

Operation

100

- How to move from running model trains to running a model railroad

HOW WE TYPICALLY START

- 1. We lay down a circle or oval of track.
- 2. We run a train around the track
- 3. We dress it up—buildings, etc.
- 4. We build models of train equipment or scenic elements—buildings, trees, etc.
- 5. We add switches (turnouts) to develop different routes for the train.

SO NOW WE WANT TO OPERATE

1. What does a railroad do for a living? It moves **goods** and /or **people**.
2. What do you want YOUR railroad to do?
3. Will your railroad connect to the rest of the world or just move within your limited world?
4. Your model railroad is a **simulation game**. You can write your own rules.

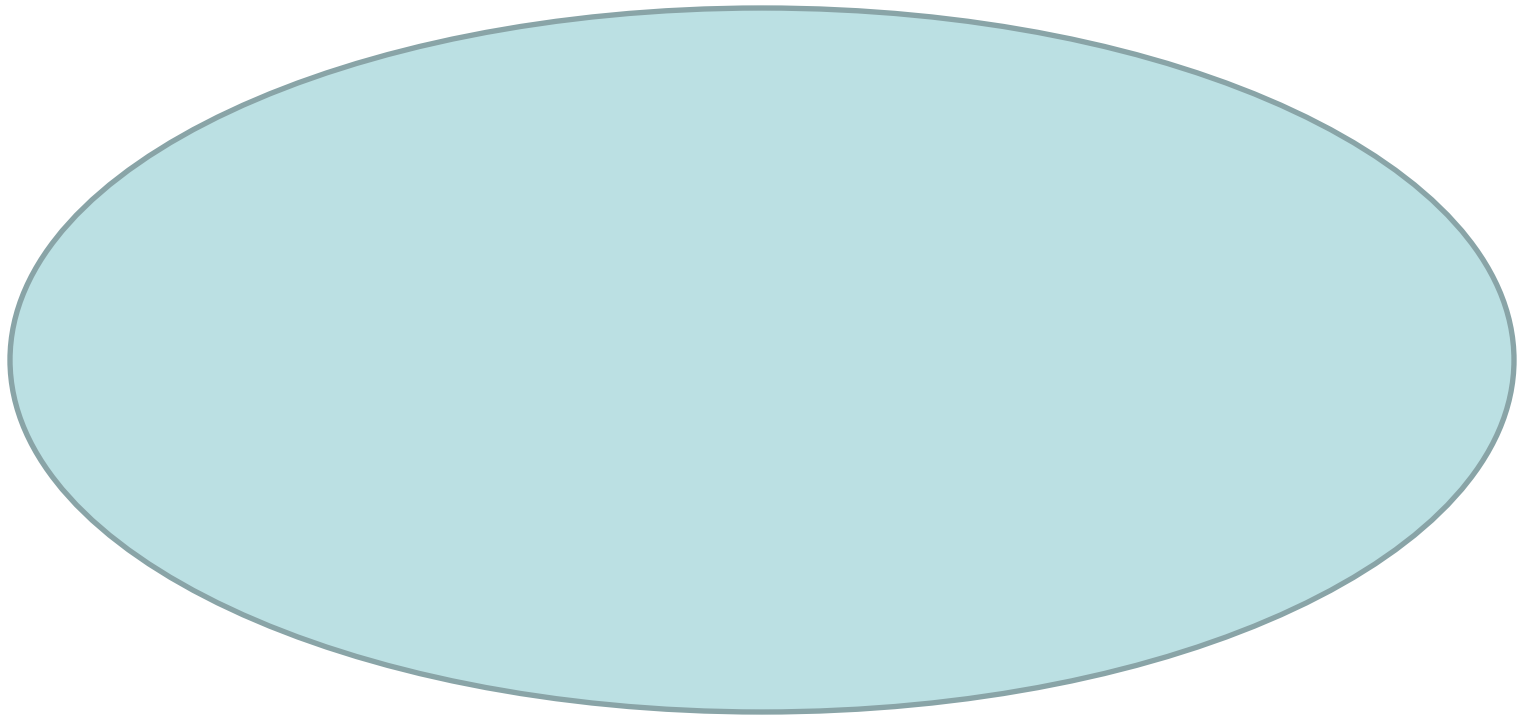
A Plan For Operation

- A. Where does your railroad go **from** and go **to** in order to move those goods and/or people?

FROM and TO options



A



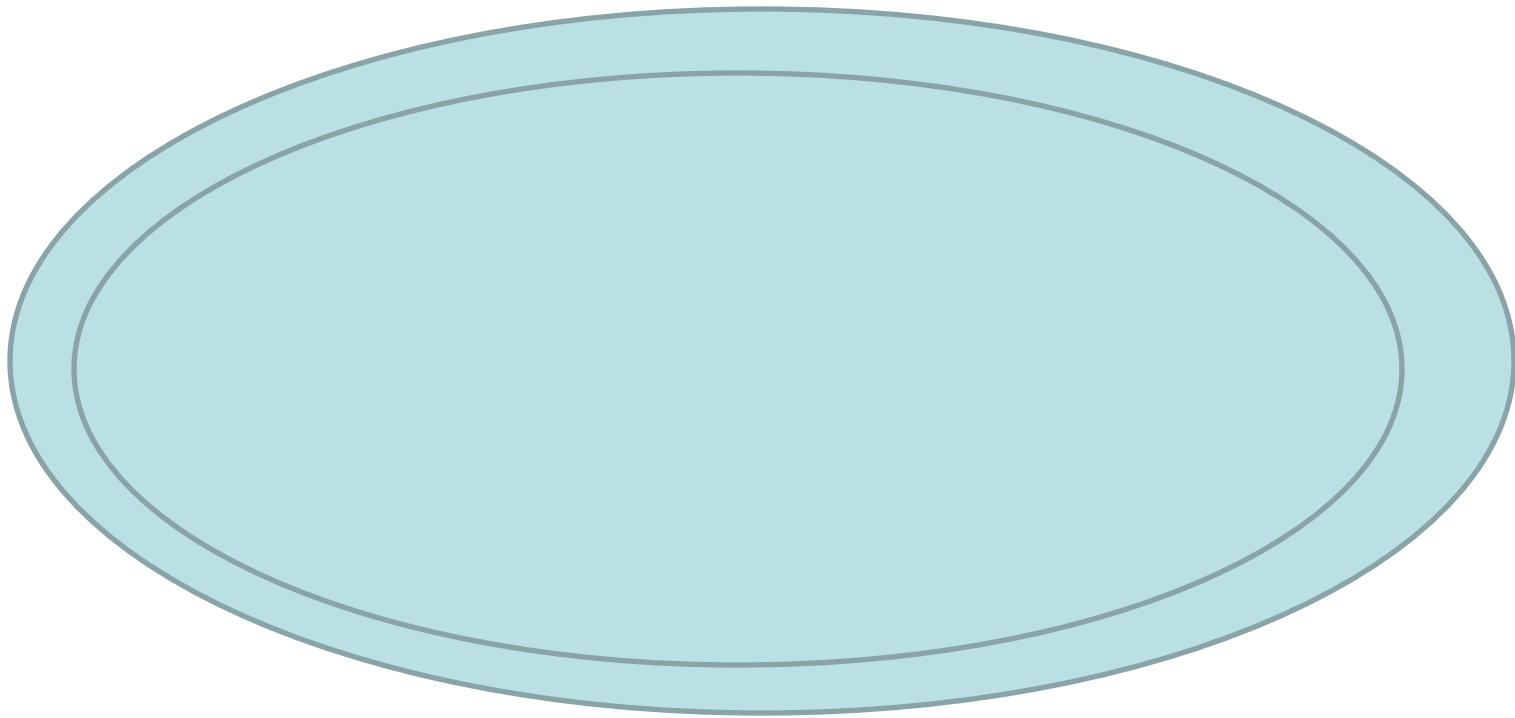
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B

FROM and TO options



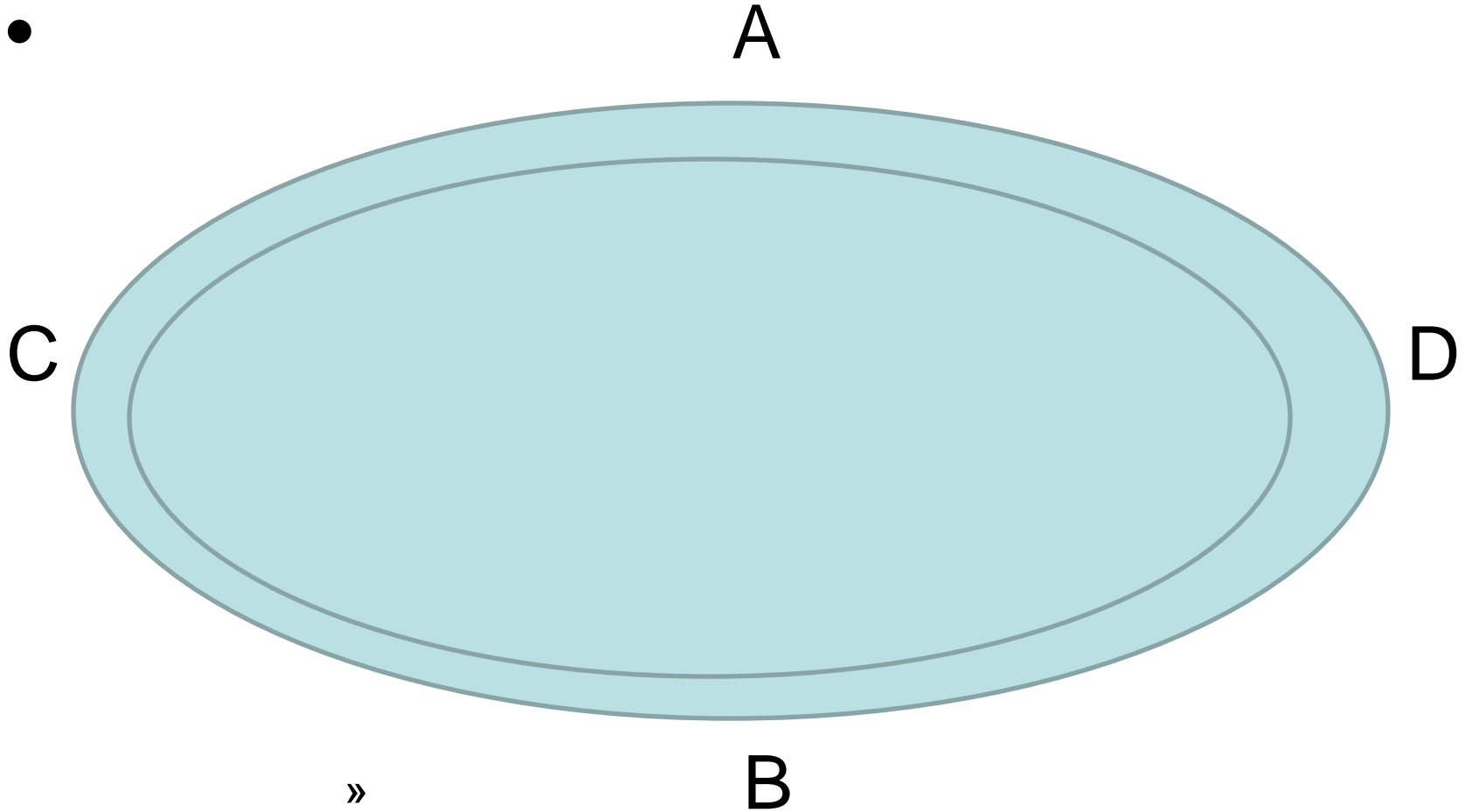
A



»

B

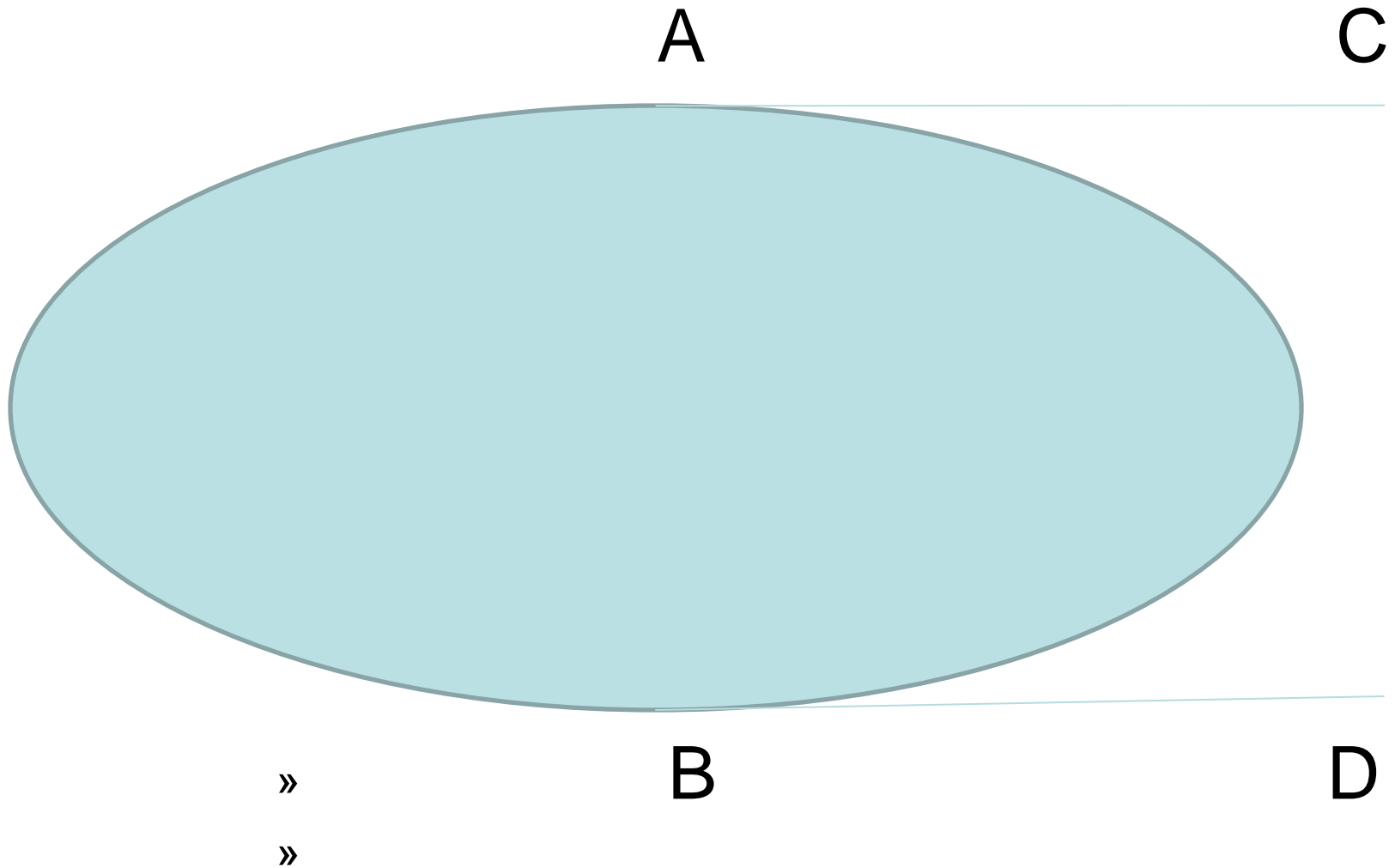
FROM and TO options



A Plan For Operation

- A. Where does your railroad go **from** and go **to** in order to move those goods and/or people.
 - 1. From “A” to “B” on the layout
 - a. Twist it into a pretzel or any shape
 - b. From “A” + laps to “B”
 - c. Multi track line with multiple trains
 - d. Add points in between
 - 2. Employ staging to go out into the world.

FROM and TO options



Staging options

- a. Stub or loop?
- b. Single or multi-track?
- c. Open or hidden?
- d. Horizontal or vertical?
- e. **MORE IS BETTER!!!**





Staging options

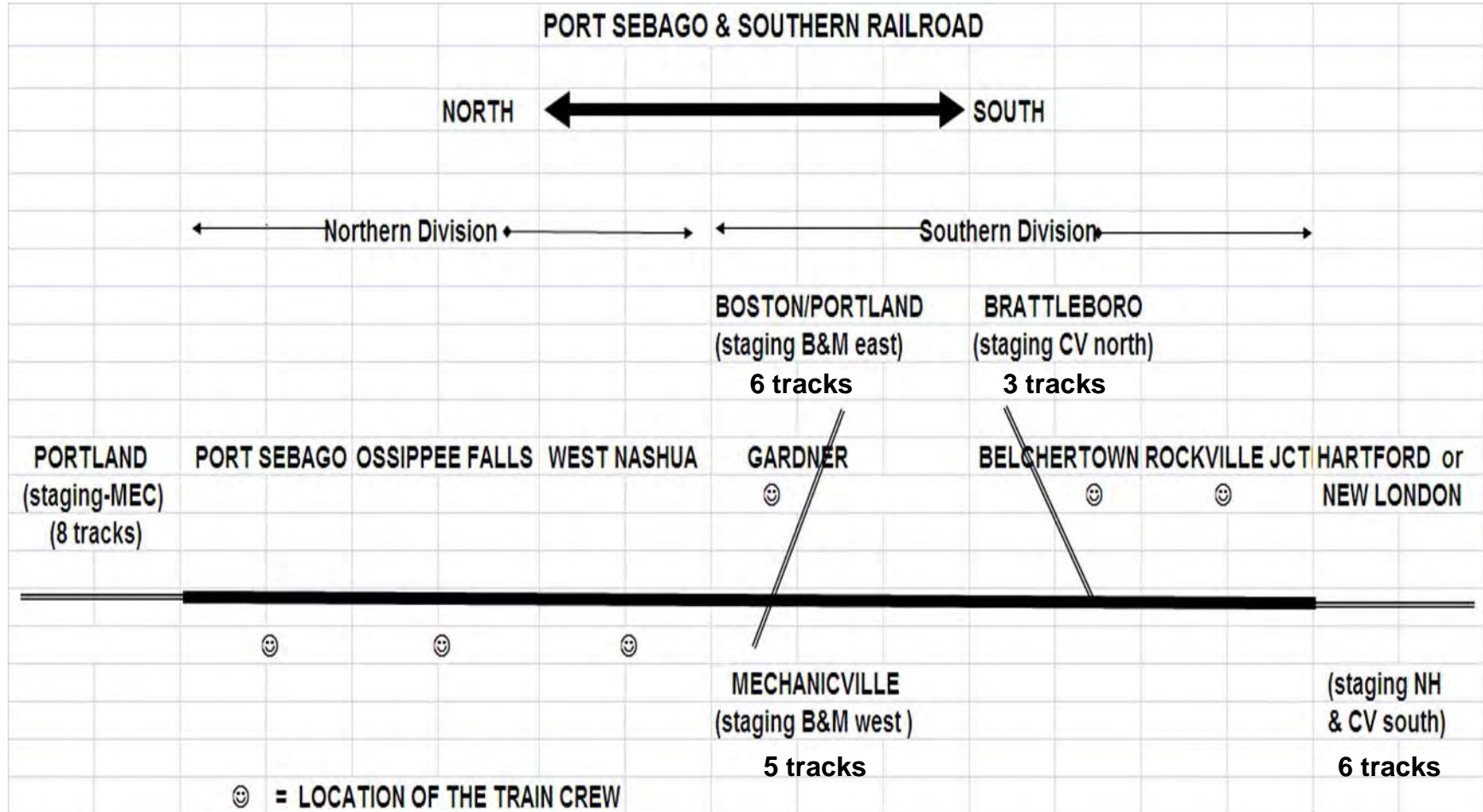
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for example



Plan for operation

- B. What trains are we going to run on a regular basis?
 - 1. Freight
 - a. Through freight: non-stop “hotshot.”
 - b. Mainline freight: drops/picks blocks of cars.
 - c. Local freight: visits small towns— will switch
 - local business spots.
 - d. Local switcher: Picks/drops cars at local
 - business spots

My “Game” Plan for Freight

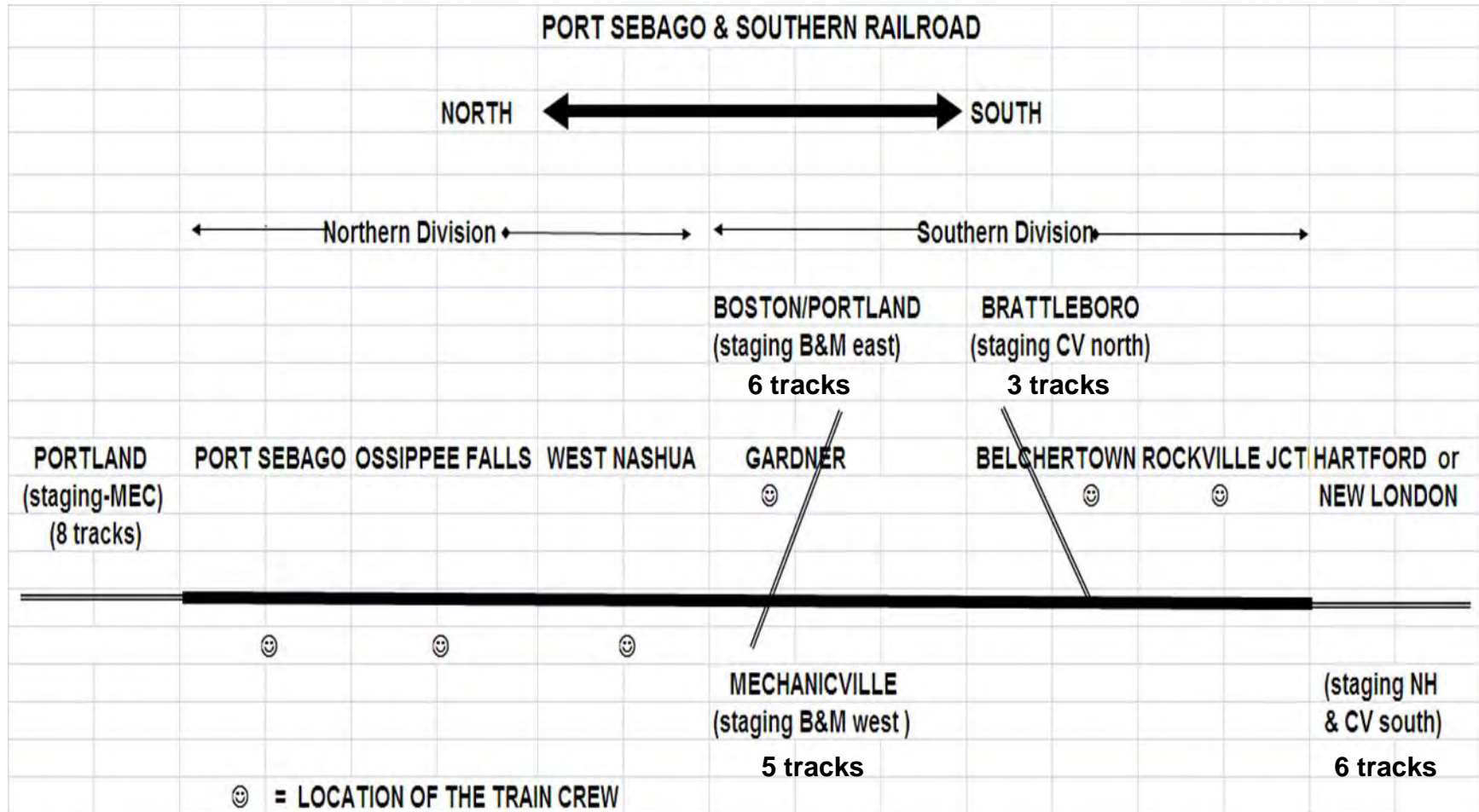
- a. Hotshot freight: Mainly for open house
- b. Mainline freights:
 - 1) B&M has five staged (local, far west, reefer, tank, and TOFC)
 - 2) CV has two staged (Brattleboro to New London—stops at Belchertown and RJ)

Freight plan continued

c. Local Freights

- 1) MEC has three staged (PS turn), (OF turn) and (coal freight)
 - 2) The NH has one staged freight
 - 3) PS&S runs northern div. turn, a southern div. turn and a coal freight
- d. Local switchers—every town has one

for example



Plan for passenger trains

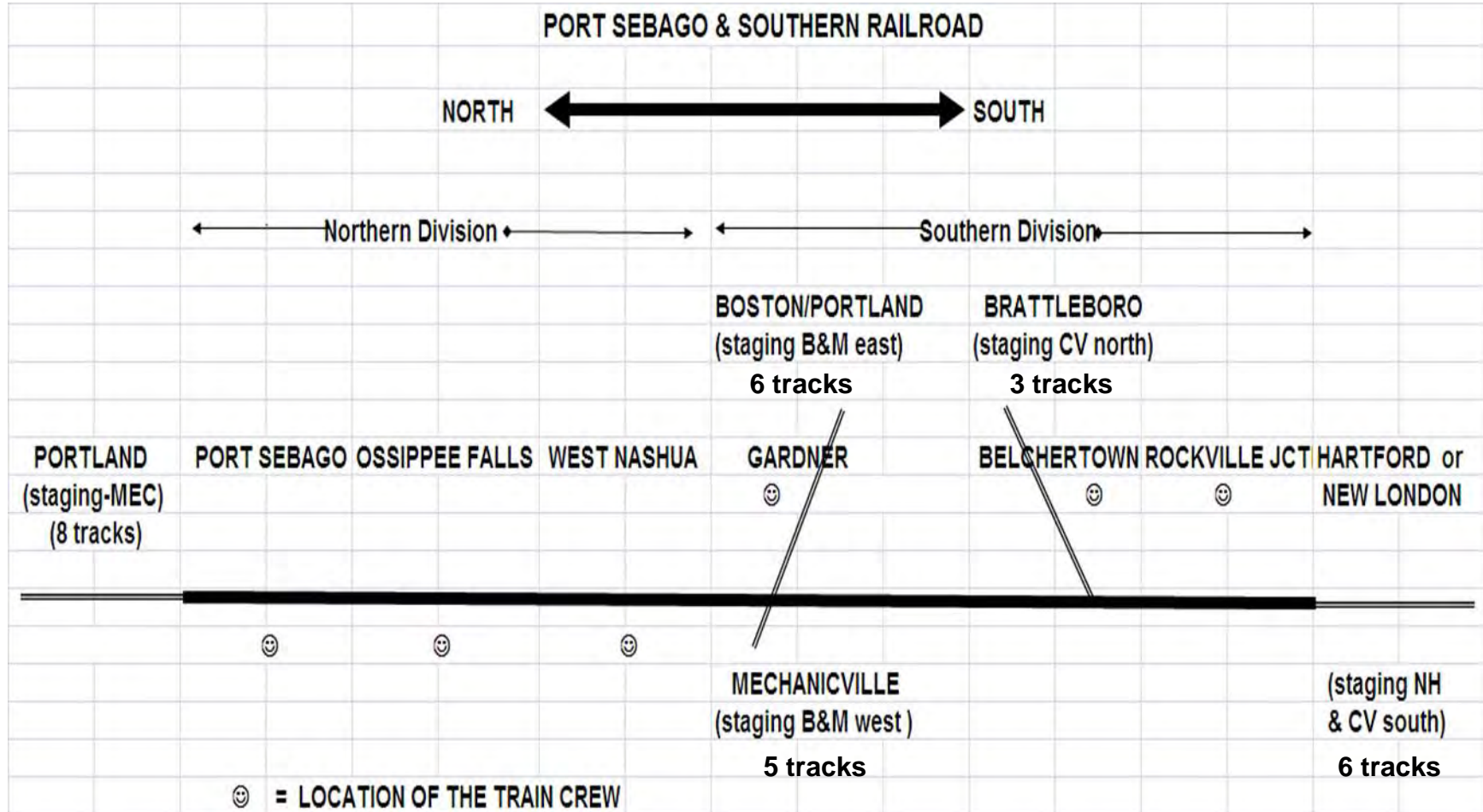
What trains are we going to run on a regular basis?

- a. Through express: non-stop
- b. Mainline express: stops at major cities to drop and pick up people & cars
- c. Local: stops at all towns—does people/cars
- d. milk trains: pick/drop milk refrigerator cars

My “Game” Plan for The PS&S

- a. Through express: Mainly for open house
- b. Mainline express: B&M has two staged
 - (one regular passenger and a streamliner)
- c. Locals:
 - 1) B&M (two staged—one regular train and one Budd train)
 - 2) NH (two staged—one regular train one Budd train)
 - 3) CV (one staged—stops at Belchertown and RJ),
 - 4) MEC one staged (OF turn with PS stop)
 - 5) PS&S runs gas electric car one round trip.
- d. Milk trains:
 - 1) CV (one staged)—stops at Belchertown and RJ
 - 2) Mixed passenger/milk train—connects with CV at Rockville Junction

for example



More QUESTIONS????

- 1. Do I want to follow a particular real railroad (totally, partially, not at all)?
- 2. Do I want to model a particular time period (a day, a year, a decade)?
- 3. Do you want to model particular kinds of scenes (city, small town, plains, hills, etc.)?
- 4. What kinds of businesses does your railroad serve? What do they need and what do they sell?
- 5. Are you planning to use AC/DC with blocks or DCC for your power controls?

Answering Some Basic Questions

- 1. I want my railroad to be freelance (I can have my own road name or lease equipment)
- 2. I want my railroad to move goods and people and partly follow real railroads. (I need both freight and passenger trains)
- 3. Some businesses I model use coal, oil, lumber, scrap metal, etc.
- 4. I want my railroad to be connected to the rest of the world. (I need an interchange and/or staging)
- 5. I want to run both steam and diesel (So I model the “transition era”—1950’s)
- 6. I want to use DCC (simpler wiring, easier multiple train movement)

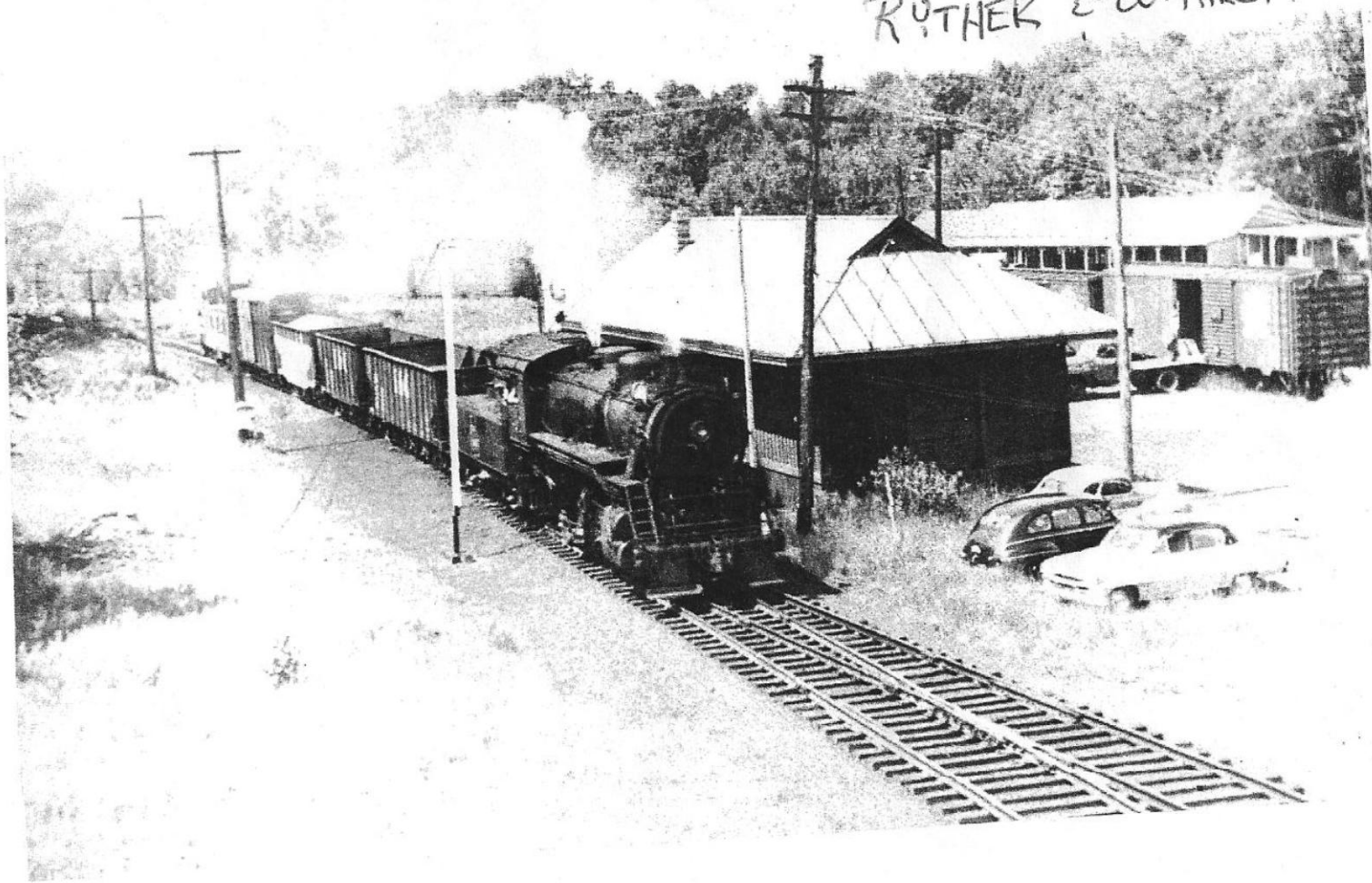


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1168 South at Belchertown, Massachusetts
August 30, 1954. (Philip R. Hastings photo)

RUTHER & WARREN FEED









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Things You Should Do Next

- 1. Try to get into operating sessions
- 2. Get one or more people who do operation to come visit your layout to give you ideas and suggestions.
- 3. Go to the OPSIG website:
 - www.opsig.org
- 4. Read books, pamphlets, etc. on operation. Join OPSIG!

Examples from OPSIG website

- **OPS 101**
- These PowerPoint presentations were developed by **Tom Crosthwait** (President, Mogollon & Southwestern RR) and **Fred Bock, MMR** (Chief Dispatcher, M&Sw), and generously provided to the OPSIG. Please send comments, questions, or suggestions to [Fred Bock](#)
- [Introduction \(Short\) to the M&Sw 6th Dr](#)
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- [PART 1 - Basic Moves](#)
- [PART 2 - Yard Switching](#)
- [PART 3 - Train Operations](#)
- [PART 4 - Advanced Topics Seminar](#)
- [PART 5 - Road Switching Problems](#)
- [Review](#)
- **Introduction to Operations Clinic**
- This clinic is based on an original by **Dave Cochrun** and **Kathy Sparks**, and revised by **Marshall Abrams** for presentation to the Potomac Division of the NMRA.
- [Introduction to Model Railroad Operations](#)



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