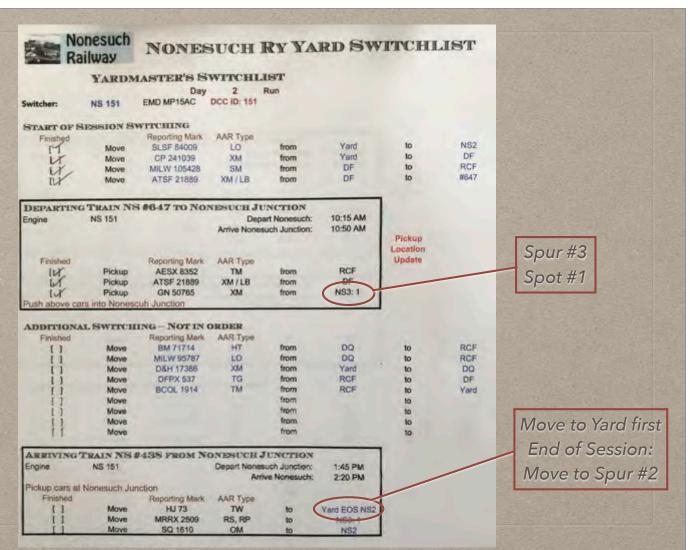


OPERATIONS EVOLUTION

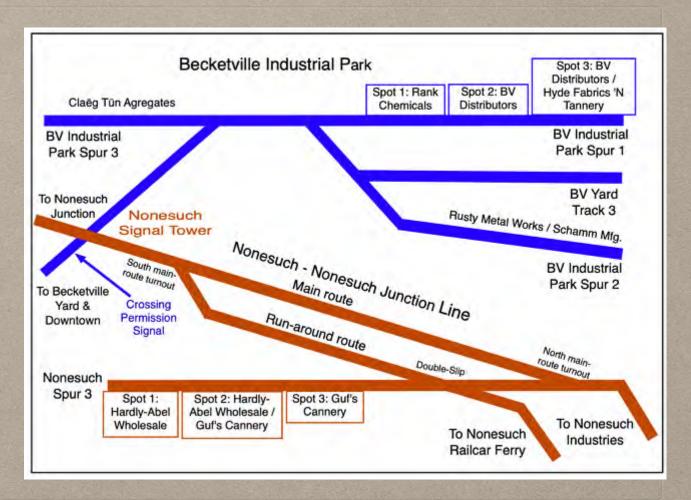
- Switched from operations software (e.g., Ship-It) to Excel better car flow; better control
- Train generation
 - ◆ Track number of sessions car hasn't moved → try to get out on next train
 - → But priority to livestock and reefers
- Mainline train generation additional factors
 - \star Random number generator for each car \to match to list for send to (1) scale track or (2) repair-in-place track
 - → Plan switching Timberwolf Valley for current session day and A-Di-Quit for following session day → block cars
- Yard industry waybills: sand, diesel fuel, rails, ties, wheels, machinery, supplies
- Railcar Ferry at end of session change cars with those in storage to simulate movement of ferries
- Interchange at Nonesuch Junction lots of traffic between LMR from town of Becketville and Nonesuch Ry from Nonesuch harbour village
- Removable loads ore cars, hoppers, gondolas and flatcars

YARDMASTER'S SWITCHLIST

- Yardmaster (YM)
 makes up trains →
- Puts car cards in Departure Track box for pickup by Conductor
- Verbal "Clearance Card" by YM after checking that turnouts are aligned

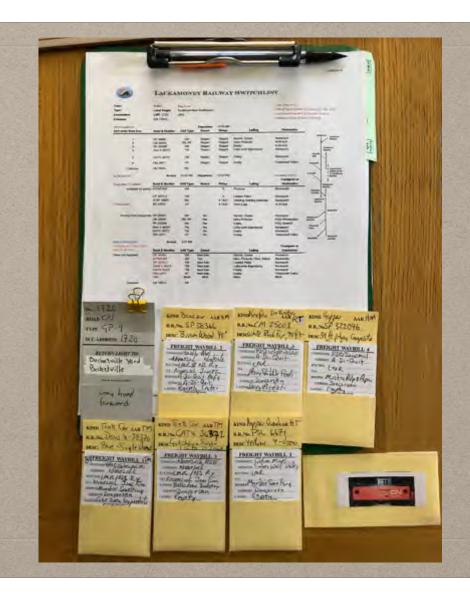


SWITCHING MAP& TOUCH TOGGLE CONTROL PANEL



CONDUCTOR'S CLIPBOARD

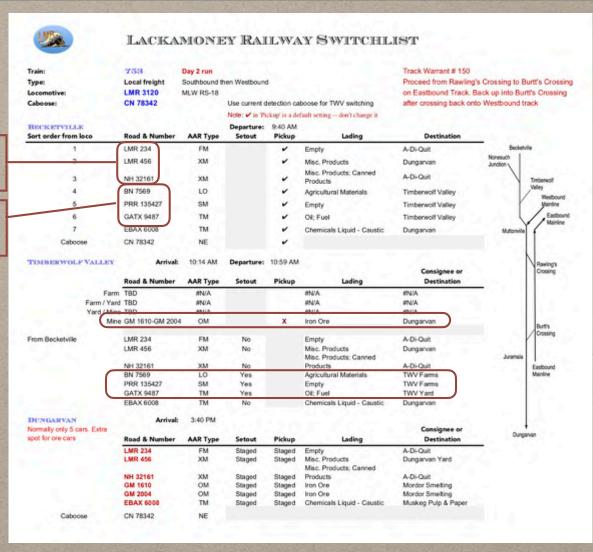
- Train's switchlist
- Car cards with manifest waybills
 - → Some 4-cycle waybills
 - → Many 8-cycle waybills
- Exceptions:
 - + Train Order(s)
 - → Track Warrant(s)



CONDUCTOR'S SWITCHLIST

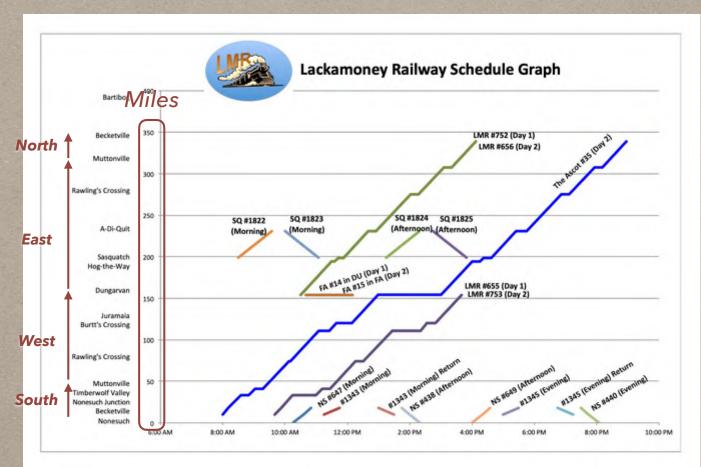
Blocked for A-Di-Quit

Blocked for Timberwolf Valley



MODEL RAILROADING AS THEATRE

- Frank Ellison Model Railroader 1944
- LMR operates on 2-day cycle
- Work through script / play involving 9 trains (2 general / local freight; 6 way freight / turns; 1 passenger)
 - ◆ Same play each day same trains, same sequencing, same stage entrance and exit locations and times
 - → Exceptions: Train Orders & Track Warrants
 - ➡ Essentially TimeTable & Train Order System
 - → Could use Fast Clock timing included in script ignored to date
 - → Main actors: train number Becketville to Dungarvan (Day 1: #655; Day 2: #753) and train number Dungarvan to Becketville (Day 1: #752; Day 2: #656) changes depending on operating session
 - → Minor actors: cars on 8 of 9 trains change each session passenger train exception



Distances: HO feet converted to miles x 2.5 enhancement factor

Travel time based on 40 mph between locations

Lackamoney Ry Scale Distances-Schedules2017Dec.xlsx

LMR Train Script

- Becketville Switcher does SOS activities
- The Ascot passenger train's FA2 locomotive LMR 9456 startup is F8.
- The Ascot passenger train leaves BV (8am) for TWV → MUT → RC (10am) hold for LMR 752 Day 1 / 656 Day 2 to clear Eastbound track at RC — From Away train stopped on Westbound track at the bridges
- SQ Morning Turn (8:30am to 11am)
- 5. Becketville Switcher prepares local freight 655 Day 1 / 753 Day 2
- LMR local freight 655 Day 1 / 753 Day 2 leaves BV (9:40am) for TWV → switch
- 7. Becketville Switcher does switching activities
- Nonesuch Switcher does SOS activities
- Nonesuch Switcher prepares NS 647 → NJ setout (10:15am) → NS Switcher returns to Nonesuch to do switching activities
- LMR local freight 752 Day 1 / 656 Day 2 leaves Dungarvan (10:30am) for A-Di-Quit stops before turnout at SQ — wait for SQ Morning Turn to return to SQ (11am)
- 11. SQ Morning Turn back in SQ (11am)
- 12. LMR 752 Day 1 / 656 Day 2 proceeds to A-Di-Quit (12:40pm)
- The Ascot crosses over to Eastbound track at RC → proceeds to BC → crosses over to Westbound track and backs into BC Station (11am delayed → 11:30am)
- 14 LMR local freight 655 Day 1 / 753 Day 2 proceeds to MUT → RC (11:15am) and waits for permission to cross over to Eastbound track
- 15. LMR local freight 752 Day 1 / 656 Day 2 switches at AD
- 16. The Ascot leaves BC Station for Juramaia
- 17, LMR local freight 655 Day 1 / 753 Day 2 cross over to Eastbound track → proceed to BC and hold before crossover
- The Ascot leaves Juramaia Station → enter Dungarvan (1pm to 3pm delayed → 1:30pm to 3pm)
- Becketville NJ Morning Turn (11:15am to 1:30pm) → Becketville Switcher does switching activities
- 20. NS 438 pickup at NJ (1:45pm) → to Nonesuch → NS Switcher does switching activities
- LMR local freight 655 Day 1 / 753 Day 2 crosses over to Westbound track at BC (1:30pm delayed) → proceed to Juramaia then into tunnel

Track Warrant & Train Order exceptions built into script

Script master gives clearance to cross over after aligning turnouts



Layout / Stage Walkabout