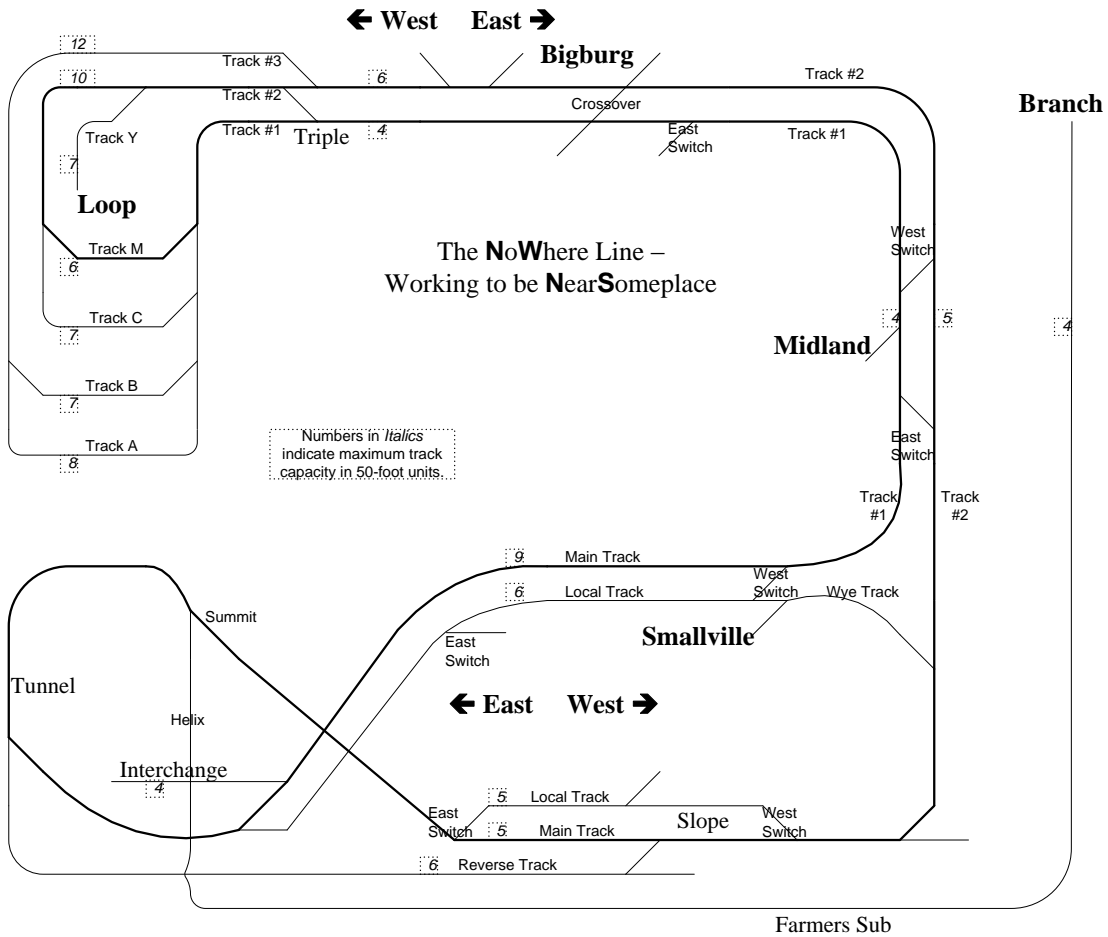


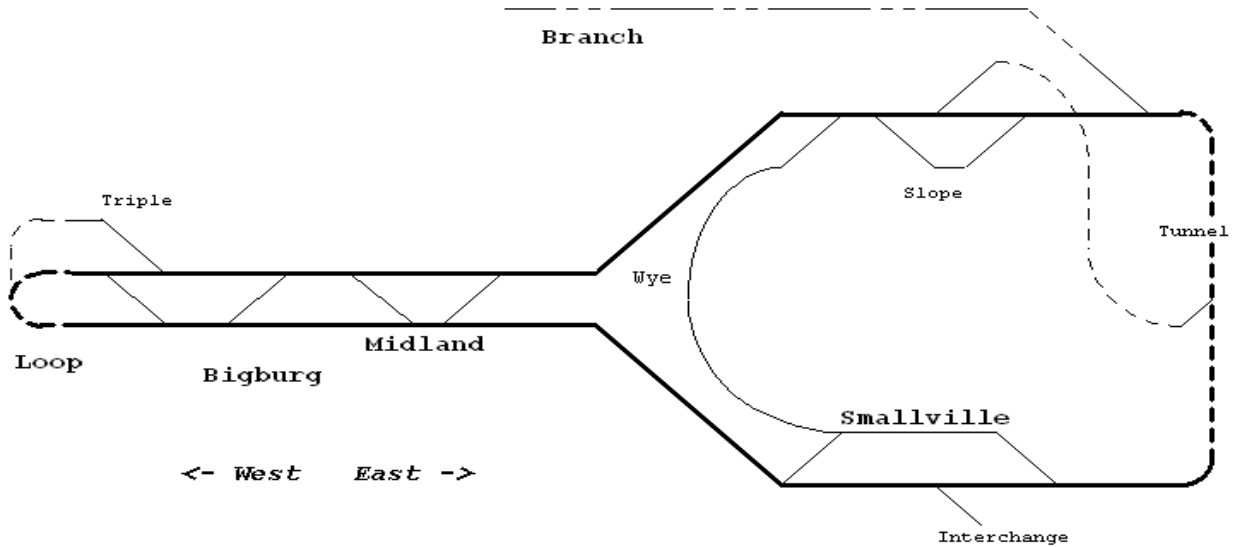
# Summary of The NoWhere Line

The **NoWhere** Line (working to be **NearSomeplace**) is an HO scale switching layout located in a 13 x 17 foot basement room. The layout is built around the walls with an upper-level branch line and walk-in access. The double- and single-track main line serves a generic Midwest region. It runs from Loop on the West (think Chicago loop) to Tunnel on the East (think Appalachian Mountains). Because of pass-through and originating / terminating traffic, the most intensive switching occurs at Bigburg, which is loosely patterned after and highly compressed from the Wabash track arrangement in downtown Fort Wayne. Smallville is compact and busy. The town of Branch hosts the passenger operations in the form of the Hungry Hobo tourist dinner train and train ride (Climax steam). The layout keeps 5 to 6 people busy for 3+ hours running trains with up to 5 cars. There is no dispatcher; checklists and a timetable keep the trains in order. Signals By Spreadsheet provides operational traffic control. The car card system and the crew's handling of the traffic ensure no two sessions are the same. Welcome to The NoWhere Line.



## The Track Plan Unfolded

This representation shows the double- and single-track nature of the Digitrax DCC layout. Main line freights run out and back from the fiddle yard at Loop, crossing over at Midland to suit the track arrangement at Smallville. A vintage (DC) Timesaver switching puzzle is part of the Bigburg industrial area. Bigburg handles the traffic to and from Branch; Smallville runs its turns to the Slope area; the Branch tourist operations cover all parts of the layout; the Upper Industrial job works the Branch industries. Bench and track work is complete; scenery is a work in progress.



## Trackside Photos



The Hungry Hobo Train Ride is operated by the railroad museum at Branch.

Main line freights make setouts and pickups at Bigburg Yard.





The Timesaver module provides industry switching at Bigburg.

Smallville Yard is the gateway for local switching in the older section of the layout.



The Coal Run is on its way to Public Service Company.



The Hungry Hobo Dinner Train is leaving Branch.

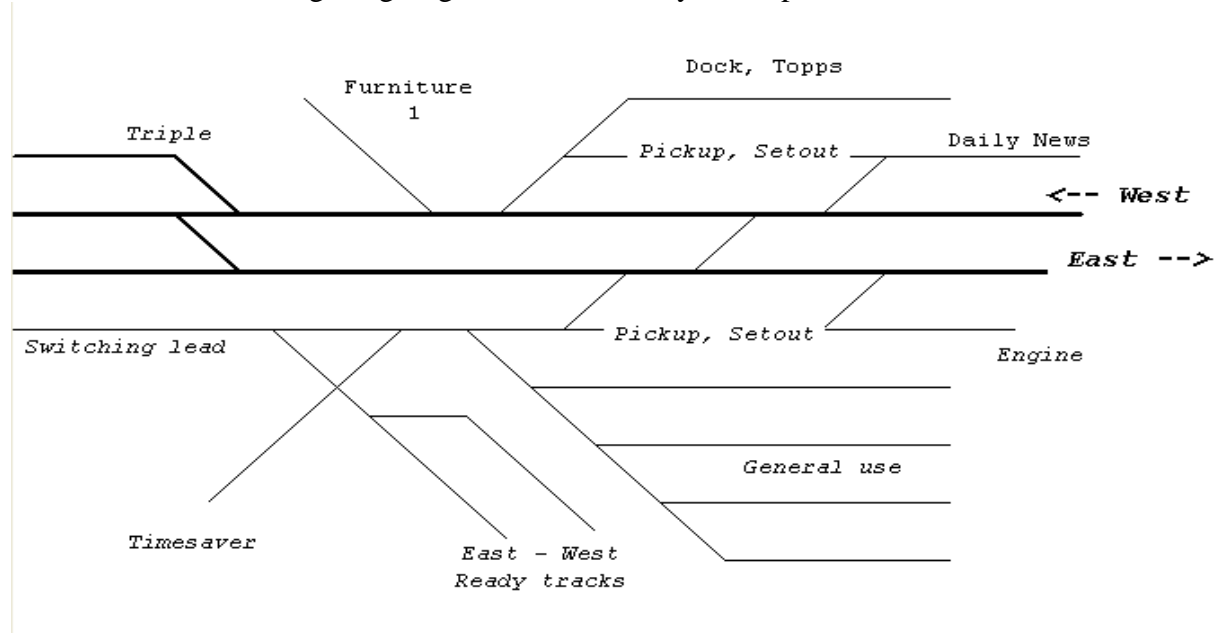
The Branch line is kept busy with grain shipments.



At the end of the day, Freight West is waiting at Bigburg for access to its track at Loop.

## Yard Description -- Bigburg

The traffic in and through Bigburg is best handled by a two-person crew.



<b>Yard Duties Bigburg</b>		<i>Maximum mainline train length: 5 50-foot units. Excess, unused cars should be sent to Loop via FE and FW.</i>
<i>General:</i>		<i>Do not operate outside of yard limits. Grant clearance to mainline trains to operate within yard limits. Prepare for scheduled trains – have pickups in place for FE and FW. <b>** LOOP OPERATIONS **</b> Control movement of FE, FER, FW, FWR, and HHB through Loop. In general, keep main track clear for run-through movements.</i>
<b>Train Makeup Orders</b>	<b>Blocking</b>	<b>Details</b>
BB	#1 Furn1 #2 Dock, Topps #3 DNews	<b>** LOCAL OPERATIONS **</b> Switch Bigburg yard, local industries, and Staging. Note fusee protecting Staging / Timesaver switching lead.
CR	None.	Make room for Coal Run train to leave and enter Staging.
FE	#1 Smallville #2 Loop	Set cars on eastbound Pickup, Setout track; retrieve dropoffs.
FW	#1 Loop	Set cars on westbound Pickup, Setout track; retrieve dropoffs.
TS	Timesaver / Staging	Coordinate transfer of cars with Timesaver crew.
UB	#1 2bFir #2 Ramp #3 ITool #4 ChemCo #5 Coop	<b>Note:</b> Run-around track at Branch can handle <b>4</b> cars. <b>Originates</b> in Bigburg, eastbound. Prepare outbounds; assign engine; call for crew. <b>Terminates</b> in Bigburg. Receive inbounds from Branch.
YTB	None	<b>Terminates</b> in Bigburg. Receive inbounds from Smallville and Midland.
YTS	#1 Smallville	<b>Originates</b> in Bigburg, eastbound. Prepare outbounds; assign engine; call for crew.
FER, FWR, HHB, HHL, HHS, SV, UI, WW.		No activity.

## Typical Train Checklist for Bigburg

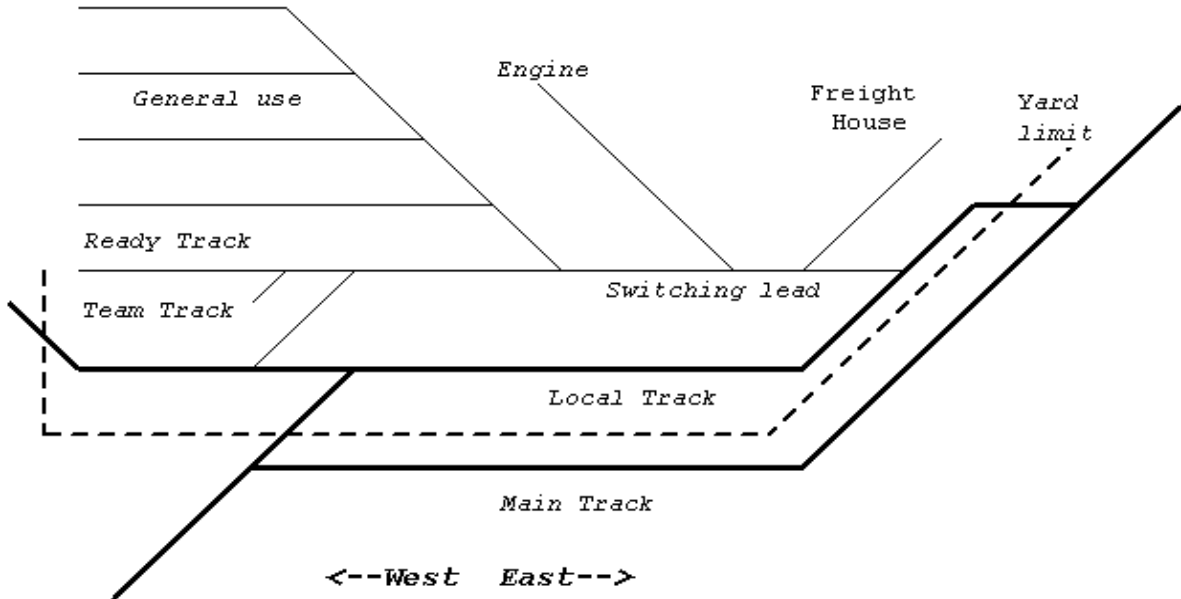
The railroad runs on a 1:1 clock.

The absolute time on the checklist is not as important as the sequence of trains.

<input checked="" type="checkbox"/>	Time	Train	W/E	Action	
	0:00	TS-1		Timesaver Local	10
	0:05	UB-1	>>	Originate	20
	0:16	FE-1	>>	Pickup/Setout	
	0:20	BB-11		Staging Turn	10
	0:28	FW-1	<<	Pickup/Setout	
	0:30	BB-21		Switch Furniture1	10
	---	UB-1	x	Terminate	
	0:40	TS-2		Timesaver Local	10
	0:50	UB-2	>>	Originate	20
	1:01	FE-2	>>	Pickup/Setout	
	1:05	BB-12		Staging Turn	10
	1:13	FW-2	<<	Pickup/Setout	
	1:15	BB-22		Switch Topps Siding	10
	---	UB-2	x	Terminate	
	1:35	UB-3	>>	Originate	20
	1:46	FE-3	>>	Pickup/Setout	
	1:50	BB-13		Staging Turn	10
	1:58	FW-3	<<	Pickup/Setout	
	2:00	CR	>>	Originate	30
	2:05	BB-23		Switch Daily News	10
	---	UB-3	x	Terminate	
	2:10	TS-3		Timesaver Local	10
	2:15	UB-4	>>	Originate	20
	2:19	HHB	<<	pass	
	2:20	HHB	>>	pass	
	2:31	FE-4	>>	Pickup/Setout	
	2:35	BB-14		Staging Turn	10
	---	CR	x	Terminate	
	2:43	FW-4	<<	Pickup/Setout	
	---	UB-4	x	Terminate	

## Yard Description -- Smallville

Smallville is usually the domain of a single busy person.



<b>Yard Duties Smallville</b> General:		<p>Maximum mainline train length: 5 50-foot units.          Excess, unused cars should be sent to Loop via FW.  <b>Note:</b> Please do not press hard on lighted track switch buttons.          Coordinate clearance to operate outside of yard limits.          Main line is <b>not</b> within yard limits.          Grant clearance to other trains to operate within yard limits.          Prepare for scheduled trains – have pickups in place for FW.  <b>One engine</b> can fit beyond the track switch at the east end of the switching lead without fouling the mainline.</p>
<b>Train Makeup Orders</b>	<b>Blocking</b>	<b>Details</b>
FW	#1 Bigburg #2 Loop	Train is westbound. Set pickups on west end of Local track; retrieve setouts.
HHS	None	Make room for eastbound train to pass through Wye and yard.
SV	As needed	<b>** LOCAL OPERATIONS **</b> Switch Smallville yard, Team Track, Freight House, and Interchange. Team Track is first track in yard. Interchange is inside helix.
UB	None	Westbound train might have setouts; if so, retrieve cars from Branch.
WW	#1 Wahl #2 Whyte #3 Cornr	<b>Originates</b> in Smallville, westbound through Wye. Prepare outbounds; assign engine; call for crew. <b>Terminates</b> in Smallville, eastbound through Wye.
YTB	#1 Midland #2 Bigburg	<b>Originates</b> in Smallville, westbound. Prepare outbounds; assign engine; call for crew.
YTS	None	<b>Terminates</b> in Smallville. Receive inbounds from Bigburg.
BB, CR, FE, FER, FWR, HHB, HHL, TS, UI.		No activity.

## Description of NoWhere Line Trains

	Symbol	Name	Summary	Description
1	BB	Bigburg Local	Yard & local switching	2 crews; switch Bigburg yard, industries, and Staging. Handle mainline setouts and pickups.
2	CR	Coal Run	Mainline run	Deliver coal to Public Service Co. and return.
3	FE	Freight East	Mainline run	General merchandise; Loop to Tunnel; switching en route.
4	FER	Freight East Run-through	Mainline run	General merchandise; Loop to Tunnel; no switching.
5	FW	Freight West	Mainline run	General merchandise; Tunnel to Loop; switching en route.
6	FWR	Freight West Run-through	Mainline run	General merchandise; Tunnel to Loop; no switching.
7	HHB	Hungry Hobo Bigburg	Excursion	Round trip Branch to Bigburg and return; switching at Branch.
8	HHL	Hungry Hobo Local	Excursion, open-air gondola	Out-and-back trip from Branch; switching at Branch. Steam operation subject to equipment availability.
9	HHS	Hungry Hobo Smallville	Excursion	Round trip Branch to Smallville and return; switching at Branch.
10	SV	Smallville Local	Yard & local switching	Switch Smallville yard. Build several local turns. Handle mainline setouts and pickups.
11	TS	Timesaver Local	Switching puzzle	Switch Timesaver industries; assist with train makeup.
12	UB	Upper Branch	Branch line way freight	From Bigburg to Branch and return. Conflicting traffic on single track.
13	UI	Upper Industrial	Yard & local switching	Switch Branch yard and industries. Assist other trains in yard.
14	WW	W-W Local	Local turn	From Smallville to W-W group and return.
15	YTB	Yard Transfer Bigburg	Mainline transfer	From Smallville to Bigburg; switching en route.
16	YTS	Yard Transfer Smallville	Mainline transfer	From Bigburg to Smallville.

<p><b>Train: Bigburg Local (BB)</b>  <b>Originates:</b> Bigburg yard  <b>Terminates:</b> Bigburg yard  <b>Builds:</b> UB and YTS</p> <p><b>Routing:</b>  Switches Bigburg yard, destinations, and industries, including Staging yard.  Controls access to and from Loop tracks.</p> <p><b>Crew #1 --</b>  Switch pickups and setouts for FE and FW; coordinate with road crews.  Switch Timesaver / Staging yard.  <b>Note</b> fusee protecting switching lead.</p> <p><b>Crew #2 --</b>  <b>Blocking:</b> #1 – Furn1  #2 – Dock, Topps  #3 – DNews  <i>Observe Blue Flag hours</i>  #1 of 16</p>	<p><b>Train: Coal Run (CR)</b>  <b>Originates:</b> Staging, eastbound  <b>Terminates:</b> Staging  <b>Blocking:</b> #1 – PSC</p> <p><b>Routing:</b>  Leave Staging; depart Bigburg east; depart Midland on Track 2; at Slope, take Reverse track; pass through Tunnel; at Summit, take Branch track; arrive PSC, do switching (<i>use hill brake</i>); depart PSC; arrive Branch.  <b>Wait</b> for HHB; run around train; depart Branch; pass through Tunnel; <b>wait</b> for HHB at Smallville; <b>wait</b> for FE-4 at Midland East Switch; pass through Bigburg; pass through Loop; arrive Bigburg; push train into Staging.</p> <p>Note fusee protecting Staging switching lead.  #2 of 16</p>
<p><b>Train: Freight East (FE)</b>  <b>Originates:</b> Loop, eastbound  <b>Terminates:</b> Tunnel  <b>Blocking:</b> #1 – Bigburg  #2 – Smallville  #3 – Loop</p> <p><b>Routing:</b>  Leave Loop; arrive Bigburg; do switching; depart Bigburg east; depart Midland on Track 2; pass through Slope; arrive Tunnel.  <b>Stop;</b> wait 2 minutes.  Rename to FW; call for clearance.</p> <p>#3 of 16</p>	<p><b>Train: Freight East Run-through (FER)</b>  <b>Originates:</b> Loop, eastbound  <b>Terminates:</b> Tunnel  <b>Blocking:</b> None</p> <p><b>Routing:</b>  Leave Loop; pass through Bigburg, depart Midland on Track 1; pass through Smallville; arrive Tunnel.  <b>Stop;</b> wait 2 minutes.  Rename to FWR; call for clearance.</p> <p># 4 of 16</p>

<p><b>Train: Freight West (FW)</b> { continuation of FE }</p> <p><b>Originates:</b> Tunnel, westbound</p> <p><b>Terminates:</b> Loop</p> <p><b>Blocking:</b> #1 – Bigburg #2 – Smallville #3 – Loop</p> <p><b>Routing:</b> Leave Tunnel; arrive Smallville; do switching; depart Smallville west; depart Midland on Track 2; arrive Bigburg; do switching; depart Bigburg west; arrive Loop.</p> <p>#5 of 16</p>	<p><b>Train: Freight West Run-through (FWR)</b> (continuation of FER)</p> <p><b>Originates:</b> Tunnel, westbound</p> <p><b>Terminates:</b> Loop</p> <p><b>Blocking:</b> None</p> <p><b>Routing:</b> Leave Tunnel; pass through Slope; pass through Midland; pass through Bigburg; arrive Loop.</p> <p>#6 of 16</p>
<p><b>Train: Hungry Hobo Bigburg (HHB)</b></p> <p><b>Originates:</b> Branch</p> <p><b>Terminates:</b> Branch</p> <p><b>Blocking:</b> CMS, RPO, Caboose</p> <p><b>Routing:</b> Assemble cars at loading platform. Leave Branch; pass through Summit; at Tunnel, take Main track; pass through Smallville; pass through Midland; pass through Bigburg; arrive Loop.</p> <p><b>Stop;</b> call for clearance.</p> <p>Leave Loop; pass through Bigburg; depart Midland on Track 1; pass through Smallville; pass through Tunnel; at Summit, take Branch track; arrive Branch.</p> <p>Spot two loaded cars at platform – caboose at bumper, then RPO; spot CMS at commissary ramp.</p> <p>#7 of 16</p>	<p><b>Train: Hungry Hobo Local (HHL)</b></p> <p><b>Originates:</b> Branch</p> <p><b>Terminates:</b> Branch</p> <p><b>Blocking:</b> CB&amp;Q Gondola</p> <p>Note: Steam operation subject to management directive.</p> <p>Note: Engine <i>pushes</i> train out of Branch.</p> <p><b>Routing:</b> Load at Hays Depot. Check availability of track to PSC. Leave Branch; go past PSC siding but do NOT go down helix. Return from PSC; arrive Branch. Unload at Hays Depot.</p> <p><i>Note</i> – Clear yard lead when at Depot. Maintain speed to clear branch track. Store gondola at far end of Commissary dock. Store Climax in engine pocket.</p> <p>#8 of 16</p>

<p><b>Train: Hungry Hobo Smallville (HHS)</b>  <b>Originates:</b> Branch  <b>Terminates:</b> Branch  <b>Blocking:</b> CMS, RPO, Caboose</p> <p><b>Routing:</b>  Assemble cars at loading platform. Leave Branch; pass through Summit; at Tunnel, take Reverse track; pass through Slope; at Wye, head toward Smallville; pass through Smallville; pass through Tunnel; at Summit, take Branch track; arrive Branch.  Spot two loaded cars at platform – caboose at bumper, then RPO; spot CMS at commissary track.</p> <p>#9 of 16</p>	<p><b>Train: Smallville Local (SV)</b>  <b>Originates:</b> Smallville yard  <b>Terminates:</b> Smallville yard  <b>Builds:</b> WW and YTB.</p> <p><b>Routing:</b>  Switch Smallville yard, Team Track, Freight House, and Interchange.</p> <p>Switch pickups and setouts for FE, FW, and UB; coordinate with crews.</p> <p>#10 of 16</p>
<p><b>Train: Timesaver Local (TS)</b>  <b>Originates:</b> Timesaver office  <b>Terminates:</b> Timesaver office  <b>Builds:</b> CR, others as needed.</p> <p><b>Routing:</b>  Switch Timesaver industries. Assist with train makeup at Staging.</p> <p><b>Notes:</b>  Timesaver throttle is DC and is built into module. Central Illinois engine is DC and does not leave Timesaver area.  Lead toggle switch selects:  DC ← → DCC.  Staging toggles isolate tracks (for DC). Timesaver toggle isolates TSAV5 track to create DC engine pocket.  Lead toggle must be to the right to allow access from Bigburg. Note fusee protecting switching lead.</p> <p>#11 of 16</p>	<p><b>Train: Upper Branch (UB)</b>  <b>Originates:</b> Bigburg, eastbound  <b>Terminates:</b> Bigburg  <b>Blocking:</b> #1 – 2bFir  #2 – Ramp  #3 – ITool  #4 – ChemCo  #5 – Coop</p> <p><b>Routing:</b>  Leave Bigburg east; depart Midland on Track 1; pass through Smallville; pass through Tunnel; at Summit, take Branch track; arrive Branch; do yard switching.  <b>Note:</b> Do not store cars on run-around tracks; other trains may be operating in the area. Return track switches to normal positions.  Depart Branch; pass through Tunnel; arrive Smallville and set out cars; depart Smallville; <b>halt</b> at Midland; arrive Bigburg as directed.</p> <p>#12 of 16</p>

<p><b>Train: Upper Industrial (UI)</b>  <b>Originates:</b> Branch  <b>Terminates:</b> Branch  <b>Blocking:</b> None</p> <p><b>Routing:</b>  Switch Branch yard and industries.  Switch Chemco and Coop when not in conflict with traffic on main track.  Block cars for return to Smallville and Bigburg by UB.  Assist Hungry Hobo trains.  <i>Observe Blue Flag hours</i></p> <p><b>Note:</b> Do not store cars on run-around tracks; other trains may be operating in the area. Return track switches to normal positions.  Watch out for railfans from museum!</p> <p>#13 of 16</p>	<p><b>Train: W-W Local (WW)</b>  <b>Originates:</b> Smallville yard  <b>Terminates:</b> Smallville yard  <b>Blocking:</b> #1 – Wahl /  Cornr  #2 – Whyte  <i>Observe Blue Flag hours</i></p> <p><b>Routing:</b>  Leave Smallville yard westbound; head east at Wye; switch Cornr &amp; Wahl or Whyte; pass through Reverse track and Tunnel to head west; return to Smallville; spot cars as directed.  <i>(Do not leave cars on main or siding at Slope; use level tracks at Whyte's Mountain and Wahl.)</i></p> <p><b>Note:</b> Use signal at East end of Wye to protect movements. Return track to main when finished.</p> <p>#14 of 16</p>
<p><b>Train: Yard Transfer – Bigburg (YTB)</b>  <b>Originates:</b> Smallville, westbound  <b>Terminates:</b> Bigburg  <b>Blocking:</b> #1 – Midland  #2 – Bigburg</p> <p><b>Routing:</b>  Leave Smallville yard; arrive Midland; do switching; depart Midland; arrive Bigburg yard; spot cars as directed.</p> <p>#15 of 16</p>	<p><b>Train: Yard Transfer – Smallville (YTS)</b>  <b>Originates:</b> Bigburg, eastbound  <b>Terminates:</b> Smallville  <b>Blocking:</b> #1 – Smallville</p> <p><b>Routing:</b>  Leave Bigburg yard; depart Midland on Track 1; arrive Smallville yard on Local track; spot cars as directed.</p> <p>#16 of 16</p>