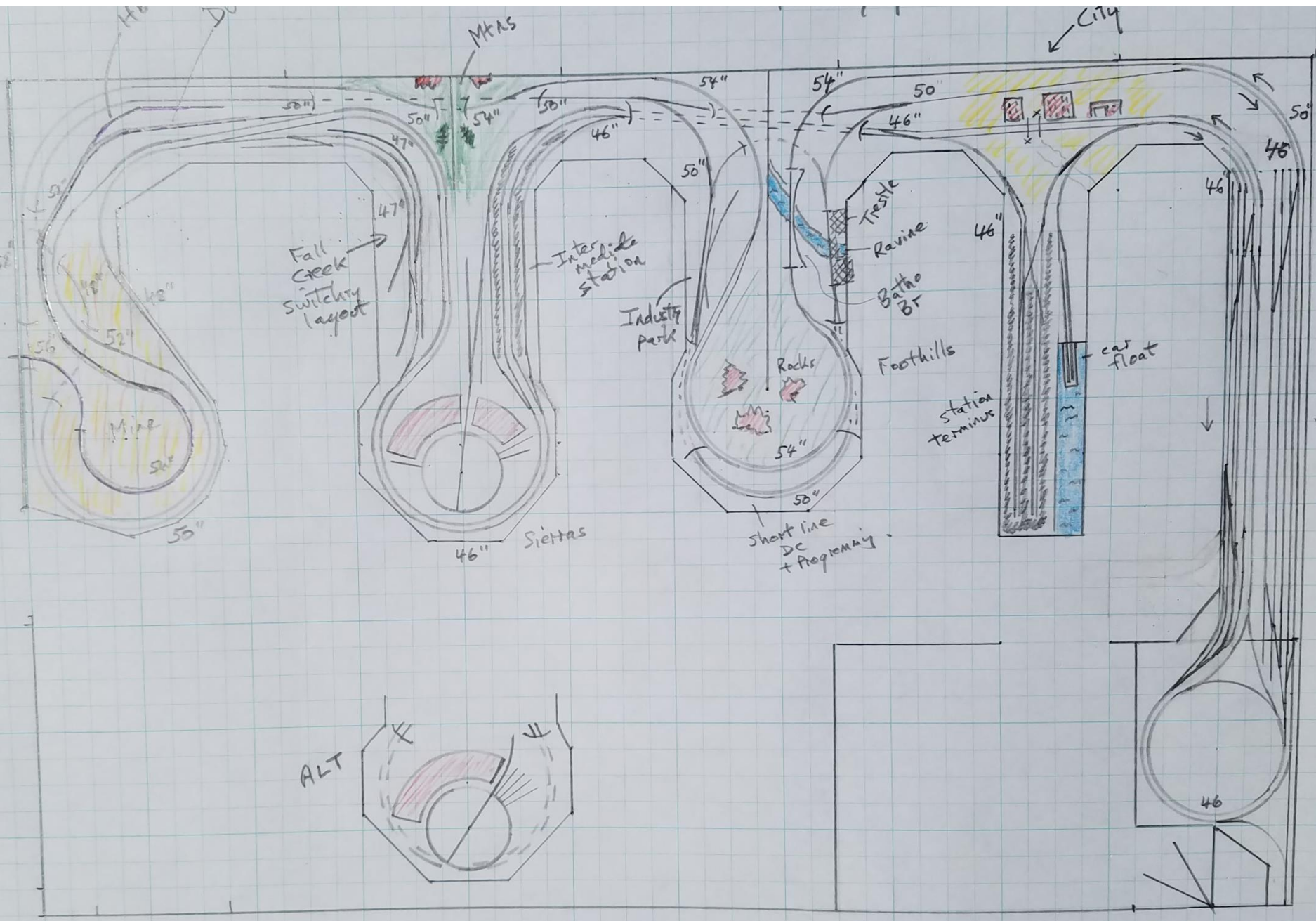


Keith Waddell plan



Features

- 2 main lines – around 50% of time they are independent
210ft of each main line (3.7 scale miles – will take 6mins to traverse at 37mph)
- Curve radii – min of 36in on main – exception is return loop in storage room – 30in

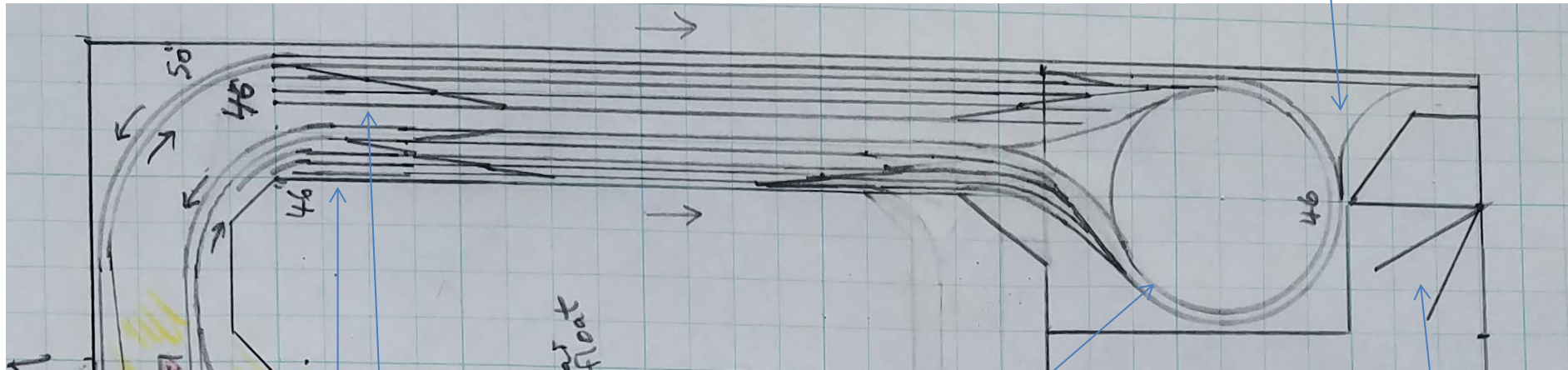
Also short line has 24in return loop and HOn3 part has 24inch curves.

- Max 2% grades
- HOn3 mining area – some dual gauge.
- Roundhouse area – two alternative ways of doing this
- 2 switching LDEs included – one like Fall Creek, one other in short line area
- Short line part has a loop and can be part of main or independent. Occupies peninsular.
- Port like area with car float and station
- Ravine area
- City area
- 2 staging areas with reversing loop and a Y.
- Many track pass overs using 4in clearance.
- Many gradient changes between 46in and 54inch (could change to 42 to 50)

Staging Area

3 staging tracks on each line – all 10ft to 14ft

Y for turning loco around



Could add extra bits of track to extend loading possibilities

Reversing loop, could use for either staging yard

Space for door yard

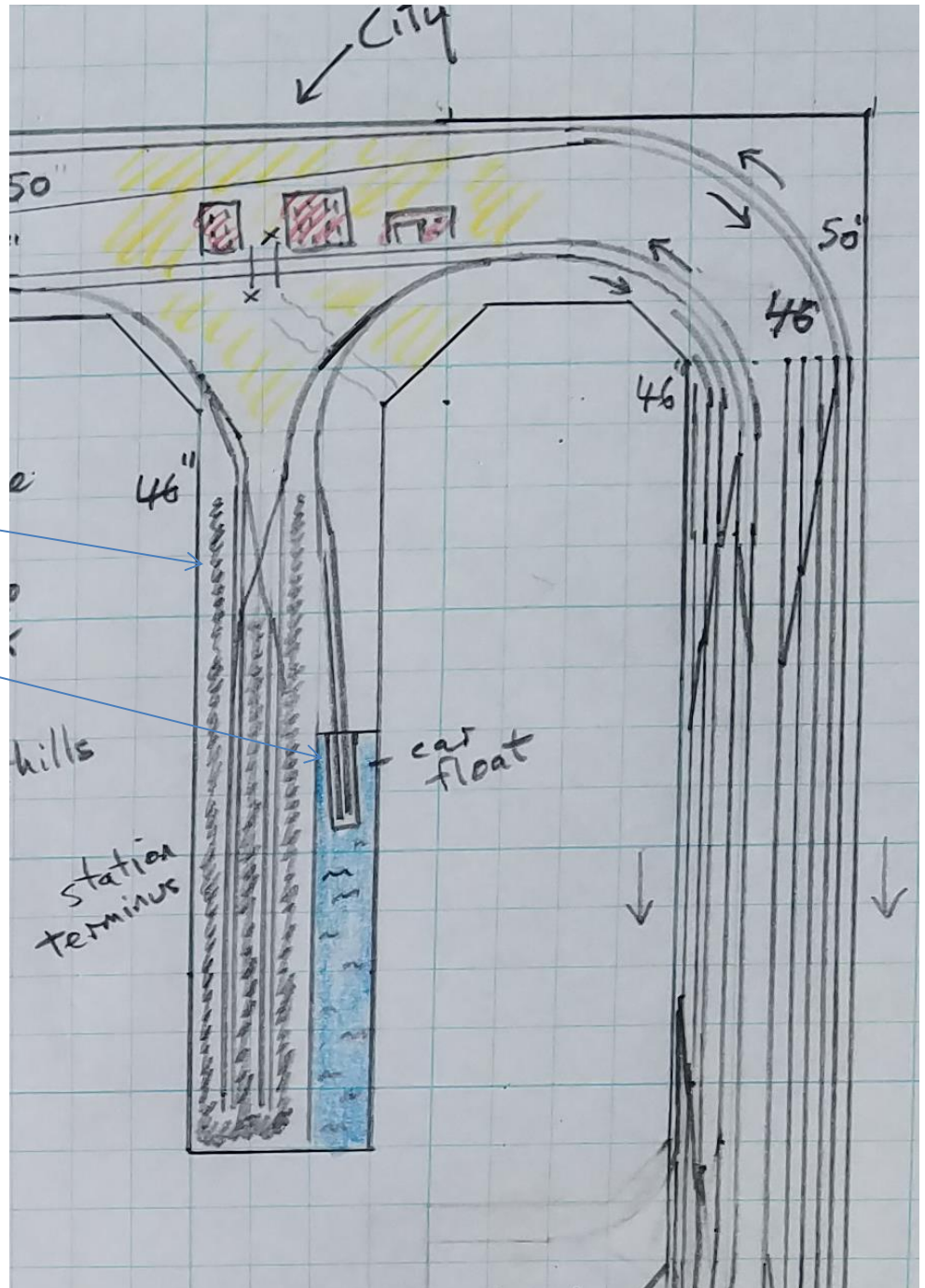
Port Peninsular

Features

Trimmed down Oakland style terminus station. Platforms 10ft long enough for 9 passenger cars and a loco.

Also features a car float area.

At top of Peninsular there is room for a City with the 4 main lines going through it – two featured at front and 2 can be hidden behind buildings





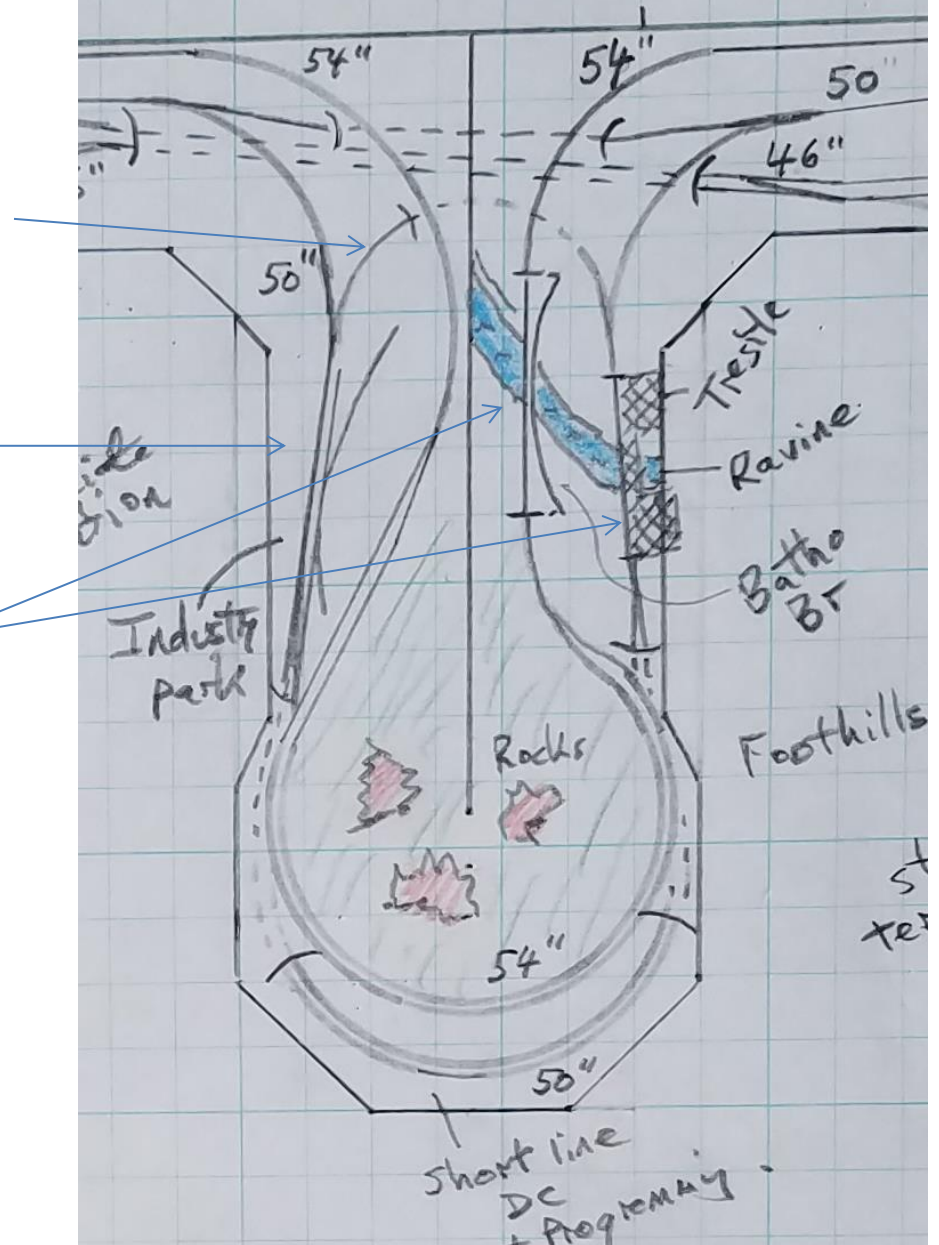
Short Line Peninsular

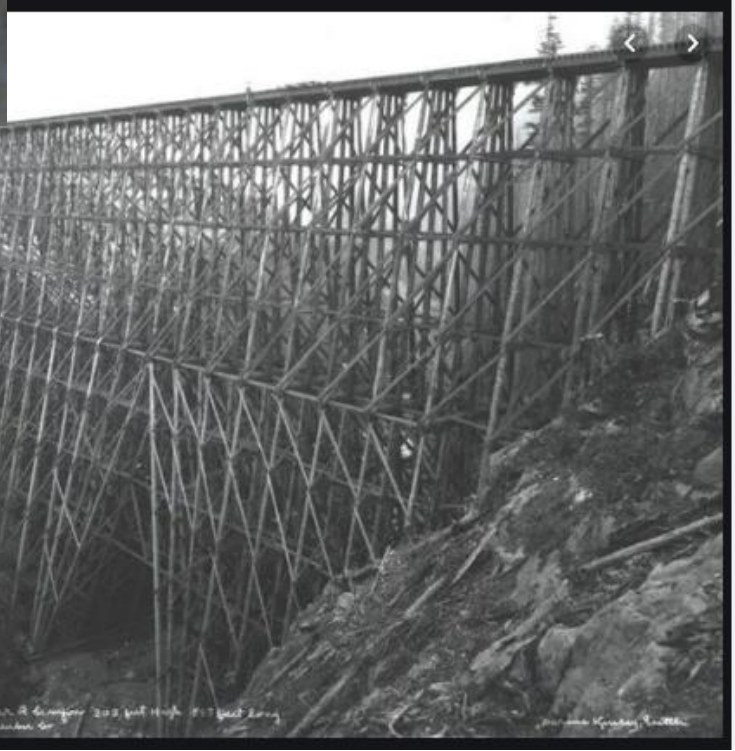
Return loop to allow independent short line or use as main line

Switching LDE

2 Bridges (Batho one and a trestle)

Use short line for DC and as Programming track





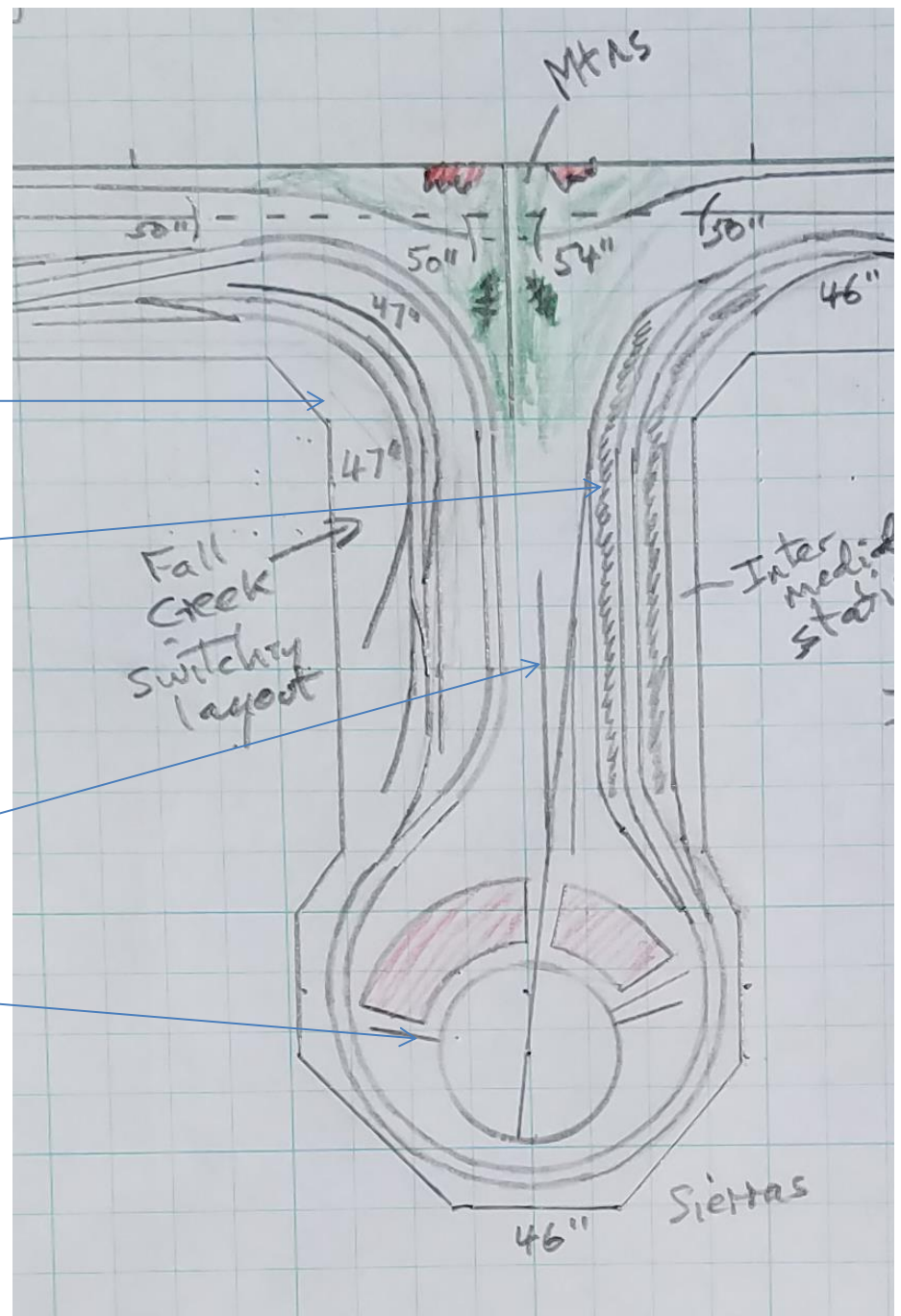
Roundhouse Peninsular

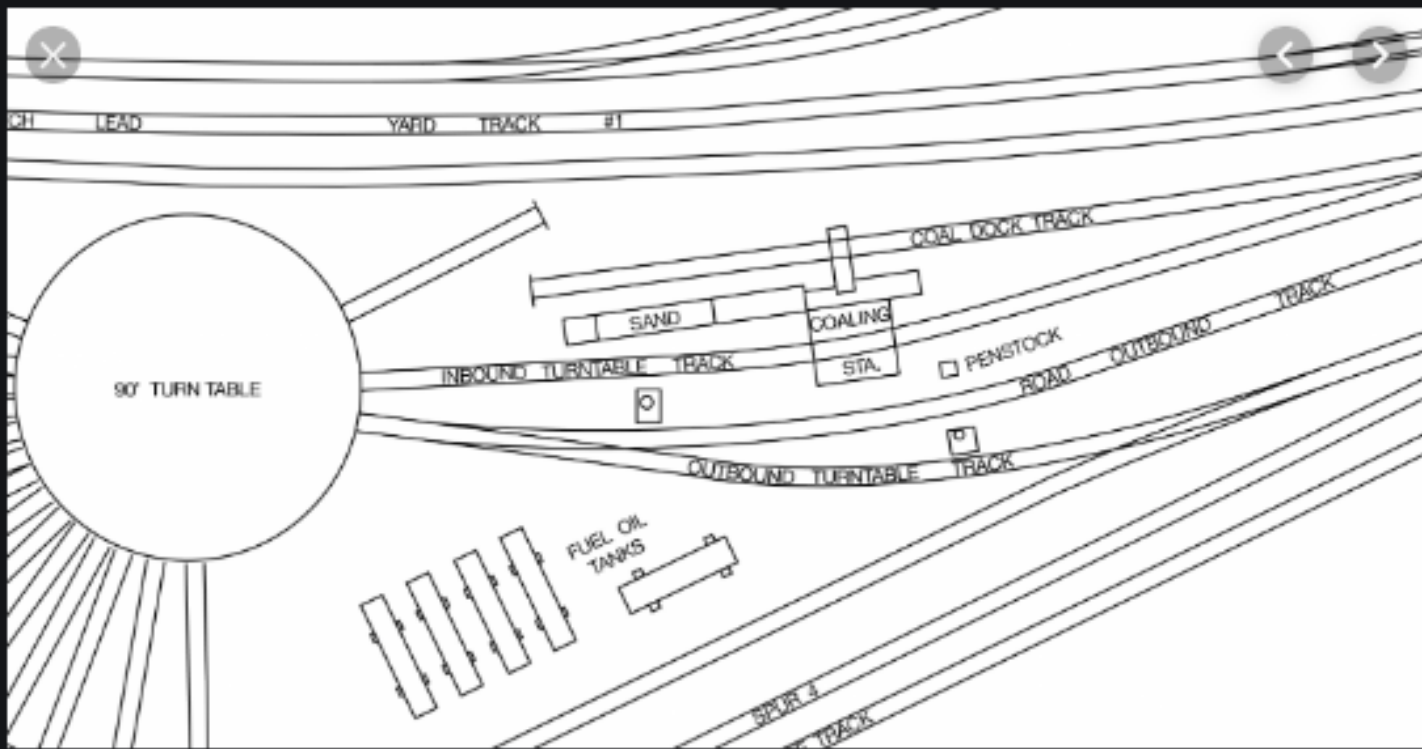
Full switching LDE like Fall Creek

Intermediate Sized passenger
Station or a yard?

Loco Servicing area

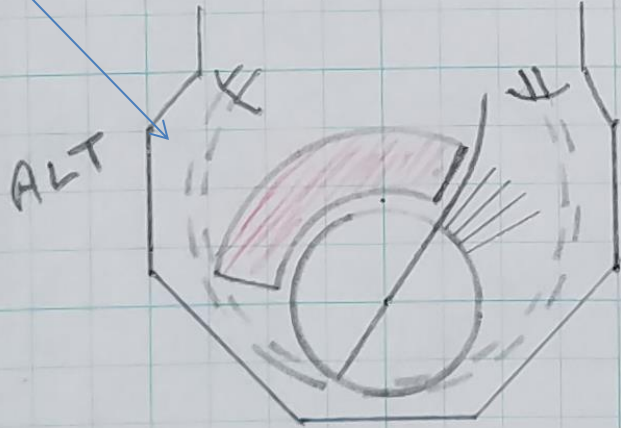
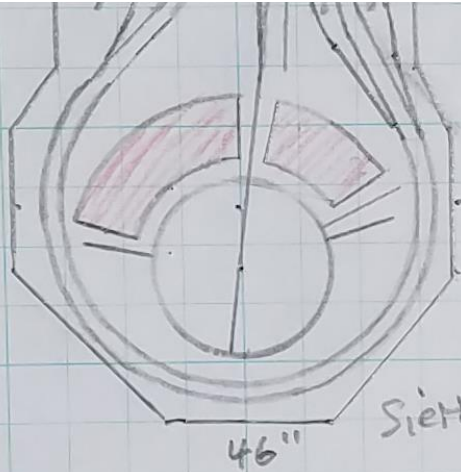
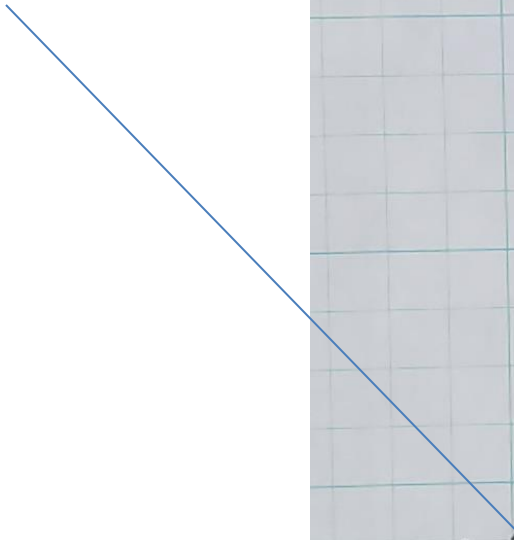
Roundhouse area with Turntable





Roundhouse alternative

Hide main lines underneath maybe with detailed tunnel interiors



Mining/High Desert Peninsular

HON3

Dual Gauge intersection

Mine – track part needs work

Note a lot of elevation changes





