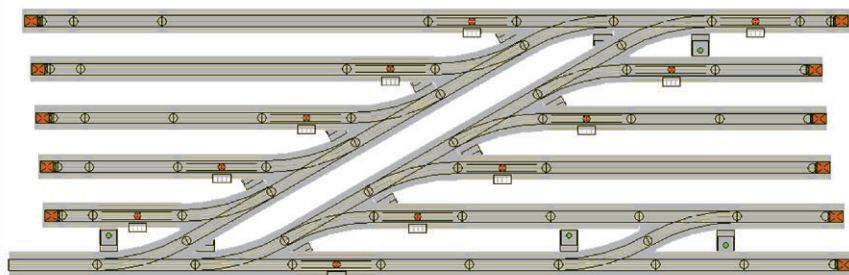


## FREIGHT YARD IN 3X8 FEET



Here is a yard designed to hold as many cars as will fit in this amount of space. It has a series of switch tracks arranged in a "double ladder" so that cars can be shunted in both directions. There is a crossover between the two long tracks at the bottom right, so that locomotives can escape the track after bringing a train in. The ladder tracks offer other escapes for trains backing into place. Every siding has been provided with an uncoupling track, although if you work the yard with a Proto-Sound 2 equipped switcher, you'll be able to use the Proto-Coupler feature to drop cars wherever you want. The long track at the upper right is probably best used as a "RIP" (Repair In Place) track for damaged equipment, since it will only be possible to move a few cars at a time into its ample storage space. The short lower left tracks make good caboose tracks, holding these cars in waiting for the next freight train to depart.

This yard offers interesting switch action, but it is most useful tacked onto the end of a loop layout, creating point to loop realism and offering the contrast between rolling down the mainline and shuffling cars around to make up the train. Real railroading includes plenty of both.

### ACCESS

Another key concern in layout design is access. Simply, this means you shouldn't have track where you can't reach over to fix a problem or clean the rails once in a while. The best rule of thumb is never have the track more than 3 feet from the edge of the layout. That way, a 5-6 foot tall person can lean comfortably over a 3-4 foot tall

### NUMBER DESCRIPTION

- (6) MTH 40-1043 O42 lefthand switch
- (8) MTH 40-1044 O42 righthand switch
- (3) MTH 40-1019 30 in straight
- (15) MTH 40-1001 10 inch straight
- (11) MTH 40-1024 track bumper
- (6) MTH 40-1018 3.5 in straight
- (11) MTH 40-1008 uncoupling track

table and reach the track. This explains why so many layouts are "island" tables standing in the middle of a room. But a well-designed layout can cover one whole wall and extend deep into a room as long as it provides adequate aisles for "walk-in" access.