

## Staging Operations

For the most part D and C Yards are **NOT** independent. Working in one does affect the other as they share common arrival and departure tracks.

**Currently there is no way to go from C Yard to D Yard. Do not back up trains.**

There are main power switches on the facia for D and C Yards.

Trains enter C and D Yards via the Arrival Track at the bottom of the Helix. D Yard trains leave via the D Yard Departure Track. C Yard Trains leave via the D Yard Arrival Track.

LED colors. Blue is a Route (38), Yellow is Occupancy arrival notification (53), Red is Occupancy stop warning (30), Green is stop track power on (1), R/G is turnout position (7).

C Yard has two DB150's and D Yard has one DB150 boosters. Planned for a 45 loco load.

### D Yard

1. Routes select tracks and set turnouts (Push buttons and Blue lights).
  - a. Routes.
    - i. D Yard Helix return loop.
    - ii. Helix enter D Yard.
    - iii. D Yard exit to Helix.
    - iv. D Yard to D Yard.
  - b. D Yard Entry and Exit Ladders.
    - i. Press button to select track.
    - ii. Enter D Yard. Five tracks.
    - iii. Press button to select track.
    - iv. Exit D Yard. Four tracks.
2. Four tracks. Two trains per track. Occupancy lights tell you when you enter a track.
  - a. A Yellow LED tells you when you enter the first 7 feet of the track.
  - b. A Red LED tells when it's time to stop the train. You have two feet.
  - c. The first Red LED will not come on if the forward track is empty.
3. The turnout at the base of the Helix is automatic. It will activate as the train approaches on the D Yard Departure Track. Many logic protections prevent trains from leaving if they should not.
  - a. Train coming down Helix.
  - b. Train on Arrival Track.
  - c. Train not on Departure Track.
  - d. C/D turnout position. Turnout set to c.
4. The Departure Track and the back of D Yard make up the Reversing Loop.
5. Tracks in D Yard are always powered except for the Master power switch on facia.

### C Yard

1. Routes select tracks and set turnouts (Push buttons and Blue lights).
  - a. Routes.

- i. C Yard Helix return loop (D Panel).
  - b. C Yard Entry and Exit Ladders.
    - i. Enter C Yard. Nine tracks.
    - ii. Exit C Yard. Nine tracks.
- 2. Nine tracks. Two trains per track. Occupancy lights tell you when you enter a track.
  - a. You must record train loco numbers on these tracks as you can't see them.
  - b. A Yellow LED tells you when you enter the first 7 feet of the track.
  - c. A Red LED tells when it's time to stop the train. You have two feet.
  - d. The first Red LED will not come on if the forward track is empty.
- 3. Return Loop Siding tracks (1-2).
  - a. A Yellow LED tells you when you enter the first 7 feet of the track.
  - b. A Red LED tells when it's time to stop the train. You have two feet.
  - c. No stop protection on these tracks.
- 4. The turnout at the C Yard Mainline exit will activate as the train approaches on the C Yard Return Loop Track. Many logic protections prevent trains from leaving if they should not. The Green LED is track power. When ON you can move forward to exit. Off means one of the following.
  - a. Train coming DOWN the Helix.
  - b. Train on the Arrival track.
  - c. Train on C Yard track Occ 1-4.
- 5. Tracks in C Yard are always powered except for the Master power switch on facia.
- 6. C Yard Arrival Track is Very long. Also, the Reversing Loop.
  - a. 19 Yellow LED's.
  - b. Rolling block of four LED's show train moving.
  - c. Can support up to three trains on track. Not likely.
- 7. Route functions.
  - a. Select track to enter C Yard (tracks 1-9).
  - b. Pull forward to correct location. Watch Yellow and Red LED's.
  - c. Select track to exit C Yard (tracks 1-9). Same or different track.
  - d. **Currently there are no protections on you leaving and running into a train.** The Exit route does set all turnouts to the Helix. You must check Helix status. Look for open.
- 8. C Yard Return Loop Mainline and Sidings Routes.
  - a. Select Entry Track (tracks M-1-2). These do clear all other Route lights and set all correct turnouts starting at the bottom of the Lower Helix.
  - b. Select Exit Track (tracks M-1-2). These do clear all other Route lights. These do not change the entry siding turnouts. Just like the C Yard Entry tracks.
- 9. Special Route functions.
  - a. Select a C Yard Entry track and wait for you last car to pass Occupancy 4 then you can select a C Yard Exit track (same or different) without changing the entry turnouts. The entry track LED will go out but the turnouts do not change. This allows concurrent entry and exit operations.
  - b. This is also true for the Return Loop sidings as well. You can select an Entry siding, clear Occupancy 4 and then leave on the same or different Exit siding.

- c. Warning. Don't press the Return Loop Entry sidings or mainline button if a train is going into the C Yard Entry Ladder. Reverse is also true. Don't select a C Yard Entry track if a train is going into the Return Loop Sidings or Mainline until the train clears the turnouts.
  - d. Warning. Do not start a C Yard route if running a D Yard route. Do not start a D Yard route if running a C Yard route. Some exceptions but only with experience.
10. Tracks in C Yard are always powered except for the Master power switch on facia.