

Modular show stopper!



Model snowy mountain scenery p.32

Pelle Søeborg turns to modular railroading for his latest HO scale project. See page 38.

HOW TO

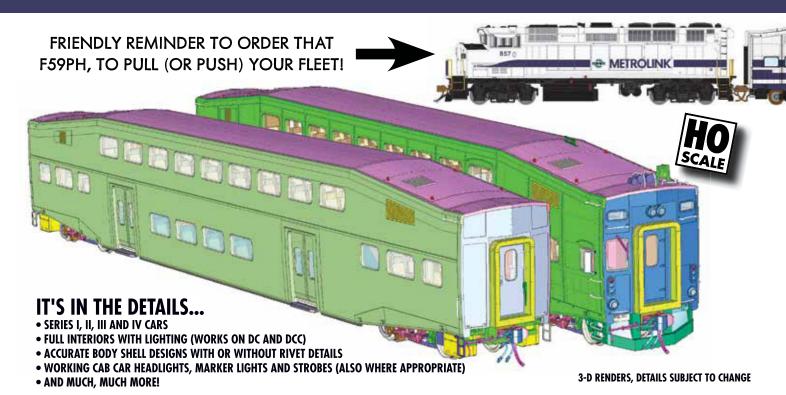
Build an adjustable track cleaning car p.30

Set up a remote-control operating session p.48

Make your own small-town depot kit p.44



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Visiting mystical places



On the cover: Contributing editor Pelle Søeborg has a new layout, made up of three Midwestern-themed modules. Pelle Søeborg photo



Next issue

In March, Pelle Søeborg shows how he handlaid track on the layout he introduced this issue. Also, an HO Boston & Maine layout, water for Jones Island, and more!

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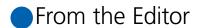












Make room for modules!

Long-time readers of Model Railroader are familiar with Contributing Editor Pelle Søeborg's HO scale layouts, based on modern-day Union Pacific operations in the American West and Midwest.

His meticulously crafted and highly realistic model railroads have been the subject of many magazine articles and several books Pelle authored for Kalmbach Media, including: *Mountain* to Desert: Building the HO scale Daneville & Donner River; Rebuilding a Layout from A to Z; and Building a Sectional Layout.

Then a life change seemed likely to put an end to it all.

Pelle moved from a house with a dedicated train room to an apartment in Copenhagen, Denmark, and his HO scale 11 x 22-foot Daneburg Subdivision (featured in the

May 2017 issue of *Model Railroader*) was history.

The loss of a train room, Pelle thought, meant his layout building days were over.

But his new apartment included a small room, which Pelle initially set aside as his home office. Looking over the space, however, he realized it would be possible to build 28-inch-wide modules totaling 9 feet in length along one wall, with room for a workbench on a facing wall.

It wasn't much room to work with, but as this month's cover story shows, Pelle made the most of it.

As he notes in his article on page 38, modules allow you to participate fully in the hobby when you lack the space for a permanent layout.

Pelle's modules use the European Fremo-US HO single-track standard, and there are Fremo-US events in Denmark twice a year in



which modelers connect their modules into a huge layout and run trains.

It's a change from having a home layout, but Pelle finds building modules to be just as rewarding.

"We all have to compromise in our modeling, and that isn't a problem," Pelle concludes. "You just have to choose the best compromise."

Cal Sura



A CSX SD40-3 leads a freight through Daneburg on Pelle Søeborg's new HO scale moduler railroad. Pelle Søeborg photo

Model railroading is fun!

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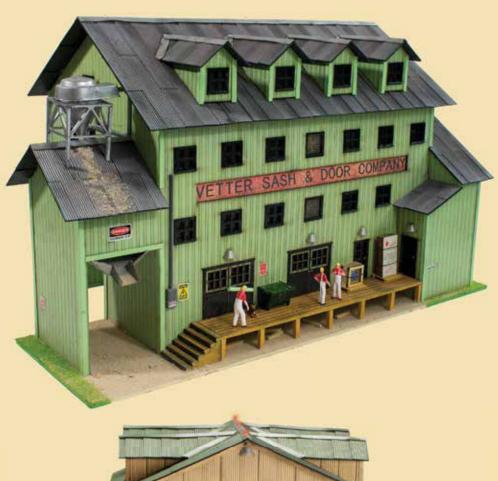
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Memories of a master modeler

As a nearly lifelong MR reader and subscriber (my first issue was January 1959, your silver anniversary issue), I was pleasantly surprised and amused at Keith Wills' "Heritage Fleet" column in December's issue, titled "Master custom builder Bill Lenoir." When I was 15, it was my privilege to meet Lenoir, thanks to my late father, Kermit Tyndall, and to take a photo of the usually camera-shy Lenoir.

While attending the National Model Railroad Association Sunshine Region convention in Tampa, I borrowed my dad's Kodak Pony 828 slide camera and took Lenoir's photo, also catching a calendar that dates the photo to October, 1960. I was very fortunate to catch Lenoir, as he was trying desperately to duck out of the photo, but thanks to my dad, I got what I am told is a rare photo of the pioneering model railroader.

My dad had known Lenoir since 1945 as a member of the Tampa Model Railroad Club. Lenoir was not only a custom locomotive builder, as Wills noted, but Lenoir also built props for the Ringling Brothers Barnum & Bailey Circus, as his brother-in-law was noted clown Paul Jung.

Lenoir's locomotives, which I got to see on his spartan layout/test track, ran as beautifully as they looked. Thank you for the memories.

Tom Tyndall, Nashville, Tenn.



In 1960, a 15-year-old Tom Tyndall snapped a rare color photo of master model locomotive builder Bill Lenoir, subject of December's "Heritage Fleet" column, in his workshop. Lenoir is at right; at left is the photographer's father, Kermit Tyndall. Tom Tyndall photo

A perpetually improving layout

Love the picture of Dale Latham's Piedmont Southern ["Trackside Photos," Nov. 2020 – *Ed.*] I consider Dale's railroad one of the "jewels in the crown" of the southern Maryland operating group I joined after a layout tour.

Dale insists he's more of a modeler than operator, and it's true. He'll look at a section of his railroad that is Master Model Railroader quality, decide he can do better, and completely rebuild it. Not just repaint or rescenic – he'll start by replacing the benchwork, work up from there, and indeed, do better. This

propensity makes advertising the National Model Railroad Association open houses he often hosts a challenge; using photos from a prior open house is risky because some of the scenes may have been replaced!

William Mosteller, Fairfax, Va.

The forgotten coupler

The November *Model Railroader* had an inquiry headed "When were knuckle couplers instituted?" ["Ask MR" – *Ed.*], with a reply noting the previous use of link-and-pin couplers. The other type of coupler apparently used extensively in

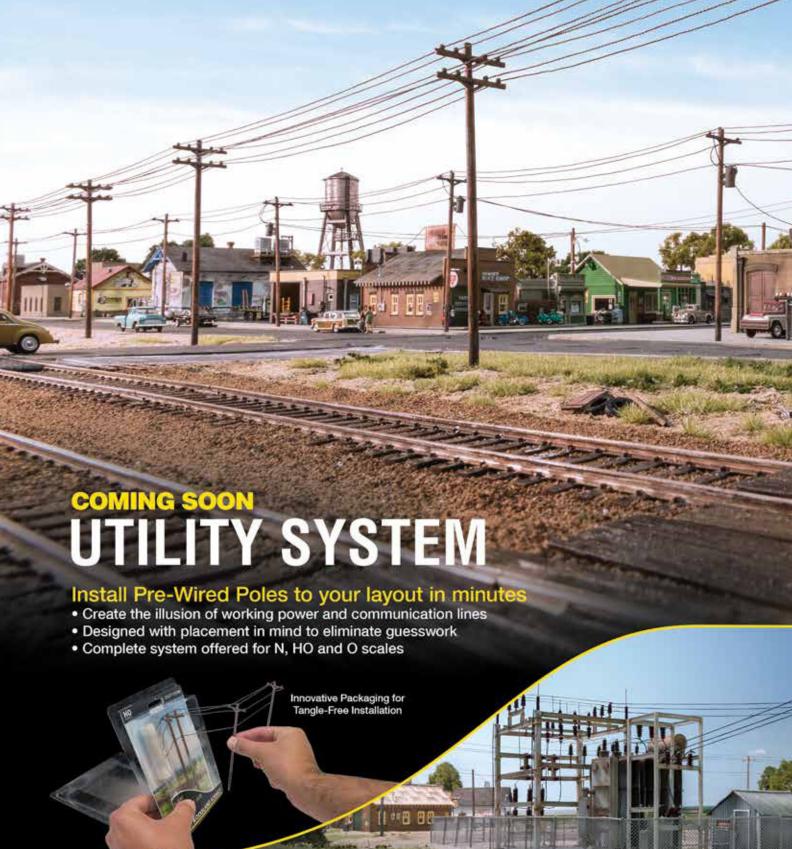
the United States was the Miller coupler, developed by a Col. Ezra Miller. The use of this coupler is detailed in John H. White Jr.'s *The American Railroad Passenger Car*.

The coupler had some of the features of the Janney, but was designed with a stronger end platform to reduce telescoping and was apparently used on passenger cars from the 1870s to 1900. It was replaced by the Janney, as the latter was stronger, easier to use, and standard with freight car couplers. I wonder if any model manufacturer has produced a scale Miller coupler?

Stephen Buck, Sydney

Comments, suggestions, and additional information on Model Railroader articles and departments are welcome in this column. Every comment will be read, but not all can be printed or answered. Make your statement in 300 words or less, and send it to **Railway Post Office, Model Railroader magazine**, **P.O. Box 1612, Waukesha, WI 53187**, or e-mail **rpo@mrmag.com**. Please include your name, city, and state.







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Electro-Motive Division F7A and F7B diesel locomotives.

These Burlington Northern (ex-Northern Pacific) F units are now available from Athearn Trains. The HO scale Genesis series models are offered as an F7A, F7B, and F7A-B set in one number each. The F units have factory-installed and painted wire grab irons, etched-metal grills, and prototype-specific

.....

Digital Command Control decoder are priced at \$199.98 (single A or B unit) and \$379.98 (A-B set). Versions with a dual-mode SoundTraxx Tsunami2 sound decoder are \$289.98 (single A or B unit) and \$559.98 (A-B set). Athearn Trains, 800-338-4639, athearn.com

HO scale locomotives

 Electro-Motive Diesel/Progress Rail **SD70ACU diesel locomotive.** Canadian Pacific (red with monochrome beaver herald and maroon-and-gray heritage scheme with script lettering in two road numbers each; Army Arid Regions and Navy schemes in one number each) and Norfolk Southern (Thoroughbred scheme, four numbers). Prototypespecific details, light-emitting-diode headlights, and wire grab irons. Directcurrent model with 21-pin NEM connector, \$249.98; with dual-mode SoundTraxx Tsunami2 sound decoder, \$339.98. November 2021. Genesis 2.0 series. Athearn Trains, 800-338-4639, athearn.com

HO scale freight cars



 Assorted freight cars. Milwaukee Road 40-foot ribbed-side double-door boxcar, \$19.98. Chicago & North Western 36-foot Fowler boxcar, \$19.98. Jersey Central Lines 40-foot insulated boxcar, \$19.98. Nashville, Chattanooga & St. Louis 40-foot boxcar, \$19.98. Norfolk & Western American Car & Foundry 4,600-cubic-foot-capacity Center Flow covered hopper, \$20.98. Pacific Fruit

Express 40-foot wood refrigerator cars (orange and brown with Union Pacific herald in two road numbers and Southern Pacific herald in one number), single car, \$20.98; three-pack, \$61.98. St. Louis Southwestern (Cotton Belt) 36-foot double-sheathed boxcar with metal ends and fish-belly underframe, \$19.98. Injection-molded plastic kits with plastic wheelsets, Accumate couplers, and steel weight(s). Accurail, 630-365-1173, accurail.com



 100-ton three-bay hopper. BNSF Ry. (Mineral Red with circle-cross herald), Canadian National (black with "wet noodle" herald), Chesapeake & Ohio (black with "C&O for Progress" herald), Denver & Rio Grande Western (black patchout), Louisville & Nashville (black with 1976 anniversary logo and 1981 DeCoursey repaint), Penn Central (black, class H43D), Seaboard System (black with red-and-yellow herald), Southern Pacific (Oxide Red with speed lettering), St. Louis-San Francisco (black with Art Deco-style "Frisco" lettering), Upper Merion & Plymouth (black), and Wheeling & Lake Erie (black with orange Rio Grande-style lettering). Three road numbers per scheme. Rollerbearing trucks with 36" metal wheels, interior and slope sheet braces, and

knuckle couplers. \$28.95. Fall 2021. Bowser Manufacturing Co. Inc., 570-368-2379, bowser-trains.com



 40-foot Pullman-Standard PS-1 **boxcar.** Chicago Great Western (Built

More show cancellations

The ongoing COVID-19 pandemic

has led to more train show cancellations. The Amherst Railway Society Railroad Hobby Show (Springfield, Mass., Jan. 30-31) and Mad City Model Railroad Show (Madison, Wis., Feb. 20-21), both events with 50-plus-year histories, have cancelled their 2021 shows.

The Amherst Railway Society and South Central Wisconsin Division of the National Model Railroad Association are both working on plans for shows in 2022. In addition, the Amherst Railway Society is planning a virtual Railroad Hobby Show on Jan. 30-31, 2021. For more information on the virtual show, please visit amherstrail.org and railroadhobbyshow.com.



1951, repainted 3-59). Separate, factory-applied ladders, grab irons, and running board; 6-foot Youngstown doors; and Kadee scale couplers. \$42.95. Kadee Quality Products Co., 541-826-3883, kadee.com



 Pennsylvania RR F30 series flatcars. Pennsylvania RR (F30A [as delivered, 1950s, and 1960s schemes and F30D as delivered), Conrail (F30A maintenance of way), Lehigh Valley (F30A), Penn Central (F30A), and TTX (F30D [early and late red] and F30G yellow). Six road numbers per scheme. Single car, \$49.95; six-pack, \$299.70. Undecorated single cars also available (F30A and F30D trailer on flatcar [early and late styles]). Die-cast metal chassis and deck, PRR 2E-F10 trucks (converted roller bearing or full roller bearing), brake rigging, and Kadee no. 158 semi-scale couplers. Late 2021 delivery. Rapido Trains Inc., 905-474-3314, rapidotrains.com



• 53-foot General Steel Castings bulkhead flatcar. Chicago, Burlington & Quincy (red); Atchison, Topeka & Santa Fe (Freight Car Brown); Burlington Northern (Cascade Green); Soo Line (white); and Union Pacific (Armour Yellow). Three road numbers per scheme; also available undecorated. Newly tooled die-cast metal body with fine details, 33" turned-metal wheelsets,

and Proto-Max metal couplers. \$34.98. WalthersMainline. Wm. K. Walthers Inc., 414-527-0770, walthers.com

N scale locomotives



• Electro-Motive Diesel SD70ACe diesel locomotive. Union Pacific ("Building America" scheme with American flag; Powered by Our People, George Bush 41 Presidential Library and Museum [original and funeral schemes]; and "The Spirit of the Union Pacific" in one number each), BHP Iron Ore

("bubbles" scheme), BNSF Ry. (Heritage III), Canadian National (red, white, and black with "wet noodle" herald and website), CSX (dark blue and vellow), Electro-Motive Diesel demonstrator (blue and white, one number), Kansas City Southern (Southern Belle and Support Our Troops schemes, one number each), and Progress Rail Leasing (Chesapeake & Ohio "heritage" unit, one number). Two road numbers per scheme unless noted; also available undecorated (UP body style). Dual-mode Paragon3 sound decoder with Rolling Thunder; golden-white light-emitting diode headlights; plastic body with diecast metal chassis; and separate, factoryapplied handrails, ladders, whistles, and



Pullman-Standard three-bay coal hoppers. Tangent Scale Models has released a new range of HO scale open hoppers. 4,000-cubic-foot-capacity cars are lettered for Burlington Northern (1976+ as-delivered scheme with double rotary ends [phase 3 body] in two road numbers and 1975+ as delivered [phase 1 body]) and Chicago & North Western (1975+ as delivered black [phase 2]). 3,526-cubic-foot-capacity cars are painted for Chessie System (1975+ with Baltimore & Ohio reporting marks). The models (\$44.95 each) are offered in 24 road numbers per scheme unless noted and undecorated in five body styles. The hoppers have a removable coal load, 100-ton Barber S-2 trucks with roadname-specific rotating bearing caps, CNC machined 36" wheels, and Kadee scale couplers. Tangent Scale Models, 828-279-6106, tangentscalemodels.com



Pullman-Standard 72-foot lightweight baggage cars. Great Northern; Atchison, Topeka & Santa Fe; Denver & Rio Grande Western; Atlantic Coast Line; Chicago, Burlington & Quincy; and Northern Pacific are among the schemes on these cars from RailSmith Models. The N scale injection-molded plastic cars (\$44) are offered with smooth or fluted sides as appropriate, clear window glazing, and metal wheels. RailSmith Models, railsmith.net

bell. \$259.99. Broadway Limited Imports, 386-673-8900, broadway-limited.com

N scale freight cars



 Pullman-Standard 4,427-cubicfoot-capacity three-bay covered hopper. Atchison, Topeka & Santa Fe; Burlington Northern (1991 scheme); Chicago & North Western (green); Harmon Grain, Trumbull, Neb.; Montana Rail Link (gray); Pillsbury; Union Pacific (gray with reporting marks and shield); and Wisconsin Central. Six numbers per scheme (three single cars and one three-pack). Screwmounted roller-bearing trucks with 36" machined metal wheelsets and body-mounted McHenry couplers. Single car, \$28.98; three-pack, \$84.98. Athearn Trains, 800-338-4639, athearn.com



• 50-foot plug-door boxcar with reusable track cleaning pad. Union Pacific (silver and yellow with "We can

handle it" slogan), Baltimore & Ohio (blue, yellow, and silver), Conrail (brown with "can opener" herald), and Western Pacific (Boxcar Red with "Rides Like a Feather" slogan). Blackened metal wheels with non-magnetic blackened brass axles, magnetically operated E-Z Mate couplers, and Celcon solid-bearing trucks. \$49. Silver Series. Bachmann Trains, 215-533-1600, bachmanntrains.com

O scale structures



• Laser-cut wood kits. Crossing shanty two-pack, \$30. Section house, \$45. Crossing shanty, based on Boston & Maine prototype preserved on the grounds of the Ipswich (Mass.) Museum, includes 3-D printed smokejack. Section house is based on B&M structure once located near Topsfield Road in Ipswich, Mass. Ipswich Hobbies, 919-721-8757, ipswichhobbies.com

Z scale locomotives

• Alco RS-3 diesel locomotive. Milwaukee Road. Three road numbers. Phase III body; corner-stacked number boards; Alco Association of American Railroads trucks; single-beam headlights; two single-chime air horns; 1,400-gallon fuel tank; and clear window glazing. American Z Line, 614-764-1703, americanzline.com

Decals

• Southern Ry. early cupola and baywindow cabooses. HO scale set features Dulux Gold road names (serif and sans-serif typefaces), heralds, road numbers, safety heralds, labels specific to cabooses, and "canned" road numbers. Set is substitute for Champ HC-235. Designed by Robert Wingo. \$5.29 postpaid. Virginia residents pay sales tax. Bill Mosteller, 3306 Parkside Terrace, Fairfax, VA 22031; greatdecals.com

Books

 New York Central: The Hudson **Division.** By Stan Trzoniec with photos from the Robert LaPorte collection. Covers the New York Central from Albany to Yonkers, N.Y., with stops at dozens of locations along the way. Includes history of the line town by town and how each grew and prospered because of the NYC and many of its branch lines. Hardcover, 168 pages with more than 185 black-and-white photos. \$49.95 plus \$5 postage (check or money order). Autographed if desired when ordered direct. OutdoorPhotoGraphics, 562 South St., Shrewsbury, MA 01545; outdoorphotographics.com

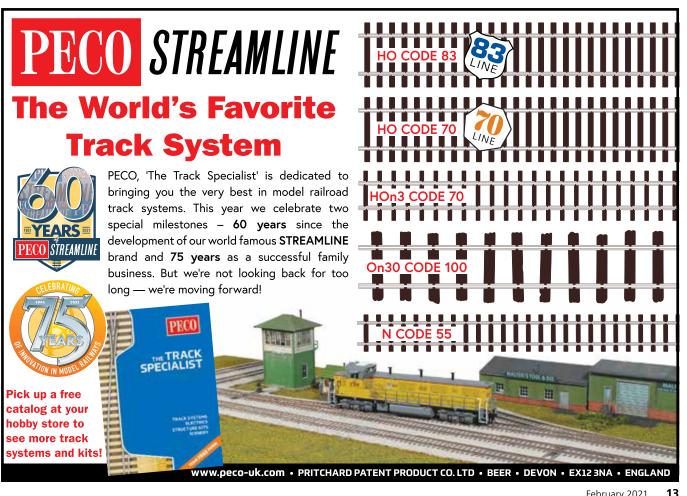
Apps

• RailModeller Pro version 6.3. Track planning app for macOS. Upgrades include a new function to automatically colorize layouts by element type, radius, article number, or layer using multiple color palettes; an improved Library Catalog now also displaying shortcuts for elements and more options when a stock of track is used; a Baseboard Assistant featuring new inside corner templates for modular systems (T-Trak) and real-time preview; and an expanded export to JMRI's PanelPro application for controlling model railroads via Digital Command Control. \$39.99. Free update for users of the app. Available exclusively on the Mac App Store. RailModeller Pro, railmodeller.com









News & Products

Showcase





2



scale models. A three-pack

 Gunderson Multi-Max. ScaleTrains.com offers this Operator Line auto rack in seven road names. The HO car sells for \$42.99. Scale Trains.com, scaletrains.com 2 40-foot high-cube refrigerated containers.

names available on these HO

Railroad Co., atlasrr.com Union Pacific's Big Boys. This 224-page book (softcover, \$29.99; hardcover, \$43.99) tells the story of UP's 25 4-8-8-4 steam locomotives. Kalmbach Books, "K" Line is among the road

KalmbachHobbyStore.com 4 New York Central four-car add-on set. Kato

sells for \$56.95. Atlas Model

sells Pullman 10-roomette, 6-double-bedroom sleepers and 12-bedroom sleepers as part of its N scale 20th Century Limited series. The set is \$140 (standard) and \$200 (pre-installed lighting). Kato USA Inc., katousa.com

6 24-foot ore car with load. These Roundhouse line HO models are decorated in three Great Northern paint schemes. The cars are priced

at \$27.98 (single) and \$104.98 (four-pack). Athearn Trains, athearn.com

6 40-foot insulated boxcar. Accurail offers this kit decorated for Fruit **Growers Express with Penn** Central reporting marks. The HO car (\$19.98) includes plastic wheelsets. Accurail, accurail.com MR









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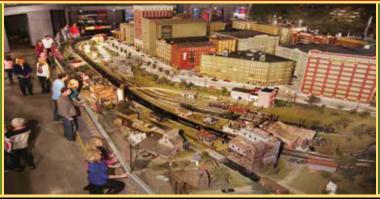
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How long does a point-to-point layout have to be to appear realistic? Nobody would accuse Lance Mindheim's HO scale Los Angeles Junction of looking like a test track, but that's not because of its length. Lance Mindheim photo

How long must a point-to-point layout be?

What is the smallest point-to-point layout that doesn't look like just a section of test track? How long does a shelf layout have to be to look like a working operation could be taking place?

Richard Helton, Meridian, Idaho

That's a matter of taste and perception, not something that can be quantified in feet and inches. If I say an 8-foot shelf layout is long enough to look realistic, does that mean a 7-foot 10-inch one isn't? More important than the layout's size is how that space is treated. Let's look at some factors that can enhance or detract from a shelf layout's realism.

You mention the layout as being part of a "working operation." For a layout to be realistically operable, it needs three elements at minimum: a tail track for switching, long enough to hold the locomotive and at least one car; a runaround long enough to hold at least one car; and a means to get cars on and off the of the layout, even if that's a hand-fiddled interchange track long enough to hold only a couple of cars.

Also useful is an industrial spur or two to provide destinations for the cars. But if your layout models a classification yard, the yard tracks themselves serve that operational purpose, so industrial spurs aren't strictly mandatory. So, add up the length in your scale of a tail track on both ends of the layout, the runaround track in the middle, and the length of the turnouts on both ends of that runaround, and you'll have a ballpark minimum length for a realistically operable shelf layout. If you want a true "point-to-point" layout, double that length and add enough track in between the two so a train of typical length can't have its nose in one town and its tail in the other. If space is tight, put a backdrop, tunnel, turnback curve, or other view block between the two locations instead.

That covers the "working operation" part of your question. However, not looking like a test track is also a function of aesthetics – how the layout is designed and scenicked. Test tracks tend to be straight and flat, so building gentle, natural curves into your mainline will go a long way toward avoiding that look. Another way to add visual realism is to build your tracks on different heights of roadbed – high for the main, medium for sidings, ground level for spurs.

Add interesting scenes to draw the eye. Use view-blocking scenery like a hillside cut, a foreground structure, a road or rail overpass, or a stand of trees to break up the main into separate, distinct scenes. Or you could go all the way and consider the vignette approach – separating scenes with a backdrop that curves forward to meet the fascia, cutting the layout into isolated sections. With this technique, your individual scenes could represent very different locations, climates, and types of terrain, letting you indulge your creative impulses while preventing that test-track look.

(a) I'm adding American Limited operating diaphragms to my HO and N scale passenger cars. The instructions state to use liquid plastic cement to glue the striker plate to the outer bellows. I've tried Plastruct Plastic Weld, Plastruct Bondene, and cyanoacrylate adhesive. Nothing holds. What type of glue should I use to make a secure bond?

Charles Dick, Guntersville, Ala.

- A If I remember correctly, the striker plates on those detail parts are made from a slippery engineering plastic like Delrin. Try scuffing up the gluing surface a bit with some fine sandpaper to give it some tooth before trying contact cement or a flexible all-purpose adhesive like Gorilla Glue.
- O I'm modeling the transition era in the Southeast on my layout, and I was wondering what grade crossings looked like then for three-track main lines. Was there a crossing shanty at the crossing, or was there something more elaborate?

Henry Powell, Lincolnton, N.C.

Automatic crossing gates, not requiring the intervention of a flagman, were implemented starting in 1936. So by the steam-to-diesel transition era, these would be commonplace on large railroads and busy crossings. Attendant shacks might still be present at some of these grade crossings, but they would likely be unmanned and boarded up unless there was some other reason the crossing warranted extra protection.

Major crossings in the transition era would likely be protected by crossbucks, automatic flashing lights, and bells in addition to the gates. For a look at a variety of ways crossings were protected in the transition era, you might want to watch this Union Pacific safety film from 1950: youtu.be/DJCl12QwDoU

O I'm building an HO scale layout and want to run 14 gauge bus wires for the main lines. My question is, should the bus wires be in a closed or open loop?

Tom Chivers, Chatham, Ont.

A DCC Currents columnist Allan Gartner responds: There's no need to

Send questions and tips to associate editor Steven Otte at AskMR@MRmag.com.

connect the ends of a DCC bus (aka closing the loop). It can be done, but there's nothing to be gained by doing so.

On the other hand, troubleshooting is more difficult, as the modeler wouldn't know which side the problem is on and would have to break the loop.

② I have a set of 72-foot passenger cars. They have the type of couplers that are mounted on a tongue attached to the trucks. After installing door gates and bellows on the car bodies, the couplers barely reach each other. Even on my 28" and 36" curves, they're having issues. I remember you had an article on installing Kadee draft-gear boxes and extended couplers on freight cars, but would this work on passenger cars with truck-mounted couplers?

Bill Whitehead, Cross Junction, Va.

A While I can't say for sure without examining your cars firsthand, you could probably replace your cars' couplers with long-shank Kadees, using the same truck-mounted draft gear boxes. Check Kadee's coupler conversion page to see what kind of couplers you need: kadee.com/hocc.htm

We generally recommend bodymounting couplers, though. This would give you more control of where you place the couplers and, therefore, how far apart your cars couple. Make sure the diaphragms have enough daylight between them that they don't bind or catch on each other and derail your cars.

(1) I'm restarting HO scale modeling after decades for my three grandkids. I want to model the steam-to-diesel transition era, as I rode B&M passenger cars to school back then. I noted with interest your August 2020 article, "Freight cars of the '70s." Have you published an article like that on the freight cars of the 1940s and '50s?

Bob Cusack, Nahant, Mass.

A We have, and we conveniently collected those articles into a downloadable PDF. Get it from our Kalmbach Hobby Store, at KalmbachHobbyStore.com/product/digital-download/mrpdf036

If you'd like even more in-depth information than that, we've also published a book on the subject. Check out *Freight Cars of the '40s and '50s* by Jeff Wilson, also available from the Kalmbach Hobby Store.

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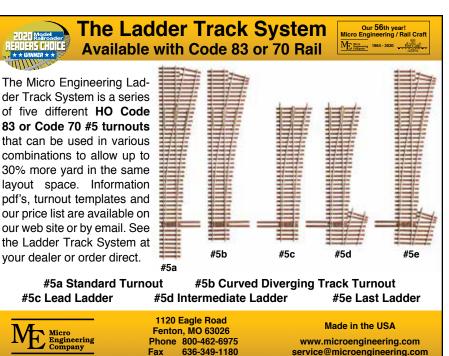
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Build a tugboat for Jones Island

Our Jones Island Rehab My Railroad project is a waterfront scene on Lake Michigan that features industries served by rail and marine transportation. We're plenty familiar with modeling rail transportation, but the marine side is a step outside the box.

Most vessels worthy of rail-served industries are too large to include on a model railroad, but to get up to some of the wharfs they need a bit of help. Tugboats are the craft that do that, and tugs are a reasonable size to model.

There are many tugboat models available, and for our project, we chose an HO scale cast resin kit from Frenchman River Model Works of a U.S. Army tug. These boats are about 45 feet long and were built in the 1950s. After the Army was done with them, they went on to second careers around the country.

We took a few liberties with ours, painting it as a Great Lakes Towing boat. I couldn't find any boats this size in Great Lakes' fleet – the smallest are about 80 feet – but the green hull, red superstructure, and big G on the stack are familiar sites on the Milwaukee industrial waterfront.

And as modelers do, I added a few details to the kit. Everything you need is included in the box, but once I started looking at photos (boatnerd.com is a great source), I started seeing things to add to make a contemporary boat.

I found a few parts at Seaport Model Works (seaportmodelworks.com), and made a couple myself. Other sources include Frenchman River Model Works (frenchmanriver.com) and Sylvan Scale Models (sylvanscalemodels.com).

So gather your tools and hop aboard!

Materials list

Evergreen styrene

Assorted scraps of sheet and strip

Frenchman River Model Works

45-foot harbor tug boat

Microscale

90051 Block Gothic alphabet, white 91111 White stripes, 1 and 2 inch 91131 White stripes, 4 and 6 inch

Seaport Model Works

P41 Life ring P160 Throttle P177 Radar unit

Tamiya

X5 Green

X7 Red X18 Semi Gloss Black XF20 Medium Grey

STEP 1 PREP AND PAINTING



The model has two large parts, the hull and the superstructure. The first order of business was to remove flash from the castings. I used a hobby knife with a no. 11 blade for this. Be careful not to slice into the thin details of the castings, such as the webs around these cleats on the aft (rear) deck.



In an effort to improve the detail and include some of the things I saw in photos, I removed the cast-on handrails. After carving most of the casting off, I used files and sanding sticks to smooth the area. Be sure to use a mask or respirator when sanding resin, as the dust is toxic.



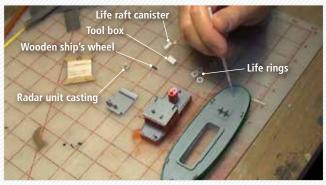
I made the handrails from .012" brass wire. After bending the handrails to fit mounting holes I drilled in the cabin casting with a no. 78 bit in a pin vise, I added short lengths of wire to make the stanchions, then soldered the parts together on the model. When the solder cooled, I trimmed the extra length from the stanchions, then filed the joint smooth.



With the larger pieces cleaned up and the handrails glued in place with cyanoacrylate adhesive (CA), I primed the model with Tamiya Surface Primer Gray followed by Tamiya Surface Primer Fine White to ensure a true color. The hull was airbrushed with Tamiya X5 Green, thinned 50 percent with isopropyl alcohol. The cabin was sprayed with thinned X7 Red.



When the red and green were cured – I like to wait at least 24 hours – I masked the hull and cabin superstructure and sprayed the deck and cabin tops with a medium gray Polly Scale paint we had in the workshop. Tamiya XF20 Medium Grey would be a good alternative.



Last spring, COVID sent us home. I took stock of the parts I had. Before leaving the office, I made a simple cabin interior from scraps of Evergreen styrene with a throttle control from Seaport Model Works. The wooden ship's wheel came with the kit. Both are attached to strip styrene posts.

STEP 2 MAKING AND ADDING DETAILS



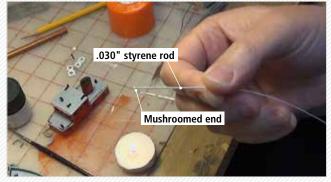
Touch-up and detail painting were the first jobs to tackle. Some of the red paint peeled away when I removed the masking after painting the gray. Once I touched that up, I picked out the details on the cabin with Tamiya X18 Semi Gloss Black. I also sprayed the top of the stack with the same color, thinned as before. Online photos were a great help in getting the right colors on all the parts.



One of the details that stood out in photos was the large fender over the prow of the tug. The kit included a handful of cast resin tires to use as fenders down the side of the boat, but they weren't appropriate for our prototype. Cut up, though, they could work as the bow fender.



After removing a wedge from each of the tires, I glued them to the prow with thin CA. They were a bit too lumpy, so I popped them off the prow, then stacked them together neatly and flowed CA in the joints. When the adhesive cured, I carved the mating surface to better match the prow and get a better-looking bumper.



Another common detail on photos of the 45-foot Army boats was a pair of pipe fittings on each side of the cabin, which I took to be a fuel filler and vent pipe. I made the filler from .030" styrene rod that I held over a flame to melt the end into a mushroom shape, simulating the cap on the pipe.



The vent is a piece of stripped 20AWG wire bent over at the top. Both parts were painted Semi Gloss Black and glued into holes I made with a no. 68 drill in a pin vise. You can also see the fender made from painted resistors hanging over the gunwhale. The glazing was cut from the kit-supplied clear plastic.

STEP 2 MAKING AND ADDING DETAILS (CONT'D)



I continued adding detail parts. The radar unit is glued to the cabin roof. Life rings were added to the sides of the cabin in similar positions to what I saw in photos online.



Plastic beads are included in the kit to make running and navigation lights. The beads are hollow. I used a leather punch to make caps from .010" styrene sheet.



The orange life raft canister is Evergreen .188" tube. I punched ends from .010" styrene, then cut the legs from the sheet around the punched holes.



The black tool box on the deck was a scrap of Evergreen styrene strip sanded at an angle at the top. I glued a scrap of .005" styrene sheet to the angled top for a lid.

STEP 3 LETTERING, STRIPING, WEATHERING, FINAL ASSEMBLY



Trains.com associate producer Ben Lake put his graphics skills to work for me on this project to create the "Big G" for the sides of the stack. After creating the letters, he cut them from thin, self-adhesive vinyl on a Cameo scrapbooking cutter. He added a clear carrier film to keep the letters aligned while I applied them to the model.



The letters came in right and left versions – the front is vertical and the back is raked forward. Other lettering was done with decals. I used Microscale HO stripes and Block Gothic letters.

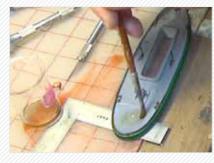


I started weathering with artists oil washes. First, I used a dab of Burnt Umber, which makes a good "old rust" color. I dabbed some in a few paint chips on the hull.

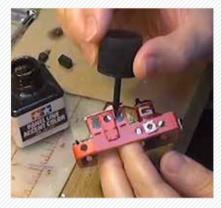
STEP 3 LETTERING, STRIPING, WEATHERING, FINAL ASSEMBLY (CONT'D)



I also highlighted the railings along the bits at the tops of the gunwales on either side and along the taffrail at the stern. I then placed dots of Burnt Umber on the boat's deck.



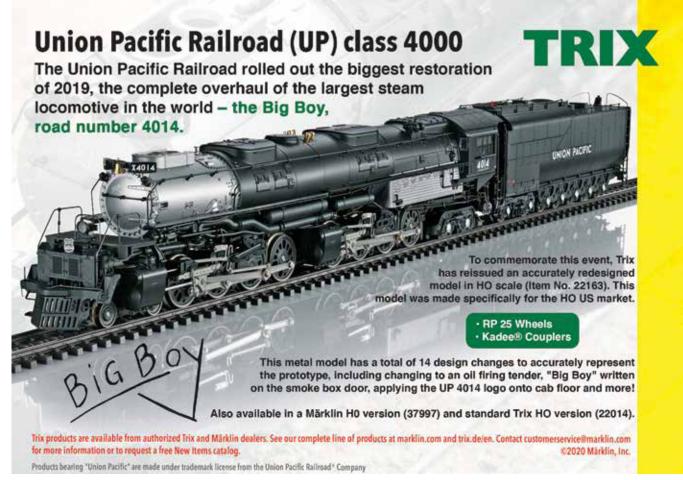
I washed the dots of paint around the deck with odorless turpentine. Dabs of Black and Burnt Umber around the fuel filler simulate spills.



On the cabin,
I flowed Black
Tamiya Panel Line
Accent Color Black
around the
hatches. I dipped
a cotton swab in
enamel thinner to
removed the
excess and make
the details stand
out.



Then it was time for final assembly. First, the mast behind the cabin. Stays made from .008" brass are threaded through no. 80 holes in the cabin roof (see the lead photo). Once that was secure, I installed the cabin interior.



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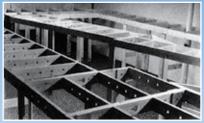
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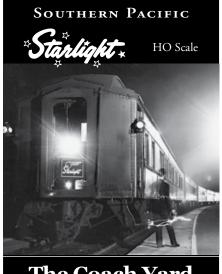
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Sonny Fairbanks and Ed West kibitz in front of the Kingfield speeder shed on Lou and Cheryl Sassi's On30 Sandy River & Rangeley Lakes layout. Read how they improved the area around the shed compared to its earlier version (inset).

DETAILING the FOREGROUND

Don't neglect the area between your track and the fascia

By Lou and Cheryl Sassi • Photos by Lou Sassi



Overlooked by many of us, the area between the foreground tracks and structures and the fascia of our layouts can often be improved with the addition of a few details, grass, and weeds. This process can become an enjoyable series of "one evening projects." My wife, Cheryl, and I decided to take this approach on our On30 Sandy River & Rangeley Lakes RR.

Before detailing, the area around the speeder shack in Kingfield was already realistically scenicked but lacked visual interest. There was nothing there to draw the eye.

I began by adding a few steel barrels from Tichy Train Group and Wiseman Models around the building. After spreading a drop of Elmer's Carpenters Wood Glue on the bottom of each one, I placed it into position. These were followed by strips of wood and roof trusses from the scrap box, along with a couple Bar Mills wooden kegs.



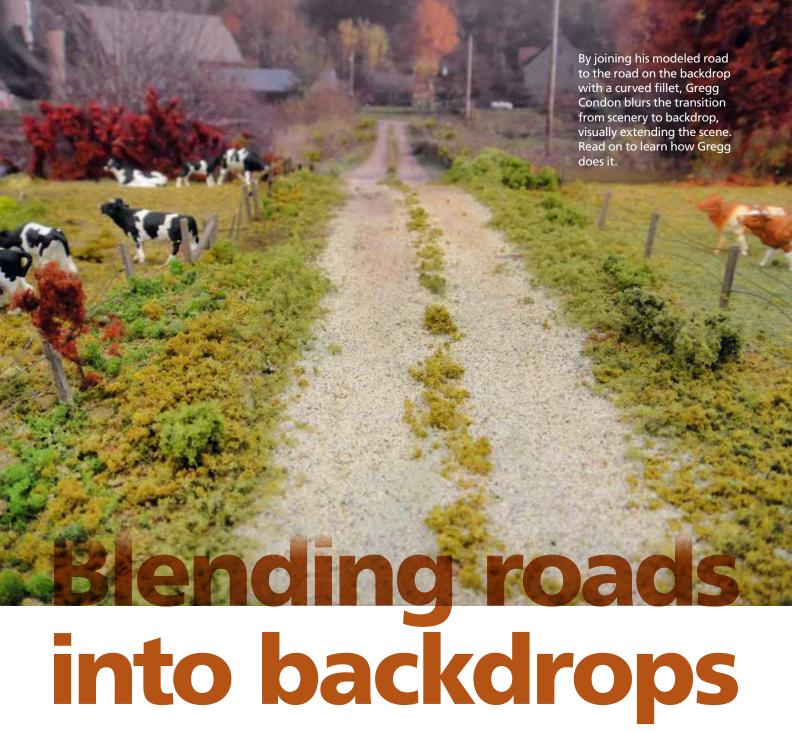
Here are the materials and tools used in this project, clockwise from bottom: wood glue, tweezers, awl, scissors, Bar Mills wood barrels, ladder, rafter bents, scrap wood, Wiseman Models and Tichy Train Group steel barrels, natural grass picked from a New York roadside, wild oregano from the garden, peppergrass, caspia, natural twigs, Woodland Scenics Field Grass, Clump-Foliage, and Fine Leaf Foliage.



The area around the Kingfield enginehouse benefited from the same superdetailing treatment, as shown in this photo.

Cheryl, the "Company Arborist," then added various weeds and shrubs, mixing Woodland Scenics Field Grass, Clump-Foliage, and Fine Leaf Foliage with natural products. After dipping small clumps of each into Elmer's wood glue, she placed them into position, making fine adjustments with a pair of needle-nose tweezers.

Once all the weeds were planted, I found a ladder in the parts box and leaned it against the building. The "before and after" photos show what a difference this extra detailing can make. As another example, the photo above shows how we detailed the area around the Kingfield enginehouse, just a short distance from the speeder shack.



Continue the photo onto the foreground and the scenery onto the backdrop to blur the dividing line

By Gregg Condon • Photos by the author

hat to do with a road where it runs into the backdrop? If you're a better artist than I, you can paint the continuation. Or you can end the road at a slightly angled mirror surrounded by trees. Perhaps the road can disappear around behind a hill or structure. Naturally, you can end a model

road at the base of a photo road in a backdrop. I've employed that latter tactic many times in the past, but for my new Milwaukee Road Shullsburg Branch layout, I wanted the blend of model road into backdrop to be more convincing than in my past efforts.

To solve the problem of blending model roads into backdrop roads,

I extended the backdrop photo road onto the layout so that the point where the two blend takes place on the layout, several inches in front of the backdrop. The blend is less likely to be noticed there than at an all-too-obvious right-angle seam between layout and backdrop.

Since completing all the roads on my layout, it belatedly occurred to me that

instead of a right-angle crease in the road at the base of the backdrop, the photograph road could curve into the layout surface with a fillet of about half an inch. I thought I was inventing something original, then learned from Tony Koester that he's already done this. [Modeler Tom Johnson wrote an article outlining a similar technique for the October 2010 *Model Railroader. – Ed.*]

Start with a photo

Since my layout is set in early autumn, I took my camera afield on a beautiful September day. I roamed the countryside where the terrain looks like the area I'm modeling and shot a couple dozen photos of main highways, smaller township roads, farm lanes, and some town streets.

Then I took my camera's digital chip to a copy shop and had them print my pictures. I selected a size of print in which the width of the road in the middle of the photo would be at my desired HO scale width.

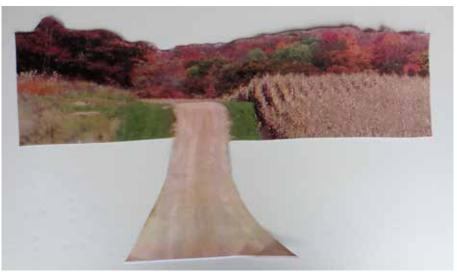
The key to successfully blending a photo road with a model road is to have the photo road at scale width at the bottom of the backdrop. By having this desired width halfway up the photo, all of the photo can be cut off below that point with the paper road extending out onto the layout. The paper road flares out at bottom and must be trimmed to a uniform width on the layout 1.

Where the photo meets the road

After trimming the photo road to a uniform scale width, I cut the end of it to an irregular shape so that a straight-line seam isn't detectable in the finished road.

If creating a hard-surface road such as concrete or asphalt, give the model road material a dusting of spray paint of a color that approximates the color of the backdrop road. This dusting should be subtle and feather out to nothing in a few inches. Glue the backdrop road on top of the model road and blend the area with powdered pastels or weathering powders of a matching color.

For my gravel roads ②, I glue the paper road down first and blend the gravel material on top of that. I use commercial products of earth, rock, and ballast materials. I blend several shades of the commercial products until I have a batch of gravel that matches the color of the road in the backdrop ③. Where the gravel meets the paper, I give it a quick, light burst of spray paint. Be subtle; don't



① After selecting a photo of a scene that matches his foreground scenery, Gregg trims the bottom of the photo at the line where the road is the same width as the road in HO scale.



2 After attaching the photo to the sky-blue-painted backdrop, Gregg extends the "tongue" of the road forward onto the layout and glues it down.



3 Gregg mixes a blend of gravel to match the color of the road in the photo and applies it over the tongue. Powdered pastels and spray paint help blend the two.



4 By gluing small amounts of the same ground foam he used in the foreground to the bushes in the photo backdrop, Gregg makes the two areas blend together visually.

use enough paint to cover the surface. On top of that, I brush matching weathering powders.

There's more than just pavement

It's not enough to match the model pavement to the backdrop pavement. The entire right-of-way should match. For my gray gravel road, I glued small amounts of green Woodland Scenics

ground foam to the center and shoulders of the road 4.

Between a fence and a road, the foliage is typically heavier than on the pasture side. I model this with various sizes of Clump-Foliage, static grass, and commercial weed clusters. I select colors that match the photo backdrop. When this beside-the-road green foliage ends at the backdrop 4, the two scenes don't quite match. To blend the two visually, I glued

small amounts of the green ground foam onto the bushes in the backdrop photo.

More realistic blending of model roads into backdrops can be achieved when the backdrop road extends onto the layout.

Gregg Condon lives in Greenville, Wis. His HO scale Mineral Point & Northern layout was featured in Great Model Railroads 2013.



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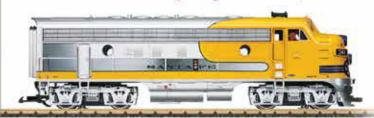
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A styrene box with a tempered hardboard pad can be adapted to virtually any freight car John Campbell modified this HOn3 gondola to accept a cleaning box made from styrene and tempered hardboard. A removable load conceals the added weight inside the car.

By John Campbell • Photos by the author

eeping track clean is an important part of smooth, reliable operation on a model railroad. I like to drag a track cleaning car or cars with various trains all the time, not just once in a while when it seems to be time to clean the track.

You can choose from a variety of commercial track cleaners on the market or make your own. I like the kind that look like the other rolling stock on the railroad. That way, even when parked, the car looks like it belongs on the layout and doesn't stand out as a piece of equipment designed just for track cleaning.

Over the years I've seen a variety of cars. Most have a pad under the car with a couple of rods that fit into the body for support. I've built cars that have a metal plate and hardboard pad, suspended from the car with monofilament lines. I've had

good success with this type in On3. However, in HOn3, it was difficult to apply sufficient weight on the pad, so I tried a different technique using a hollow styrene box and tempered hardboard.

The design

I built the box from .060" styrene sheet (you may want to adjust the thickness depending on your scale). I suggest the width be 1.5 to 1.6 times the track gauge. The length, as a minimum, should be about 60 percent of the inner axle wheelbase. The purpose of these proportions is to make sure the pad doesn't fall down inside the rail on sharp curves.

On the bottom of the box is a piece of 1/8"-thick hardboard secured with five-minute epoxy. I then add a styrene flange

on the sides and ends. The flange can be any size strip so long as it allows the pad to ride on the rails and fits inside the inner walls of the car, allowing the box to move up and down freely **1**, opposite.

As a finishing touch, I paint the lower part of the box flat black so it doesn't stand out, as shown in the photo above.

Making the cuts

The styrene box fits into an opening cut into the bottom of a freight car. This will eliminate some of the underbody detail on most cars, but I was able to keep the outer truss rods on the gondola 2. The truss rods help distract the eye from the styrene box.

To make the box easy to remove, use a car with a removable top or load. For

this project, I used a gondola with a scratchbuilt load. A boxcar with a removable roof would also work.

Adding weight

I added Woodland Scenics weights designed for Pinewood Derby cars to the gondola and styrene box. [You can order select Woodland Scenics weights from the Kalmbach Hobby Store website, KalmbachHobbyStore.com. – *Ed.*]

First, I added weight to bring the gondola up to 2 ounces. This is slightly below the 2¹/₃ ounces in National Model Railroad Association Recommended Practice 20.1.

I then added ³/₄ ounce of weight to the styrene box. This brought the cleaning car up to 2³/₄ ounces 3. One thing to remember is the weight of the car isn't what you're pulling with the locomotive. The friction of the pad on the rails is the real "load."

When I first built the cleaning car, I had additional weight in the box and car. However, I couldn't move it with a Rio Grande class K-28 2-8-2 steam locomotive. The drag on the rails was significant. After I reduced the weight, mostly in the box, the K-28 pulled the gondola up a 3 percent grade without any other cars in tow.

Of course, the weights I've shown are for an HOn3 application. The weight will vary based on the modeling scale, but the theory will be the same.

Keeping track clean

The cleaning car is a simple project that doesn't take much time to build. The tempered hardboard will clean the track well, and the box can be adapted to a variety of cars. You'll have to decide how much weight to add so you don't tax your locomotives more than necessary.

On my home layout, I run a track cleaning car around most of the time on the main line. I also back the car into sidings and branch lines with a locomotive to clean those areas. This gives me yet another reason to run trains.

John Campbell is a retired mechanical engineer and National Model Railroad Association Master Model Railroader. He models mostly in On3 and participates in On3 and HOn3 in a modular club, SlimRail, in Colorado Springs, Colo. John also has a garden railroad in Fn3. He wrote about his HOn3 module, Buffalo Rock, in the November 1999 issue of Model Railroader.



1) Basic box. John used styrene strip and sheet to build the cleaning box. He used 5-minute epoxy to attach 1/8"-thick tempered hardboard to the bottom of the box.



2 Easy installation. John cut a hole in the bottom of this HOn3 gondola to accept the cleaning box. The box should slide and move freely in the opening.



3 Adding weight. Assorted Woodland Scenics weights designed for Pinewood Derby cars brought the gondola up to $2^{3}/4$ ounces. The removable load conceals the weights and interior modifications.



In the Colorado Rockies, snow isn't just for winter

By Doug Tagsold • Photos by the author

MOUNTAINS, there are two seasons: the Fourth of July and winter. Though that isn't quite the case, the point is that the snowfall can occur at almost any time of the year, with July being the only month during which snow is unlikely. There can be snow on the ground in the mountains for more than half the year, yet it seems

IT'S SAID THAT IN THE COLORADO

roads include snow in our scenery.
As I progress on building scenery on my Colorado & Southern layout (see *Model Railroad Planning 2018*), I wanted

like few of us modeling mountain rail-

to include at least one section featuring a snow scene. In this case, I chose an area of the layout about 25 feet long and 2 feet deep. Though there have been many new methods for making mountain scenery over the years using various foam products and molds, I still prefer the ease and speed of the old tried-and-true method of plaster scenery over screen wire, with hand-carved rock work.

Wait a minute, did I say "speed?" Yes, as I can form up mountains and carve rock work faster using these old-school techniques than with more modern

methods. Besides, I enjoy the feeling of creating the mountains by hand and having no two areas of the scenery come out looking alike.

The following photos show my stepby-step progression of creating mountain scenery and finishing it off with a touch of snow. This entire 25-foot section of scenery was completed in one week, working three or four hours each day for six days.

I'm not saying that other modelers should try to do this in a week like I did, but however you space it out, this project

STEP 1: Making mountains



1 Lused some sheets of inexpensive white expanded-bead foam board to shape the profile of the mountains. Once I was satisfied with their overall shapes, I slid waxed paper behind the foam to protect the blue drywall backdrop from the plaster and paint I would be applying to the mountains.



2 I use pieces of aluminum window screen wire to form the mountains. I start with a piece about 3 x 8 feet and crumple it into a ball about the size of a basketball. This gives the wire irregular bends and shapes. I then unfurl the screen wire and straighten out the back edge, attaching it to the top of the white foam profile board. I stick 2" paneling nails through the screen into the foam to tack it in place. I then rough-cut the outer edge of the screen alongside the tracks, leaving a few extra inches to allow for adjustment later.

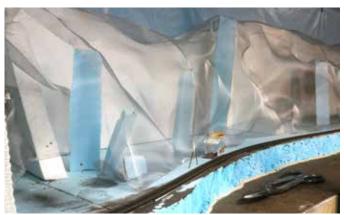
Even if your railroad isn't set in winter, if you model the mountains, snow wouldn't be out of place. In this article, Doug Tagsold shows how he built this 25-foot-long scene in about a week.

can be completed in approximately 28 working hours.

Though seldom modeled, a snow scene isn't difficult to create and can be a real attention-grabber for visitors. Why not give it a try?

Doug Tagsold is a regular contributor to Model Railroader and its special issues. See more of Doug's time-saving tips in Tony Koester's book Time-Saving Techniques for Building Model Railroads (Kalmbach Books, 2019, available on KalmbachHobbyStore.com).

STEP 1: Making mountains (cont'd) **STEP 2:** Adding rocks



3 Luse scrap pieces of foam or blocks of wood to support the window screen. Not much support is needed, as the base scenery is light and becomes self-supporting once the plaster gauze applied in the following steps dries.



A hot knife is a handy tool to use when cutting and carv-4 ing pieces of foam. In this photo, I've glued several pieces of higher density extruded-foam insulation board (blue) along the outer edge of the benchwork, forming the outer bank of a future mountain stream. A utility knife or a keyhole saw can also be used for shaping the foam.



The next step is to apply pieces of plaster gauze over the J screen wire. I prefer to work with pieces roughly 8 inches square, overlapping the edges by an inch or so. This entire 25-foot section of layout was covered with screen wire, then plaster gauze, in the first four hours of the project. At this point, I stopped working and let the plaster gauze dry.



The next day, I marked the more vertical areas of the mountain scenery. These would be where I would apply and carve plaster to represent rock outcroppings. For those of you who prefer to use plaster from rubber or latex molds, this is where you would place them.



2 I make my rock material by mixing equal amounts of plaster of Paris, play sand, and water in a 2 gallon plastic bucket. It starts as a soupy mix, then I add small amounts of sand and plaster until the bucket is about half full of a mixture stiff enough to hold its shape when spread on the base scenery with a putty knife. Working on about a 1-squarefoot area at a time, I apply the plaster mixture, varying the thickness from 1 to 3 inches. This thickness allows for carving in some relatively deep cuts and forming irregular shapes.

STEP 3: Texture and color



3 Once mixed, the plaster mixture has about a 10-15 minute working time before it hardens. I begin the carving process using an artist's knife (any knife could work), cutting parallel strata into the wet plaster. It's not important that the cuts be perfectly horizontal; in fact, they will look more realistic at an angle, depending on the mountain scene you are trying to represent. Having photographs of the mountains you're trying to model is very helpful. The most important thing is that the strata all be parallel. Avoid making "X"s in the plaster.



As the plaster begins to harden but is still "green," I place my knife part way into the parallel cuts and slightly twist it. This causes bits of plaster to break away, forming natural-looking rock outcroppings. In areas where the plaster was inches thick, I'll break off some larger pieces. In others, I'll break off very little. Once satisfied with the overall look, I use an old 2"-wide paintbrush to clean off the carved plaster, smoothing over rough edges and sweeping away the discarded pieces of plaster. When brushing over green plaster, be sure to move the brush in the same direction as the lines carved into the plaster, as the brush will make fine lines in the rocks.

The process of mixing and carving plaster rocks on the vertical surfaces of the mountains is the most time-consuming part of the project. Yet by having all of the materials nearby and working at a steady pace, I completed the rockwork in three days, working for three or four hours each day. I collected all the broken bits of plaster and stored them in another bucket. Much of this material would later be glued in place along the banks of the stream.



1 On the fifth day, I brushed on a coat of texture paint over the plaster gauze that wasn't covered with carved plaster rocks. The texture paint (a thick paint and plaster combination, used to make patterns on walls or ceilings) fills in the small holes and hides the seams where the plaster gauze pieced overlapped. Normally, when the texture paint has dried, I'd paint these areas with an earth brown paint, but since I was planning to have these mountains covered with snow, I left the texture paint white.



While the texture paint was drying, I began coloring the rocks with a wash of brown latex paint diluted 1:2 with water. At first, the wash appears a bit dark, but it lightens as it dries. When that was dry, I used a stain of diluted India ink (98 percent isopropyl alcohol, 2 percent ink) to bring the rockwork to the desired darkness. Several applications may be required. It's best to let each application dry completely before applying another coat, as the darkness can change as it dries.

STEP 3: Texture and color (cont'd) **STEP 4:** Field and stream



To represent bushes and distant trees, I applied areas of coarse ground foam on the upper areas of the mountains. I like to make patchy clumps, rather than spreading the material evenly over the mountainsides. Diluted white glue is used to hold the ground foam in place.



White non-sanded grout, available from home building stores, makes great snow. I first spray a mist of water over the mountain scenery, then sift the grout through a finemesh sieve onto the scene. Letting the grout drift straight down onto the mountain gives the natural look of freshly fallen snow. The snow will fall and stay on the more horizontal surfaces, but won't settle on vertical surfaces, leaving the hand-carved rock surfaces exposed. The grout adheres to the wetted surfaces, not requiring an additional application of glue or adhesive. However, to build up the depth of the snow in several places, I lightly sprayed on more water and sifted on additional layers of grout. I learned not to be stingy with the material. The 10-pound bag I bought would have been enough to cover my entire layout with snow.



To prepare the streambed, I poured a thin layer of sand and natural dirt onto the stream's banks and bottom, then added some of the chunks of plaster that I'd saved and colored with the same washes that I used on the rock work. I soaked it all with wet water (water with a bit of detergent added to break the surface tension), then applied diluted white glue (three parts water to two parts glue) to secure the sand and rocks in place.



Now it was time to ballast the track. I used Woodland Scenics Fine Cinder Ballast, spread evenly with a 1" brush, then secured in place with a spray of wet water followed by diluted white glue. While the ballast was still damp, I sifted a dusting of grout "snow" onto the ballast and track. I wiped off the tops of the rails, then applied more diluted white glue between the rails and along the ends of the ties. It was now the end of day five, so I stopped to let everything dry.



3 Next I planted the trees, using evergreens from various manufacturers plus some handmade trees. I worked my way from the mountaintops toward the foreground, placing the shortest trees in the background and the taller trees closest to the tracks in the foreground to force perspective. I also placed some bare trees made from sagebrush branches to represent deciduous trees that had dropped their leaves for the season. Rather than poking holes in the scenery to plant the trees, I use thick cyanoacrylate adhesive (CA) to hold the trees in place. I place a drop of CA on the scenery, put the base of the tree into the glue, then spray it with CA accelerant (also known as "kicker"). Within seconds, the tree is standing in place on its own.



With the trees in place, it is was time to pour the water in the stream. I first made a masking tape dam where the stream met the edge of the layout to keep the water from flowing over the edge. I then mixed up a quart of two-part Enviro-Tex resin, then thoroughly stirred in a couple drops of dark blue Testor's enamel. To control the flow of the resin into the riverbed, I held a stirring stick at the edge of the container, allowing the resin to flow down the stick into the riverbed. Once it was all poured, I used the end of the stick to push the Enviro-Tex into any nooks and crannies between the rocks. Gently blowing on the surface caused air bubbles to disappear. Once I was satisfied with the result, I allowed the resin to harden overnight.



5 Now on day seven, all I had to do was make some ripples or small waves in the water to give the appearance of flowing water. During the winter months, the water level is normally quite low and moves slowly, so I didn't want my stream to look like fast-flowing rapids. Instead, I made small waves and ripples in the water by using a ½"-wide paint-brush to apply Gloss Heavy Gel from Liquitex, available from

most craft stores. The gloss gel goes on white but dries clear in an hour or so. To replicate faster flowing white water, tips of bright white silicone caulk could be added on the tops of the waves, but I opted to stick with the slower flowing look for this scene.

The final step was to give the track a final cleaning, then run a train through the scene. MR



apartment in Copenhagen, Denmark. Because of the transition to a smaller living space, I thought my model railroading activities were over.

as a hobby room emerged. It was possible to build an almost 9-foot-long module along one wall and have a workbench along the opposite wall.

using modules. I already had laser-cut plywood frames made for the first three sections and wanted to use them somehow. I didn't have room for all

start

Contributing editor Pelle Søeborg switches to modules for his latest HO scale project

By Pelle K. Søeborg Photos by the author



three sections in the apartment. Instead, I used two full modules and cut the third module frame to 11".

My modules follow the specifications of the European FREMO-US HO single-track standard. In theory, they can be part of a larger layout. Modules offer a way to enjoy the hobby for those who

don't have the space for a permanent layout. There are at least two FREMO-US events in Denmark every year where modelers from Northern Germany and the Scandinavian countries meet to run trains on a large layout.

Composing scenes on modules is a bit different than on a traditional layout. On

1 A local, led by CSX SD40-3 no. 4042, rumbles through Daneburg on contributing editor Pelle Søeborg's new HO scale modules. The modules, which measure 28" x 11'-8", are set in the present-day Midwest.

a regular model railroad you usually compose scenes to be viewed from one side. On modules, scenes will be viewed from both sides. You can take no shortcuts like skipping details on the side of the structures facing the backdrop.

The original scene I'd planned was for a 12-foot module. Now, with less



2 Pelle set the modules on a shelf in a spare room in his apartment. Since the modules are double-sided, if he needs a change of scenery he can flip them around and view them from the other side. The photo at right shows one of the laser-cut module frames.

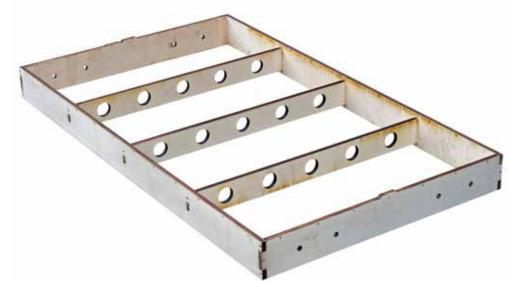
than 9 feet available, I had to compress the scene more than I would have preferred, but compromising is part of model railroading.

Since we almost always lack the space for the layouts we want to build, they end up becoming a caricature – an artistic one, but a caricature nonetheless. I try to avoid that in my modeling. I like plenty of space between objects and roads that are the correct width. I would rather sacrifice a structure or two to preserve the feel of a real place.

Digital reality check

The best way to check the realism of a scene is to view it from the perspective of a scale figure. Fortunately, my iPhone affords that opportunity. Because of its offset camera lens, I can shoot pictures as if I were an HO scale figure standing in the scene.

I use the Adobe Lightroom camera app when I shoot. It has a professional mode that allows you to manually adjust focus and white balance. You can also shoot Camera-Raw images. I shoot a series of pictures of the same scene with different focal points. Then I stack and merge them in Photoshop to get the maximum depth of field.



Handlaid track

Ever since I started in the hobby I've always liked the look of handlaid track. However, I never used it on any of my prior layouts. What held me back was that the wood ties traditionally used for handlaying track lacked details like tie plates and spike heads.

Some time ago I discovered Central Valley Model Works (CVMW) tie strips and thought they offered the perfect balance. With them you can create the fluid track flow that characterizes handlaid track and still have the details found on flextrack. My modules provided the perfect opportunity to use the CVMW tie strips.

I paired the tie strips with Micro Engineering rail. On the main I used

code 83, which is the standard rail size for European FREMO-US modules. The siding has code 70 rail, and the spur uses code 55. [Learn more about Pelle's techniques for handlaying track with CVMW ties and Micro Engineering rail in the March 2021 issue of *Model Railroader. – Ed.*]

On my modules, as on previous layouts, I used cork roadbed. To match FREMO standards, I used 5mm (.2") for the main. The siding has 2mm (.080") roadbed. I laid the track for the spur directly on the plywood.

Scenery and structures

The scene represents the outskirts of a typical Midwestern town. I like the Midwest, but I have to confess that the



The layout at a glance

Name: Danefield modules

Scale: HO (1:87.1) Size: 28" x 8'-11"

Prototype: Union Pacific **Locale:** generic Midwest

Era: modern
Style: module
Mainline run: none
Minimum radius: none
Minimum turnout: no. 7
Maximum grade: none

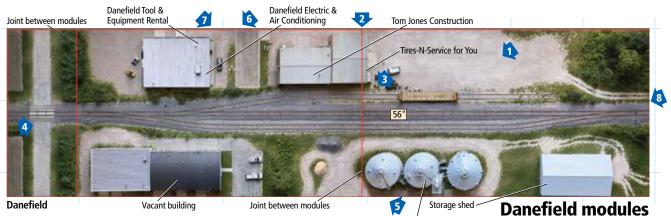
Benchwork: laser-cut plywood modules

Height: 56" Roadbed: cork

Track: handlaid codes 83, 70, and 55

Scenery: plywood

Backdrop: photos on lightweight PVC **Control:** Lenz Digital Command Control



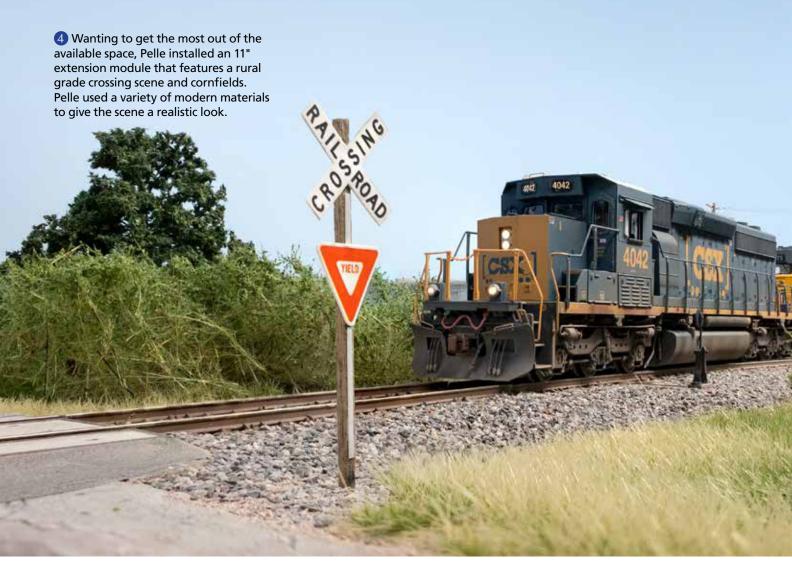
Grain Elevator

HO scale (1:87.1)
Layout size: 28" x 8'-11"
Scale of plan: 3/4" = 1'-0", 12" grid
Numbered arrows indicate photo locations

• Find more plans online in the ModelRailroader.com Track Plan Database.

Photo by Pelle Søeborg

3 The track on European FREMO-US modules goes right up to the edge, eliminating the short sections of unballasted track found on other module designs. Accurate benchwork, construction, and track laying is key to ensure the modules line up properly.



reason I modeled it again is that I'm cheap. I had so many scenery materials left over from my Midwest-themed Daneburg layout (featured in the May 2017 issue of *Model Railroader*) that I figured, why not use them?

The scenery on my module wasn't difficult. It's largely dirt and grass-covered areas with a few trees and bushes. The dirt is from Arizona Rock & Mineral. It's a 50/50 mix of Low Desert Soil and Industrial Dirt.

For grass I used static flock from MiniNatur in various shades and lengths. The choice of colors is important when creating realistic scenery. Though I model summer, the static flock colors I use are early fall, late fall, and golden beige.

The majority of the structures on my modules are scratchbuilt, mainly from styrene. Examples can be seen on the opposite page. They're all based on real buildings that I've come across during my trips to the Midwest. During my research trips, I always look for buildings that are plain. It's the



5 Everyday details, such as the small piles of gravel and ballast, add to the realism of this scene. Pelle also added scratchbuilt details to the Walthers grain bin in the foreground. Hints of rust indicate the bin has been around awhile.

common structures, ones often overlooked, that make a scene look realistic.

A side benefit of constructing modules instead of an entire layout is that I have more time to devote to individual structures. Scratchbuilding small structures is an aspect of the hobby I've come to enjoy more and more.

Another perk of modules is you have more latitude when it comes to the railroad you model. I used to model the Union Pacific for various reasons. Even



though I sold about half of the trains from previous layouts, my locomotive fleet is still dominated by yellow diesels.

Recently I've acquired a few CSX engines. I like the look of its six-axle SD40-3s road locomotives.

Realism in modeling

Life is barely long enough to be good at one thing, and my quest to achieve maximum realism in my scenes has been a driving force in my modeling ever since I started in the hobby back in the early 1990s. Over the years I've built four layouts and now modules. I feel my modeling has improved each time.

Some of this can be attributed to better scenery materials. However, it's also important to be self-critical. Never let anything pass that looks even the slightest bit off. I'm not talking about compromising. We all have to compromise in our modeling, and that isn't a problem. You just have to choose the best compromise, and that isn't necessarily the same as the easiest solution.



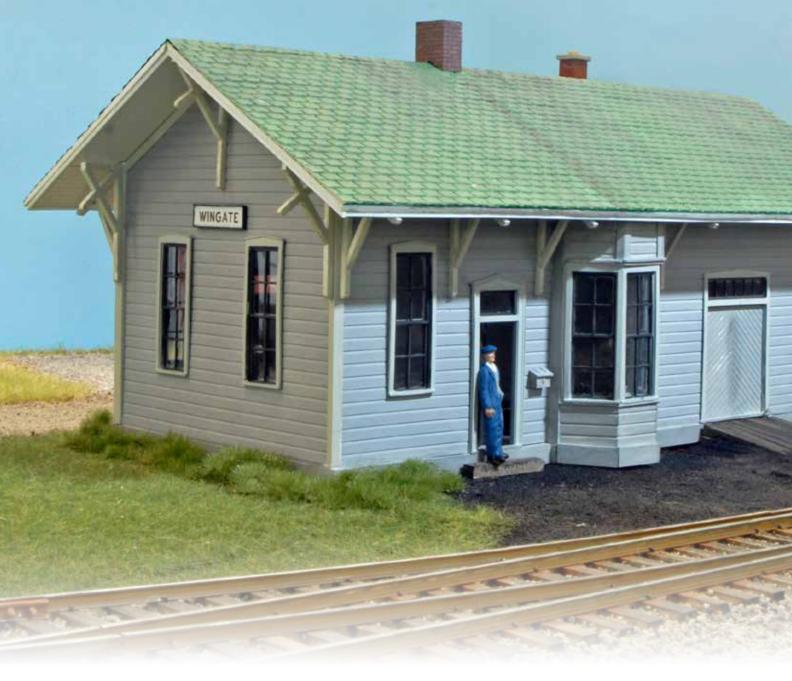
6 Scratchbuilding structures is an aspect of the hobby Pelle has come to enjoy. This building, at one time a store of some kind, is now occupied by a heating and cooling company and a tool rental business.



Pelle again turned to Woodland Scenics Smooth-It for the streets on his modules. He finds the slightly non-uniform surface of the plaster-based material realistic. Pelle added cracks and grooves to the streets.



8 Pelle had long been interested in handlaying track, and the modules gave him an opportunity to try it. He used Central Valley Model Works tie strips and turnout kits with different codes of Micro Engineering rail.



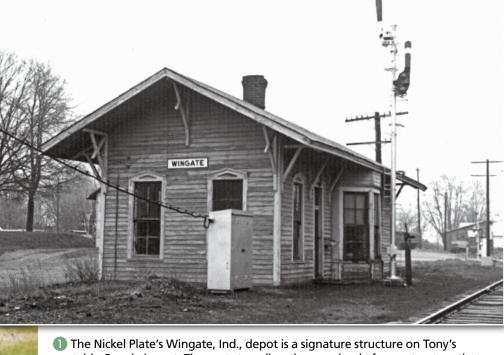
Make your own STATION KIT

Commercially available siding, roofing, and details make the Wingate, Ind., depot an ideal first scratchbuilding project

By Tony Koester

Photos by the author





1 The Nickel Plate's Wingate, Ind., depot is a signature structure on Tony's portable O scale layout. The prototype (inset) was a simple frame structure that lends itself to a scratchbuilding project using Evergreen styrene novelty siding, Plastruct molded shingle sheets, and Grandt Line door and window moldings.

Materials list

Evergreen Scale Models styrene

164 .080" x .080" strip 4080 .040" x .080"-spacing V-groove siding 4100 .040" x .100"-spacing V-groove siding 4150 .150"-spacing novelty siding 9080 .080" plain styrene sheet

Grandt Line (sanjuandetails.com) 3578 chimney (1)

3604 people doors (2) 3618 freight doors (2) 3721 windows (8)

Plastruct

91631 asphalt shingles

he Nickel Plate Road depot at Wingate, Ind., is a signature structure on my portable O scale layout, which was featured in the January to April 2020 issues of *Model Railroader*. There was no off-the-shelf kit for the structure. Instead I scratchbuilt the depot, guided by prototype photos I took, as well as drawings by Harold W. Russell that appeared in the March 1995 MR.

Many newcomers to the art of scale model railroading shudder at the prospect of having to build a complicated kit, let alone building something from raw materials. But that's not how we tackle scratchbuilding today; we almost never use "raw" materials. So the hardest part of any scratchbuilding project is rounding up the commercial components

you'll need: siding, door, and window moldings; roofing materials; and a few detail parts.

I've listed everything you'll need in the accompanying materials list. You can make substitutions to suit your own preferences and modeling scale. This task is therefore a rather simple matter of cutting the siding and trim to length, fitting the pre-molded shingles in place, preparing the windows and doors, and gluing the whole shebang together. You can do most of this work in one long day or a few evenings.

Study the drawings and photos

A careful look at the Nickel Plate Road's wood depot in Wingate, Ind., 1 reveals it to be a simple box. There's not even a dormer roof over the bay window. A rear view of the model and prototype is shown in 2 on the next page.

To make the project even simpler for O scale modelers, I've reduced the length of the roof (and hence the depot) by a few feet to an even 48 feet - or 1 foot long in ¼" scale. That's because the Plastruct shingle material comes in 12" widths; seamlessly splicing molded shingle panels isn't that easy. You could build the depot to its full-scale length and use individual shingles, but keep in mind that you don't want to wind up with a roof that looks like it should have been re-shingled five years ago, an alltoo-common fault of many craftsmanstyle kits and scratchbuilt models. Watertight roofs are a hallmark of railroad structures.



② The rear (north) wall of the depot had two windows, a public-access door, and a door where trucks could deliver or pick up freight. The NKP painted the moving parts of windows and "people" doors black; Tony used Grimy Black.

Moreover, the lack of a few feet of length is hardly noticeable and is actually an advantage when used on a compact layout like Wingate.

Window and door openings

I don't want this overview to turn into a "set of instructions," but a few tips are in order. The walls are made from Evergreen .150"-spacing novelty siding. The floor is Evergreen .080" plain styrene sheet.

I opened the cutouts for windows and doors by first "drilling" a hole in the center of the opening with a used no. 11 hobby knife blade. I enlarged the hole sufficiently to accept the square head of a sheet-metal nibbler, available from Micro-Mark and electronics stores. I nibbled up close to the final

NOW ON THE WEB

Download the depot plans and Wingate story from the March 1995 issue. Find the link at ModelRailroader.com

dimension lines drawn in pencil on the siding, then finished the opening with a mill file. It didn't have to be exact, as the window and door trim would cover any uneven edges.



The window and door choices I listed aren't exactly the same dimensions as those on the actual structure, but for my needs they were close enough. This is a building intended for use on a portable layout, which means the depot will be handled a lot. Making to-scale windows and doors out of individual strips of styrene wouldn't be a good choice for this case.

The bay window was easily fashioned from three more of the same Grandt Line (now part of San Juan Car Co.) double-hung windows with their peaked top trim filed off. The freight door is a Grandt Line part with the doors replaced by .080" Evergreen scribed siding mounted at a 45-degree angle to match the prototype.

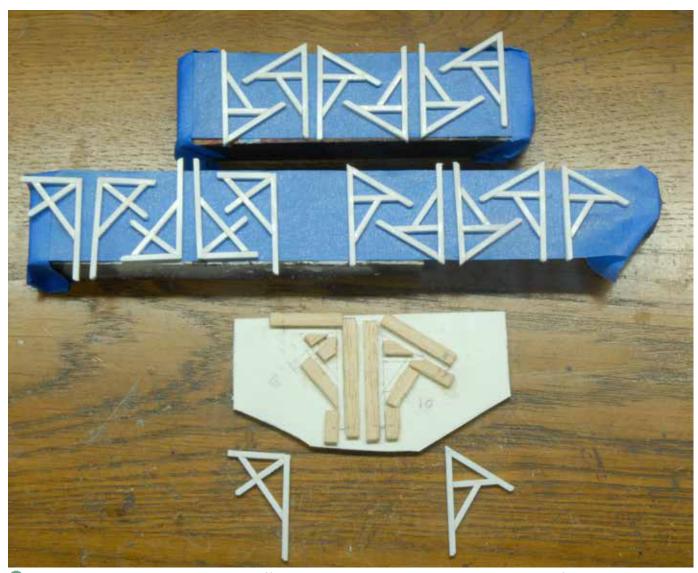
I made the basic roof structure from Evergreen .100" V-groove siding, facing toward the ground, braced with triangular inserts to keep the roof from developing sags and to center it precisely between the end walls. I bonded the Plastruct shingle material to it using its orange-label Plastic Weld solvent; regular styrene solvents don't work well with the ABS the shingles are molded from.

I formed the eave brackets from .080" square styrene in a basswood jig, 3 (opposite). By applying solvent sparingly, the brackets (usually) didn't stick to the jig. Remember not to glue the brackets to the roof if you later plan to remove it to add interior detail and lighting.

The brick chimney is a Grandt Line molding with the ornate top trimmed off. I added a waybill box near the front door made from some scraps of styrene.

Painting and weathering

I brush-painted the walls a medium gray hue – Polly Scale's discontinued Milwaukee Road Gray. I'm sure anyone following the article will have his or her own color preferences.



Simple cardstock and basswood jigs were sufficient to align the styrene strips that comprise the roof eave brackets.

The Nickel Plate painted the movable parts of "people" doors and windows black; I used Grimy Black to avoid making them inky dark. The NKP painted the trim around doors and windows a lighter gray; I used Pactra Flat Camouflage Gray.

The NKP used green shingles on most roofs, including Wingate. Polly Scale's Depot Olive is a good match. Any medium green with a yellow tint would work.

The station signs, 4, are simply strips of styrene with WINGATE printed out in Arial typeface and glued to the styrene with canopy glue. Avoid using Helvetica, as it's much too modern; the vertical tail on the G is a giveaway.

Since Rob Manley introduced the model railroading community to the use of PanPastel colors at a Chicago-area Railroad Prototype Modelers meet some years ago, I've used them for almost all weathering projects. They're not

"weathering chalks," but a very different compound originally intended for use by artists who are accustomed to using pastels. As long as they're applied to a very flat or matte surface (that is, one with a bit of "tooth"), they adhere well and don't need to be sealed with an overspray of clear finish.

The idea is to avoid having a structure that looks like it was painted and reshingled yesterday. I therefore use a range of PanPastel colors from white through various grays and charcoals to black, plus some tans and browns. I also have some Tuscan and rust colors for weathering freight cars.

Streaks of a grimy black color running down from the chimney and peak of the roof are a good start. I added some dirt splashed up by rain. The PanPastel foam applicators look like those used to apply makeup, but are much firmer. I especially like the wedgeshaped one.

WINGATE

4 Station signs are easy to make using a thin strip of styrene a bit wider than the height of the lettering, surrounded by strip styrene framing painted black. The lettering font is Arial; Helvetica is too modern.

On to the next project

If this was your first scratchbuilding project, I hope you found it wasn't as difficult as you may have imagined. Now that you've seen what's involved, find another basic structure such as a small lineside shanty, round up the materials you need, and add another distinctive and probably unique building to your railroad. This time, you really won't have to read the instructions!



By Dave Abeles • Photos by the author

odel railroading is more than constructing detailed models of equipment and scenery. We also have a camaraderie in the hobby that makes it exceptional.

Just as railroaders work together to run trains on the prototype, so do model railroaders work together to hone the craft of moving trains on our layouts. The idea of prototypically operating model trains was a revolutionary step in the hobby. The decision to embrace operations is one rarely regretted. Prototype operations naturally require cooperation, which adds to the richness and variety of model railroading.

But what if some members of the group can't be physically present? Happily, technology makes it possible to keep the operating fun going even when the members of the crew are far away.

Foundations of remote operation

Remote operations start with the dispatcher, the person in charge of directing movements on mainline tracks. Dispatching on real-world railroads is almost always from a remote location, an office or facility authorizing movement over hundreds of miles of track from a single workstation.

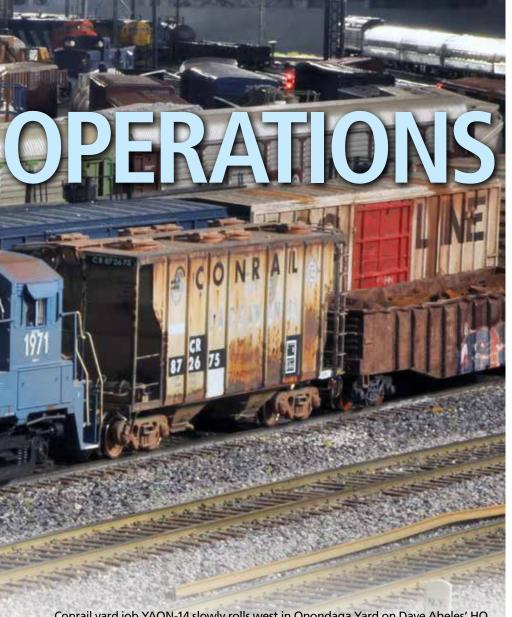
Operations on my HO scale Onondaga Cutoff emulate the methods used by Conrail in the middle 1990s. Conrail's dispatchers for the Albany Division worked from offices at Selkirk, N.Y., southwest of Albany, and controlled trackage from Boston to Buffalo, N.Y.

On the Onondaga Cutoff, the Centralized Traffic Control (CTC) system combines working signals and written track authorities communicated by

radio. Using established Digital Command Control (DCC) technology coupled with an internet-enabled personal computer (PC) running the Java Model Railroad Interface (JMRI), we created an operating scheme that mimics prototypical CTC installations.

The railroad is dispatched using a digital panel developed in Crandic Automated Traffic System (CATS), which is an overlay to JMRI.

Each mainline track is equipped with block detection, which allows the software to "see" which tracks are occupied and which aren't. The dispatcher lines routes across the track using a click of the computer mouse. Logic in the software determines if the route is lined and displays appropriate aspects that are defined in the software. (For more on how to wire block detection and CTC,



Conrail yard job YAON-14 slowly rolls west in Onondaga Yard on Dave Abeles' HO scale Onondaga Cutoff. The conductor riding the end platform is communicating with the engineer. With a remote engineer connected to the layout via the internet, a "ground man" in the layout room acts in the same manner, guiding the engineer.

my book *Guide to Signals and Interlockings* is scheduled for release from Kalmbach Books in April.)

Handling such dispatching from the PC in the layout room is straightforward. We set up a workstation on a desk in the corner of the room using ethernet cable and a secondhand PC, linking that to a router that in turn allows us to use software to send remote inputs to a second computer that directly controls turnouts and signals.

The software we chose is called TeamViewer, a free application that assigns a username and password each time it is opened. By opening that software on the corner workstation and entering the access information there, the corner workstation can control the second, direct-control PC from across the layout room. Jack Trabachino, a

lifelong friend who designed the operating scheme for the Onondaga Cutoff, routinely acted as dispatcher.

During sessions, radio communication is via Family Radio System (FRS) radios. Since these little radios have a range of about a half mile, another option came to mind: the dispatcher could sit outside the layout room in another room of the house (say, my attic) and use a combination of a PC running TeamViewer and my household Wi-Fi network to control the direct-control PC in the layout room. This lets the dispatcher view the dispatcher screen on his/her laptop device in the attic and use the FRS radios to communicate with train operators, as normal.

Included with JMRI software is a server that supports using handheld devices such as smartphones or tablets as

throttles when connected to the Wi-Fi network for the layout. Any device will work with either WiThrottle (for devices running iOS, such as Apple iPhones or iPads) or EngineDriver (for Android and Windows-based devices). Both offer free downloads in the App Store on your device, as well as a for-sale app with additional features. This system works sideby-side with regular DCC throttles whether tethered or wireless and offers some great features, such as the ability to label all function buttons for each decoder with the assigned sound or light function.

Alex Lang, another friend of mine who has been instrumental with the hardware aspects of the Onondaga Cutoff, realized that by using the internet in conjunction with the Wi-Fi network software, other possibilities could be available using the cable modem via the internet.

Because Alex had a real desire to participate in layout sessions, momentum started to build to push the limits. Alex wanted a way to participate in sessions despite living out of state. Like the prototype that uses computer networks to control hardware in the field, combined with a radio system that includes base stations and repeaters, we could equip our model railroads to operate with a fully remote dispatcher.

Since the TeamViewer approach to dispatching works from any internetenabled device, that part was already working. The question was the radio communications. How could we still use FRS radios in the layout room while having the dispatcher many miles away hear the conversation? How could they reply and be heard by all operators?

Skype as a radio repeater

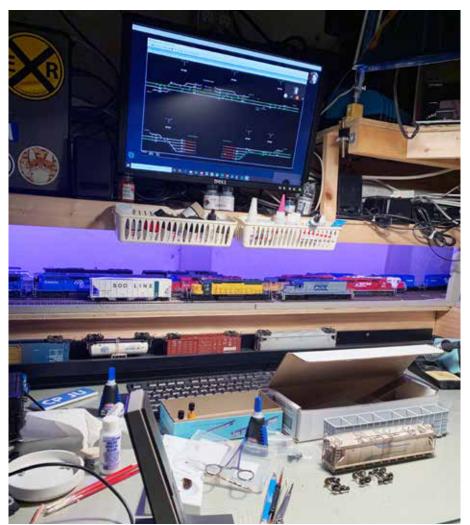
As a computer networking professional, Alex discussed an idea he had where we could try to use an FRS radio as a base station and Skype, the free internet phone software, as a repeater. His thought was to use audio "patch" cables to create a hard-wire path for audio signals between the PC and an FRS radio with the FRS radio set to Voice Activation (VOX).

The FRS radios we use have two ports: one for an external speaker and one for an external microphone. Likewise, most computers have a port for headphones and another for an external microphone.

Running a patch cable from the headphone jack on the PC to the microphone jack on the radio creates a way for incoming conversation from the dispatcher (on Skype) to be routed through the



Rich Wisneski, conducting on train COSE at a pre-COVID session, radios his remote engineer to give an approximate distance to a stop. Railroaders use an estimate of car lengths to go to communicate. For example, "10 cars to go" tells the engineer to proceed for about the length of 10 cars – about 500 feet – before the movement is clear and he can come to a stop.



Alex Lang set up a remote dispatching desk on his workbench near Pittsburgh, Pa., from which he can dispatch the Onondaga Cutoff. He custom-wired the former Conrail desk microphone to work with his PC. J. Alex Lang photo

computer speaker headphone jack to the FRS microphone (set on voice activation).

This sounds more complicated than it really is in practice, but the bottom line is that thanks to the VOX setting on the radio, the FRS radio "hears" the dispatcher "talking" through the computer speakers and then broadcasts that audio input to the radios in the layout room.

Likewise, in reverse, running a patch cable from the speaker port on the VOX base station to the microphone port on the PC running Skype creates a hardwire path by which any conversation on the radio in the layout space will activate the VOX, which will then broadcast to the microphone on the PC into Skype and be heard through the dispatcher's speakers. In effect, one FRS radio becomes the radio repeater on site.

After considerable experimentation and fine-tuning of the audio volume adjustments, Alex and I finally succeeded – I could talk on the radio in the OC layout room in New Jersey and Alex could hear me in Pittsburgh. When he replied from his home, my radio crackled to life. It was like talking on a regular radio conversation, except Alex was 325 miles away! The cable internet connection is stable and fast enough to support the data consistently.

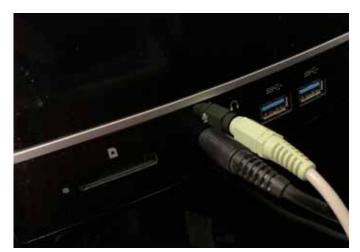
This setup allows all radio users on the layout to hear the dispatcher's broadcasts live over the air, which is a remarkable experience. The limitations of the audio feeds going back and forth (they aren't perfect) actually lend authenticity to the experience as the audio sounds very much like listening to the scanner or railroad radio while trackside.

With regular operations in the layout room, we could have the railroad dispatched from anywhere in the world with an internet connection. Using this system, sessions were regularly dispatched from Pittsburgh and Florida.

From option to 'necessity'

Enter 2020. With one of the greatest challenges to the modern health systems and economy in our lifetime on our hands in the COVID-19 pandemic, we saw a dichotomy. We watched a big part of our hobby fill a gap for people doing their best to stay home and stay healthy. With time on their hands, many discovered or re-discovered modeling.

Operating sessions, though, were hard-hit. Health and economic challenges presented by the pandemic essentially shut down any sort of group model railroad operations all at once. One of



The black audio cable is inserted into the microphone jack and runs from the speaker jack on the FRS radio. The green cable is the computer speaker output. From the speakers, a patch cable is run to the microphone jack on the FRS radio.



The FRS radio units can be purchased with built-in jacks for patch cables for both speakers (SPK) and microphone change (MIC CHG). This Midland-brand FRS radio has a swing-away door to cover the jacks.

the fastest-growing parts of the hobby was suddenly on hold.

Operations – at a distance

As people began to realize that the pandemic was going to be dangerous for a while, regular operators began to discuss possibilities. Discussion with some of the regular crew on my Onondaga Cutoff seeded some ideas. We had been holding monthly operating sessions for years, and as the situation unfolded, it became clear that it would be many months before we could do so again. But we had figured out remote dispatching.

Rich Wisneski had an idea that instead of writing off operations, perhaps we could add a layer of sophistication and find a way to keep operating even while physically distanced. Rich suggested that we further harness the power of the internet and make some creative adaptations to allow operations by remote engineers. Further discussion with David Olesen and Ted Pamprin, also in New Jersey, pushed the concept forward.

Using existing infrastructure as a baseline, our first try at remote operations was more of a "tailgate" session: Rich and his son Andrew came over to run trains, but rather than running in the layout space, they set up a card table and chairs outside on the lawn.

The dispatcher was 30 miles away, but his screen was visible to anyone with the TeamViewer software and logon information. NCE radio throttles were no longer an option, as the NCE radio signal wasn't strong enough outside the layout room. But because the Wi-Fi signal was strong, we had the option to depend solely on WiThrottle and EngineDriver.

Rich and Andrew accessed the layout Wi-Fi with their own devices and used their own FRS radios they brought with them, eliminating common-touch surfaces. By monitoring progress on the screen, they could use their phones to engineer trains around the railroad.

I stood in the layout room and watched mainline trains pass under the control of engineers who weren't in the room. I acted as a ground man when uncoupling or conducting was needed, but they moved the trains while Jack dispatched from his home. Rich and Andrew used a layout room window to serve as a visual check on some parts of the layout and watched the dispatcher screen to see when they had routes lined. We had a bit of a learning curve, but it worked.

Networking

After that solid start, it was time to consider moving ahead. The major networking challenge for fully remote operators was how to use the WiThrottle/ EngineDriver apps remotely. In the layout room, the app software is able to search your home network for the WiThrottle server and automatically connects. Over the internet in fully remote operations, the app software on the device needs to be told where to look, and some additional settings on your home network are needed to allow it in.

Alex used his experience with computer networking to teach us to build a new pathway to allow remote operations. First, you need to find the public Internet Protocol (IP) address of your home network. This allows external devices access once you locate the IP address and share it with your remote operator.

Do an internet search for "What is My IP" and you will find several websites that can let you know this info, and many search engines will display this info for you as a convenience. This address can change, so you may wish to do this shortly ahead of the operating session and then share it with your remote operators.

Digital security is important. It's wise to invite only those you can trust to be remote operators. Still, note that simply providing your IP address to remote operators doesn't compromise your privacy or security, just as providing your home mailing address doesn't automatically let someone into your house.

To allow the remote operators to use their throttle app to connect to your WiThrottle server, you need one more step: You need to allow access to the WiThrottle server by configuring port forwarding in your home router. To configure port forwarding, you need to know the internal "private" IP address and the port that WiThrottle is using. You also need to configure a static, private IP for your layout PC so that the private IP address doesn't change. If it does, it will break your port forwarding, disrupting operations.

Start up WiThrottle on your layout PC. The private IP and port number will be displayed there. (Part of the function of your network router is to allow you to share that public IP address with multiple devices. In order to do so, your home router assigns "private" IP addresses that are internal only to your network - these most often start with 192.168.)

Enter the private IP and port number from the WiThrottle display into your router's Port Forwarding section. This

setting can be found with settings for DHCP, Clients, or Advanced Settings. Each home Wi-Fi router is different, so check your router settings and online manuals for how to establish a port forwarding connection through the firewall.

Once you give them this access, operators can remotely control locomotives on the layout so long as WiThrottle Server is running.

Full remote operation

Lessons from the tailgate operations were valuable. It would be important to supplement the dispatcher screen with some sort of visual cue for true remote engineers. We filled that need with yet another software package – video conferencing applications such as Zoom and Jitsi. These free programs allow a number of users to see each other in real-time.

If each operator uses a separate operator device for their end of the video "Co call and another dedicated laptop or webcam in the layout space to serve as the "eyes" of the remote operators, each remote operator can see the view from the layout cameras showing critical portions of the layout. The in-room cameras are positioned so operators can see locations such as crossovers where clearance between trains and tracks is an issue.

In summary, each remote engineer uses TeamViewer to see the dispatcher screen giving him/her a view of the layout signals, views a video conference of critical locations via the cameras in the layout room, and uses a separate mobile device connected to WiThrottle/EngineDriver to run trains.

And, of course, the radio/Skype setup allows for communications between conductors in the layout room, engineers in their remote "cabs," and the dispatcher. Quite a lot of technology, most of which wasn't available 10 or even five years ago.

Throttle up: WiThrottle

Now we set up the manual target for the applications. Open the WiThrottle or EngineDriver app on your device. Look for a Settings icon followed by Configure, which in WiThrottle is found under Set Server Manually. (If you're running the usual WiThrottle server on your home network and testing this there, you'll need to stop the regular server first, since the app would automatically connect to that by default.)



This is the WiThrottle screen on the iPhone that enables manual entry of the server information for remote operators. Press "Configure."

This screen shows the manual configuration for remote operators – the public IP address and port number. The numbers will change for your setup.

On the next screen, type in the public IP address found in Step 1, and the port you found using the WiThrottle server on the PC. Then press CONNECT.

At this point, your throttle is operating as though you were standing right next to the layout or out in the backyard.

Running remote

Now, we're ready to start. Your smartphone or tablet is talking to the host layout through JMRI and you have Team Viewer or similar open on another machine allowing you to see the dispatcher panel. Your radio communications work. Like the real railroad, it's wise to have a man on the ground to keep an eye on your movements. Switching moves require a conductor or brakeman on the ground to make shoving moves, line turnouts, uncouple cars, and relay information to the engineer.

Someone in the layout room must communicate to you what your lead



Dave Abeles' book, Guide to Signals & Interlockings, reveals the secrets of operating signals. It's available this spring at hobby shops and

KalmbachHobbyStore.com.

locomotive number is, and where you are on the layout. You need to understand which of the track occupancy lights, appearing as red lines on the dispatcher's board, corresponds to your train. As you increase the throttle for a train on mainline track, the locomotive will move, and that red line will extend to the adjacent block once the wheels of the engine cross the boundary.

This is where web cameras showing the layout or parts of the layout are handy. Block detection tells you which blocks are occupied, but not where the train is within the block. As a remote operator, this takes some learning and experience to get comfortable.

A new horizon

Several times during the 2020 quarantine, I was standing alone next to the Onondaga Cutoff main line. The radio crackled with discussion between the dispatcher

and several trains. As I stood next to the double track, I watched a signal turn from "stop" to "clear," the top head turning from red to green. A few moments passed and gradually I could hear the sound of an approaching train.

The locomotives crested the hill to the west, laboring to bring the freight up over the grade. Headlights reflected off the rails as the engines roared past. The train passed beneath the signal bridge, the signal changed to red in acknowledgment of the movement, and cars drifted by noisily, metal wheels rolling past, with a flashing end-of-train device marking the end of the train fading into the distance as it rounded the next curve.

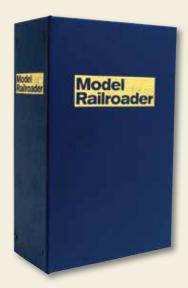
These trains were run by engineers a few towns away in New Jersey, but also from Pittsburgh, Pa., and even from Orkney, Scotland, and Queensland, Australia, about 9,600 miles away.

This is a new type of railroad modeling and a new experience for anyone running trains. It's a foundation for things to come, like in-cab cameras for remote engineers. Modeling railroading just got more possible!

Dave Abeles lives in northwestern New Jersey with his wife, Kristen, and three young children. Dave's Conrail Onondaga Cutoff has been featured in several stories in MR and Model Railroad Planning, and his book on signaling will be published by Kalmbach Books later this year.

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DCC, DC, or both



Allan Gartner's "Frankentrain" is a joke steam locomotive that looks like a diesel. In 1928, Kitson-Still made a combination steam-diesel locomotive. Since you've probably never heard of it, you can guess it wasn't a success. But you can make a success of transitioning from DC to DCC following Allan's tips.

Unless you were born in this century, you may be facing a choice: Digital Command Control (DCC), direct current (DC), or both. Like many modelers thinking about DCC, you may be contemplating having both DC and DCC locomotives. Before I discuss doing both, is that something you really want to do?

If you're building a new layout with DC, you'll be spending money and time on block wiring that will complicate your control panels. This is time and money better spent on the future by going DCC. You can buy a DCC decoder for a locomotive for as little as \$16 – the cost of several block switches.

Of course, you may be considering both DCC and DC because of the cost and effort to convert all your existing locomotives to DCC. Before you worry too much about

the cost, take an inventory of your locomotive fleet.

What locomotives do you have? Do you have locomotives with open-frame motors? These are notoriously poor runners. Do you have locomotives with one side of the motor attached to the chassis? You have to isolate the motor from the metal frame to avoid burning up your DCC decoder.

Depending on the model, sometimes this can be a big and difficult project. Converting locomotives like these to DCC may require you to spend money on a new motor. This is money you could put toward a new and better-running locomotive that already has DCC – which you can buy for about \$125, even less on eBay. It may be best to leave these locomotives as DC.

Diesels with the motor mounted on the truck often have metal tabs for transferring power from the wheels to the motor. The tabs may be very short, maybe ½" long. Of course, these are surrounded by plastic that would melt if you attempted to cut or solder to these short tabs. Such locomotives are almost impossible to convert.

The lesson here is to have someone experienced in installing decoders evaluate your fleet and give you some idea of how much work you have in store for yourself. As I did, you may decide to sell the locomotives that aren't worth converting or put them in a display case. If you want to see if I or someone else has worked on a locomotive that you have to get an idea of how easy it will be, see my website at wiringfordcc.com/ write ups.htm

You don't have to convert locomotives yourself. There are people who, for a reasonable fee, will install the decoder in your locomotive for you. Contact your local train store or train club for a name and number.

So now you're thinking you might have to buy some new locomotives. I have some good news for you! Newer locomotives not only often look better, they usually run better and come with highefficiency, smooth-running can motors. Today, most of them come at least "DCC ready," meaning a decoder

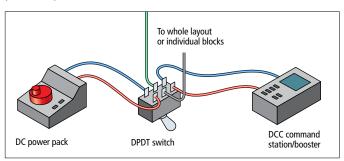
usually can be easily installed and that the motor is isolated from the frame.

It's usually as easy as opening the locomotive and installing the decoder into a socket. Pop it in. The ones that come DCC-equipped are reasonably priced – about the cost of a locomotive and a decoder if you bought them separately. On sale, you might get a deal you can't resist.

It gets better! Sound decoders are available that fit into a socket, too. Or you can buy a drop-in circuit board decoder that replaces the circuit board already in your diesel locomotive. Soldering isn't usually required, as they have slip-on connectors. These decoders are available with and without sound.

After you thin out your collection of locomotives that aren't worth converting, you still may feel you have a lot to convert. But do you really? You will no doubt convert your favorite locomotive first, followed by a few others you particularly like. Of course, these will be your first pick whenever you go to run a train. They look good, run smooth, have great sound, and stay on the track.

Isn't that what you do now? You'll find you're no longer in a hurry to convert a lot of locomotives or buy new ones. I've been down this road. You'll quickly find yourself no longer thinking about DC.



1 Simple circuit. You can use this circuit to switch your layout between DC or DCC. If you have a loop running DC and another running DCC, you can also use this circuit on a transition section for locomotives that can run either.





2 Interim steps. Model Rectifier Corp. offers the Tech 6, left, and Throttlepack 9950 for modelers who want to get better results from sound-equipped locomotives without making a big investment in DCC.

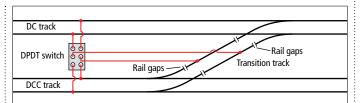
Some DCC decoders are dual-mode – they can be run on DC or DCC layouts. Most of the modern ones can switch automatically. This doesn't mean you can cross between one system and another on a layout. Damage could result.

If you have one of these locomotives, you can run DC at home and DCC at your club. However, if you have one of these on a DCC layout and it doesn't recognize the DCC signal, it may think it's on DC. It will take off like a rocket. So, many modelers who run DCC only will disable the DC mode - controlled in CV 29 – to prevent this from happening. See the decoder manual for instructions on how to do this.

If you still want to run

some DC and DCC locomotives, there are several options for you. Some of you have small layouts where you will run either DC or DCC locomotives, but not both at the same time. That can be easily accomplished with a switch that switches between your DC power pack or DCC system.

You can use the simple circuit in 1, opposite; just don't use a momentary center-off switch. An All Electronics (allelectronics.com) switch, part number STS-89,



3 Two loops. On a layout with two loops of track, one might be used for DC and the other for DCC. Locomotives with dual-mode decoders could run on either track. The transition track between the two will need a switch to energize it as shown in 1. In this case, use a spring-loaded, center-off switch. Be sure to use insulated joiners or gap both rails at both ends of the transition section.

is a good choice. (All Electronics is an economical source of layout wire, too.)

Between running DC and DCC locomotives, you could store them on a roundhouse stall track you can switch off if not running that particular locomotive. Just put a switch in series with each stall track.

(Note, some people choose to switch off stall tracks even with DCC, both to reduce the current draw and cacophony of soundequipped locomotives and to prevent an operator from accidentally driving a locomotive into the turntable pit.)

If you'll be running DC, you won't be able use

one of the great DCC features - DCC automatic reversing units. These devices automatically switch current flow so your locomotives keep moving in the same direction when traveling through a reversing loop, wye, or turntable. So, like most DC layouts of yesteryear, you'll

> probably want to avoid trackwork that requires reversing.

There are incremental steps you can take when going from DC to DCC. The Model Rectifier Corp. Tech 6 (reviewed in the November 2011 Model Railroader) or Throttlepack 9950 (reviewed in the May 2020 MR) 2, support

both DC and DCC, just not both on the same track at the same time. You may want to look into one of these. With the addition of a Tech 6 Walkaround Controller, you can operate up to six decoderequipped locomotives using addresses 1 through 6.

Address 3 is the default address of almost all new locomotives and decoders. So usually you want to change it to something else, typically to the locomotive number on the side of the cab. If you're going to operate on a club DCC layout, you'll have to change from address 3 to avoid conflicts with other locomotives responding to the same number. The numbers can easily be changed back and forth by a knowledgeable club member.

If you have a layout with two loops, one running DC and the other DCC, and you want to connect the two, look at the simple circuit in 3. The switch is part number STS-79 from All Electronics. It has screw terminals and is only a few dollars.

It's very important that you gap or use insulated joiners on both rails at each end of the transition. The doublepole double-throw (DPDT) switch is spring-loaded to be center-off. You'll need to hold it in the DC or DCC position. This will keep you from accidentally transitioning between the DC and DCC loops and forgetting to flip the switch.

If you're not yet ready to give away your DC power pack, I hope I have at least given you some things to think about. If you're ready to jump into DCC, see the review of systems in the July 2019 issue of Model Railroader. By the way, old DC power packs are handy for testing locomotives before installing a decoder, and they make great white elephant gifts at the club Christmas party. MR







ScaleTrains.com HO scale EMD SD45

Whether you're a Rivet Counter or an Operator, ScaleTrains.com has an SD45 for you. These HO scale models are available now with every last detail installed, or just the highlights, and with dual-mode sound decoders, or as direct-current models with a provision to add your favorite Digital Command Control (DCC) decoder.

General Motors' Electro-Motive Division (EMD) was in the midst of a horsepower war in the mid-1960s, and its SD45 was the big gun. Boasting a turbocharged 20-cylinder 645 series diesel engine churning out 3,600hp and a new AC-DC electric transmission, these locomotives were the tops in power output when they were delivered in 1966.

Along with its V20 645-series diesel engine, the SD45 introduced the AR-10 alternator, replacing the generators used in earlier 567-series locomotives. (In EMD practice, the number in the engine series denotes the cubic inch displacement of one cylinder.)

Southern Pacific was the SD45's biggest customer, taking delivery of 356 of EMD's total production of 1,260. The Pennsylvania RR, Santa Fe, and Norfolk & Western railways each purchased

more than 100 of the type. The SD45 was replaced in 1972 with the SD45-2.

While the 20-cylinder diesel engine was known for crankshaft failures, many of these locomotives had long, productive lives. Wisconsin Central operated a fleet of more than 100 until its early 2000s acquisition by Canadian National. Montana Rail Link was also a fan of the type, operating second-hand units. Several are preserved, including a few that are still operable.

ScaleTrains.com offers the model in both the Rivet Counter high-detail line and its simplified Operator line. It's obvious which model you're looking at when you have them side by side.

Our Southern Pacific (SP) Rivet Counter sample has see-through radiator and dynamic brake fans with separate fan blade detail, separately applied wire grab irons and lift rings, windshield wipers, an air line to its roof-mounted bell, and a full suite of underframe piping and cables, among other details. The body shell represents a phase Ia2 version of the locomotive.

The Flexicoil trucks boast separate brake and sander lines as well as a speed recorder and cable under the fireman's side of the cab. There are even axle ratio stencils on the trucks.

The pilots are detailed with m.u. hoses, coupler release levers, m.u. receptacles, and a plow on our SP sample.

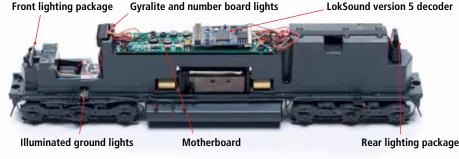
Our Santa Fe Operator sample has drilled holes for many of the wire details. ScaleTrains.com sells a detail set for its SD45 Operator models, no. SXT81254 (\$29.99). It includes many of the details already placed on the Rivet Counter models, including the wire grab irons and lift rings, pilot details, underframe details, and truck details.

Both models had scale-sized engineering plastic handrails, see-through steps on their pilots, diamond-tread walkways, positionable drop steps, and cab interiors. All dimensions for both models were within scale inches of drawings published in *Model Railroader Cyclopedia: Vol. 2, Diesel Locomotives* (Kalmbach Books, out of print).

Paint on both models was evenly applied, with sharp color separation. There are some gaps in the road name lettering as it passes over the door joints on the sides of the long hoods. A fine brush and appropriately colored paint would take care of this quickly.

The SP unit is festooned with multiple warning labels. The simpler Santa Fe decoration forgoes those details, but both locomotives have painted window frames and gaskets as appropriate.

Under the hood, the models were mechanically the same, but electronically different. The Rivet Counter model has an Electronic Solutions Ulm (ESU) LokSound version 5 dual-mode decoder. This offers a larger suite of sound and lighting effects. The Operator model is equipped with ESU's Essential Sound Unit decoder.



The ScaleTrains.com SD45 has a die-cast metal frame with a die-cast metal weight screwed on top. Cube-type speakers are concealed above the rear truck.

At our website subscribers can read more than 1,000 previously published reviews and watch more than 150 exclusive product demo videos.

Both models offer ESU's Drive Hold, which allows you to change the sound of the diesel engine independent of the locomotive's speed. This is ideal for simulating a locomotive starting a heavy train at full throttle, or the sound of the engine at low speed while a train drifts downgrade.

I started testing these locomotives on my home switching layout. As the chart shows for the Rivet Counter model, it took a lot of voltage to wake up the LokSound decoder in direct-current testing. There was still sufficient range to operate the model satisfactorily, but it was all in the upper reaches of the power pack's throttle knob.

As would be expected, the LokSoundequipped model came into its own under DCC power. The speed range was much closer to the prototype with a top speed of 72 scale mph, just 1 mph above the speed a 62:15 axle ratio-equipped locomotive would achieve.

Turning on the engine sounds with Function (F) 8 also illuminates the ground lights, used by full-sized train crews to judge movement of the locomotive in the dark. Other lights include a twin-sealed-beam Gyralite mounted above the cab and a single red emergency light mounted on the nose above the headlight.

The emergency light was designed to illuminate when an emergency brake



Prototype-specific details such as the Southern Pacific light package and extended-vision windshield in front of the engineer are typical of Rivet Counter locomotives.

PERFORMANCE CHARTS				
DRAWBAR	3.6 ounces			
PULL	50 HO freigl	nt cars		
SCALE SPEED (DC)				
VOLTS		SCALE MPH		
10.4		2.9		
11		11		
12		27		
13.3		43		
SCALE SPEED (DCC)				
SPEED STEP		SCALE MPH		
1		1.5		
7		11		
14		30		
21		58		
28		72		

application was made. On the Scale Trains.com model, the light comes on with a press of F14. Pressing F5 on our Southern Pacific sample allowed me to cycle through white and green classification lights and red markers.

The Operator line model uses a simpler dual-mode decoder called an Essential Sound Unit. While the sound and motor control are comparable to the LokSound decoder, the lighting functions are much simpler, offering a directional headlight.

Sounds on both units include a playable horn, bell sound, dynamic brake, coupler crash, and a manual compressor sound. Both decoders offer Drive Hold.

The Rivet Counter's LokSound decoder adds an independent brake (sound only unless you use a separately available LokProgrammer), radiator fan sound, headlight dimmer, spitter valve, isolation switch, brake set/release (sound only), sanding valve, and short air let off.

Both SD45s had no trouble negotiating the Atlas no. 4 switch ladders on my home layout. I also took the locomotives to the Milwaukee, Racine & Troy, *Model Railroader*'s staff layout, to test their pulling power. On the curving 3.5 percent grade that climbs out of Bay Junction, the SD45s managed 15 cars. My workbench tests showed the engines should pull about 50 HO scale freight cars on straight and level track.

The SD45 was a landmark locomotive, and Scale Trains.com's new models set landmarks of their own. Whether you want the definitive model of a specific SD45 at a specific time, or an accurate representation of these brutes to move freight on your model railroad, you should be able to find just what you need. – Eric White, senior editor

Facts & features

Price: Rivet Counter: \$339.99 (DCC, sound); \$229.99 (DC, no sound). Operator: \$194.99 (DCC, sound); \$124.99 (DC, no sound)

Manufacturer

ScaleTrains.com 7598 Highway 411 Benton, TN 37307 scaletrains.com

Era: Atchison, Topeka & Santa Fe, 1970s-1980s; Southern Pacific, 1970s Road names: Rivet Counter: Southern Pacific; Atchison, Topeka & Santa Fe (yellow bonnet); Burlington Northern; Chicago & North Western; Conrail; Norfolk & Western (Pelver blue, Bicentennial); Pennsylvania RR; and Seaboard Coast Line. Operator: Atchison, Topeka & Santa Fe (pinstripe, yellow bonnet); Burlington Northern; Chicago & North Western; Conrail; Penn Central; Pennsylvania RR; and Southern Pacific. Both also available undecorated.

Features

Operator:

- All-wheel drive and electrical pick-up
- Blackened metal wheelsets, in gauge
- Detail kit sold separately (SXT81180)
- Directional headlights
- Essential Sound Unit dual-mode sound decoder on DCC-equipped models
- Knuckle couplers, at correct height
- Lighted number boxes
- Minimum radius: 18"
- Motor with 5-pole skew-wound armature and balanced flywheels
- Positionable drop steps
- Weight: 1 pound, 3.3 ounces

Rivet Counter adds:

- Detailed cab interior
- Detailed pilot with m.u. hoses, uncoupling levers as appropriate
- ESU LokSound 5 dual-mode sound decoder on DCC-equipped models
- Operating LED-lit ground lights and classification or marker lights as appropriate
- Road-name-specific details
- Positionable cab windows
- Underbody frame rail with separate plumbing and traction motor cables
- Wire and etched metal details including lift rings and grab irons
- Weight: 1 pound, 3.4 ounces



Rapido Trains N scale General Electric Dash 8-40CM diesel locomotive

A General Electric (GE) Dash 8-40CM has joined the growing lineup of N scale diesel locomotives from Rapido Trains. The six-axle road unit features a plastic body; separate, factory-applied wire grab irons; and body-mounted couplers.

The prototype. In the late 1980s, Canadian National enlisted General Electric to produce a variant of the Dash 8-40C better suited for Canada's harsh winters. The result? The Dash 8-40CM.

The cowl-body design did its part. The engine compartment could be reached from the inside.

To address visibility to the rear of the locomotive, a pitfall of earlier cowl-body designs, the sides were tapered in toward the cab. This has been dubbed by railfans as a "Draper Taper" for the idea's originator, CN assistant chief of motive power William L. Draper. The taper was earlier used on Bombardier HR-616s and General Motors Diesel Division SD50Fs.

The Dash 8-40CMs rode on MLW-Dofasco trucks harvested from retired C630M diesels that were traded in. The road locomotives also featured CN's distinct four-window safety cab, tri-color class lights above the number boards, and a cab-mounted bell.

General Electric produced the Dash 8-40CM between February 1990 and March 1994. At the end of the production run, 84 units were built, all for Canadian railroads. Canadian National, which commissioned the design, rostered the most with 55. BC Rail had the second largest fleet with 26. Quebec, North Shore & Labrador, a 257-mile orehauling railroad that runs through northeastern Quebec and western Labrador, acquired three.

The model. The Rapido Trains Dash 8-40CM has a one-piece injection-molded plastic body, die-cast metal chassis, and modeler-installed cab

Dofasco truck

Speaker ESU decoder Light-emitting diodes

The Dash 8-40CM features a coreless motor with dual flywheels, which are concealed by the split-metal weight.

Motherboard

sunshades. The pilots have a separate, factory applied snow plow (front only), m.u. cables, train line hoses, and uncoupling levers. Other features on the shell include wire grab irons, factory-printed number boards, and separate sand filler hatches. The class lights above the number boards are printed.

The CN version correctly has battery boxes behind the cab on both sides, tall sand fillers, a single back-up light, and a K3L air horn. A set of louvers on the access door below the cab number on the conductor's side was omitted.

The QNS&L and BCOL units have dual back-up lights, short sand fillers, and a K5 air horn. In addition, the BCOL unit has rock lights.

Up on top, the CN locomotive has two wire grab irons; molded antennas, door handles, and hinges; and raised nubs on the walking surfaces.

Below, the model has a one-piece plastic fuel tank, separate pipes and air filters, molded traction motor cables, and air reservoirs mounted crosswise on the front and back of the fuel tank.

A look inside. To separate the shell from the chassis, I first unscrewed and removed the draft-gear boxes. Then I carefully separated the handrails attached to the shell from the stairwells.

A split metal weight fills the interior. The weight conceals the coreless motor and dual flywheels. Light-emitting-diodes project light into tubes for the number boxes and various lights.

Weight



The ESU LokSound V5 decoder is attached to a motherboard on top of the weight. A downward-facing speaker is located above the rear truck. The sound file was recorded from a fullsize Dash 8-40CM.

By the numbers. Our sample is decorated as CN no. 2429. The unit was repainted from its as-delivered scheme to the railroad's current scheme depicted on the model in the summer of 2012.

Most of the paint was smooth and evenly applied. The paint was a bit heavy on the battery boxes, and the color separation lines were a bit soft on those parts.

For the most part, lettering matched prototype images. I didn't see evidence of a builder's plate on the frame after the repaint. Also, the F should be to the left of the Caution No Footboard stencil on the conductor's side.

The model's dimensions closely follow prototype drawings of a BC Rail unit published in



Wire grab irons, a cab-mounted bell, and m.u. cables are among the separate, factory-applied details.

PERFORMAN	ICE CHART	rs			
DRAWBAR	1.76 ounces				
PULL	42 N scale fi	reight cars			
SCALE SPEED (DC)					
VOLTS		SCALE MPH			
8.2		sounds on			
9		2.7			
10		14			
11		35			
12		57			
SCALE SPEED (DCC)					
SPEED STEP		SCALE MPH			
1		.7			
7		11			
14		29			
21		54			
28		75			

the January/February 1994 issue of Diesel Era magazine.

To the test track. Rapido Trains recommends running its Dash 8-40CM for an hour in each direction to break it in. Additional gear lubrication shouldn't be necessary.

Our sample is equipped with a dualmode ESU LokSound V5 sound decoder. I tested it first in direct current (DC). The sounds came on at 8.2V, which is typical of sound-equipped models in DC.

The model started moving at 2.7 scale mph at 9V. It achieved a top speed of 57 scale mph at 12V. The top speed for the full-size units was 65 mph.

I then tested the locomotive in Digital Command Control (DCC) with an NCE PowerCab. At step 1 the Dash 8-40CM crawled along at under 1 scale mph. The six-axle road unit topped out at 75 scale mph at step 28.

The locomotive is equipped with two traction tires (six extras are included), one each on the front and rear truck. The drawbar pull was 1.76 ounces, equivalent to 42 cars on straight and level track.

Facts & features

Price: Direct current with ESU Next18, \$149.95; with dual-mode ESU LokSound sound decoder, \$259.95.

Manufacturer

Rapido Trains 500 Alden Rd., Unit 21 Markham, ON L3R 5H5 rapidotrains.com

Era: February 1990 to present **Road names:** Canadian National (website, stripes, North America, and no stripes schemes); British Columbia Ry. (post-2010, as-delivered, and CN website schemes); and Quebec, North Shore & Labrador. Two to six road numbers per scheme: also available undecorated (BCOL and CN versions)

Features

- Body-mounted couplers, at correct
- Coreless motor with dual flywheels
- Correctly gauged metal wheels
- Detailed underbody
- Die-cast metal chassis
- Prototype-specific details
- Separate, factory-applied grab irons and handrails
- Weight: 4.6 ounces

I then took the Dash 8-40CM to our Canadian Canyons project layout [see the January 2019 Model Railroader. -Ed.] with 25 modern freight cars equipped with metal wheelsets. The locomotive easily pulled the train up the 1.9 percent grade in the helix.

The body-mounted couplers are installed at the correct height. The metal wheels are correctly gauged.

Happy wanderers. Don't think the Dash 8-40CMs stayed north of the border. After CN acquired Wisconsin Central, Illinois Central, and other lines, the Dash 8-40CMs became regular visitors to the United States. In 2013, a threeunit consist of BC Rail Dash 8-40CMs came through Waukesha, Wis., where MR's headquarters are located.

If you want to add some interest to your contemporary N scale diesel fleet, take a look at the Rapido Trains Dash 8-40CM. The cowl-body unit looks and sounds good and is a strong puller. -Cody Grivno, group technical editor

Jacksonville Terminal Co. N scale 53-foot well car

Jacksonville Terminal Co., a relatively new manufacturer that's been making a name for itself with a line of N scale intermodal containers, is now offering its first freight car, a modern, 100-ton, double-stack well car. The die-cast-metal N scale car features etched-metal end platforms, separately applied brake gear, and body-mounted knuckle couplers.

Prototype and model. Intermodal cars, and specifically the containers they carry, are to modern railroading as boxcars were in the decades before. Intermodal containers carry all sorts of freight, mostly manufactured goods; specialty containers have been developed to carry liquids and temperature-sensitive cargos. The advantage intermodal containers have over boxcars and other rail cars is the cargo doesn't need to be transloaded when going from ship to truck to rail.

Goods made on one side of the ocean can be packed up and sent directly to a destination on the other side without any intermediate handling, greatly reducing damage in shipment.

The prototype for JTC's car is a common one, seen all over the continent. Owner TTX (formerly known as Trailer Train) leases the cars to any railroad that needs them, so these would be appropriate for any modern model railroad.

Called the Super Stack by builder National Steel Car, the car has a 53-foot container well, designed to handle two 20-foot or one 40-, 48-, or 53-foot container in the lower position. Two more 20-foot containers can be carried on top of two of the same size, or a 40-, 48-, or 53-foot container on top of two 20-footers or a longer container. Though it's not an issue on our model railroads, NSC touts its Super Stack as having the

highest carrying capacity of all cars of its kind.

Our two review samples were numbered DTTX 680510 and 680725. Both were built by NSC between May and September 2006 as part of lot no. P5595/06. National Steel Car built 1,099 cars for TTX in that lot; JTC offers its model in five road numbers.

How it matches up. I found a photo online of DTTX no. 680510, one of the car numbers offered by JTC. The profile of the model, as well as the placement of detail parts and markings, matched the prototype. The printing on the N scale car was crisp and legible under magnification, even the smallest lettering above the jack pads and on the top lip of the container well.

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I also found some slightly rough spots on the die-cast metal body, particularly the sills under the etched-metal side walkways and the molded-on air line directly beneath it. This unevenness was slight and shouldn't be noticeable at normal viewing distances. Weathering could conceal any irregularities in the car's appearance.

I matched the model's dimensions to those in the specifications for the car lot order. With one exception, all the dimensions I checked were within scale inches of the prototype. The exception was the overall width, which was just a

few inches too wide. This is unavoidable, as the interior dimensions have to fit those of N scale containers, and the walls of the car can be made only so thin.

The manufacturer recommends a minimum curve radius of 18", but noted that the cars performed reliably on curves of 15" radius. I tested the cars on our N scale Canadian Canyons layout, toting some 53-foot Kato containers, and the cars stayed on track through the 13" curves of the hidden helix and staging yard. They had some problems clearing one of our tunnel portals on a curve, but I think that's a problem with the tunnel, not these cars.

Welcome to the neighborhood. It's always good to see new hobby manufacturers getting into the business. Though JTC has been making intermodal containers for a while, getting into freight cars is a big step. If JTC's well car is indicative of what's to come from the company, we can expect good things from them in the future. – Steven Otte, associate editor

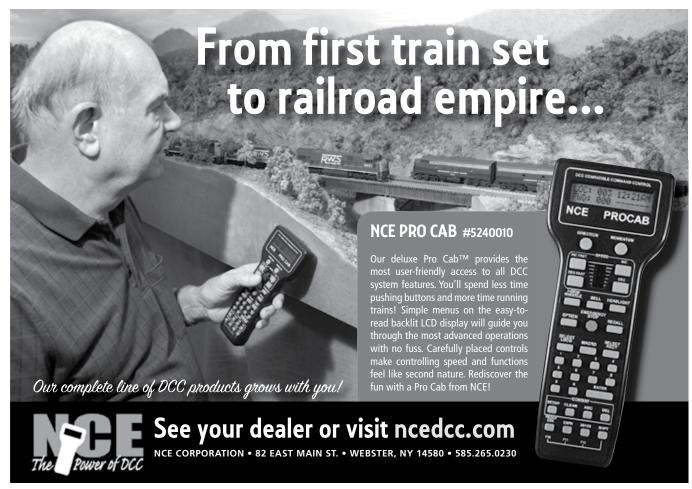
Facts & features

Price: \$44.95 Manufacturer

Jacksonville Terminal Co. LLC 9526 Argyle Forrest Blvd. Suite B2, No. 406 Jacksonville, FL 32222 jtcmodeltrains.com

Fra: May 2006 to present
Road names: Trailer Train (DTTX
reporting marks, five road numbers)
Features

- Die-cast metal chassis
- Etched metal end platforms, steps, and railings
- Magne-Matic couplers, at correct height
- Micro-Trains 100-ton trucks, pinmounted
- Molded plastic wheelsets, in gauge
- Recommended minimum radius: 18"
- Separately applied brake equipment
- Weight: .9 ounces (.425 ounces light according to NMRA RP-20.1)



Train on Branch

It's a common perception

that railroad operating rules are complicated, especially timetable-and-train-order (TTTO). The word "rules" connotes rigidity. And who wouldn't demand this of surgical procedures or aircraft flight manuals? But this doesn't necessarily mean inflexibility; like surgeries and flight manuals, the rules must anticipate a broad spectrum of "uh-oh's" that could threaten safety.

I monitor several railroading online forums, one of them a platform shared by two National Model Railroad Association Special Interest Groups, the Ry-ops-industrial SIG list found on groups.io. This forum generates some interesting discussions because it enjoys a good mix of inquisitive prototype modelers and knowledgeable railroaders and retirees.

One interesting thread began by asking how TTTO rules might handle operation on a stub-end branch where the only traffic is a single train that runs several times a week to serve a mine. No operator is on duty on the branch. How could the train obtain movement authority?

The scenario makes a good case for flexibility, not inflexi-

bility. List members exchanged several ways the TTTO system could accommodate the movements to and from the mine.

Perry Squier addresses a similar situation on his Pittsburg, Shawmut & Northern layout with schedules. A pair of regular first-class trains operate



THE ONLY
TRAFFIC IS A
SINGLE TRAIN.
NO OPERATOR
IS ON DUTY.
HOW COULD
THE TRAIN GET
MOVEMENT
AUTHORITY?
-JERRY

between Paine and Stroup, the latter a station where no operator is on duty. The trains use the same equipment. For example, after No. 403 arrives at Stroup, it returns to Paine as No. 404.

Perry's employee timetable follows the prototype's very faithfully. It has a special instruction that regular trains "must not leave their initial station without clearance cards form A." How does No. 404 do so? The same special instruction makes an exception for No. 404 to receive its clearance card at Weedville, the first open station after Stroup.

My own layout also has a pair of first-class trains that use the same equipment, Nos. 901 and 906. Here's the catch. No. 901 is a westward train, and east is the superior direction. No. 901 will never reach Unionville if it falls significantly behind schedule because it's required to clear No. 906's schedule; in effect, it's waiting for itself.

My employee timetable avoids this dilemma: "Eastward trains are superior to westward trains of the same class, except No. 901 is superior to No. 906." Perry's employee timetable has a

similar instruction, making No. 403 superior to No. 404.

Regular trains need not operate daily. A branch line that was a regular teenage haunt of mine saw a local that used a secondclass schedule on Saturdays only. Our stub-end mine branch could schedule



A Train-On-Branch signal still stands on the Middletown & Hummelstown RR, a remainder of the line's operation as part of the Reading system. Andy Ottinger photo

trains on the branch and note its days of operation, such as "Tues. Thurs. Sat. only." If the mine doesn't need service one day, the dispatcher could issue a Form K train order such as No 201 DUE TO LEAVE BRANCH JUNCTION FEB 28 AND NO 202 DUE TO LEAVE MINE FEB 28 ARE ANNULLED. Such an order is good form, even though it's addressed only to the Junction operator.

While I prefer a schedule, a Form G order could serve: ENG 1272 RUN EXTRA
BRANCH JUNCTION TO MINE AND RETURN TO BRANCH JUNCTION. The pace of operation on most layouts keeps a dispatcher busy enough with train orders; besides, a simple schedule like this is a good way to break in members of the crew for whom the TTTO system is new.

My favorite approach, however, relies on a Train-on-Branch signal which the Reading System placed on

some of its lightly used branches. Dave Husman, a regular contributor to the list, sent me information from a 1943 Reading employee timetable. Its special instructions include Rule 105-A, stating that such signals supersede the use of Form G train orders for extra trains on branches it designates. It instructed crews to display the Train-on-Branch signal, its operating lever secured by a switch lock, to indicate the branch was occupied. Following trains, if any, could proceed only under flag protection.

Such a signal remains where it guarded one such Reading branch in Pennsylvania, now operated by the Middletown & Hummelstown RR. Norfolk Southern power moved a transformer load past the signal as recently as 2014, lending the relic a contemporary context. How easy to model, both in form and in prototype function!





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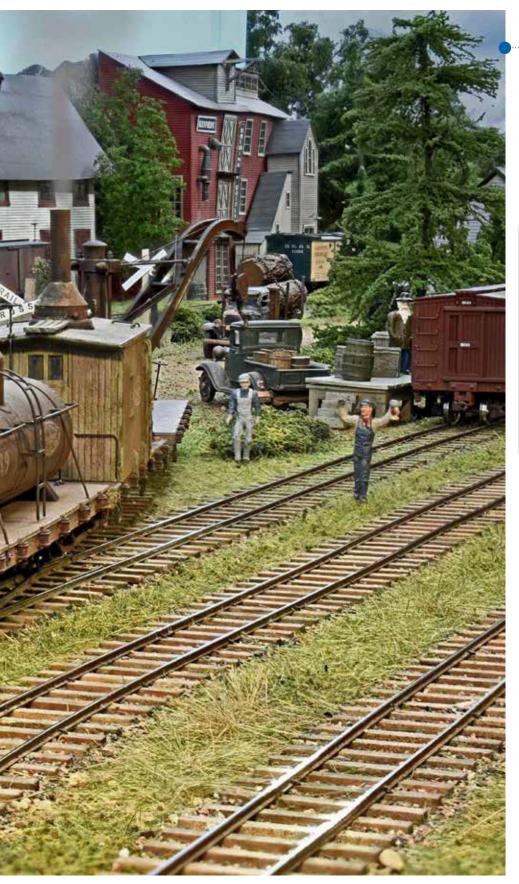






Trackside Photos



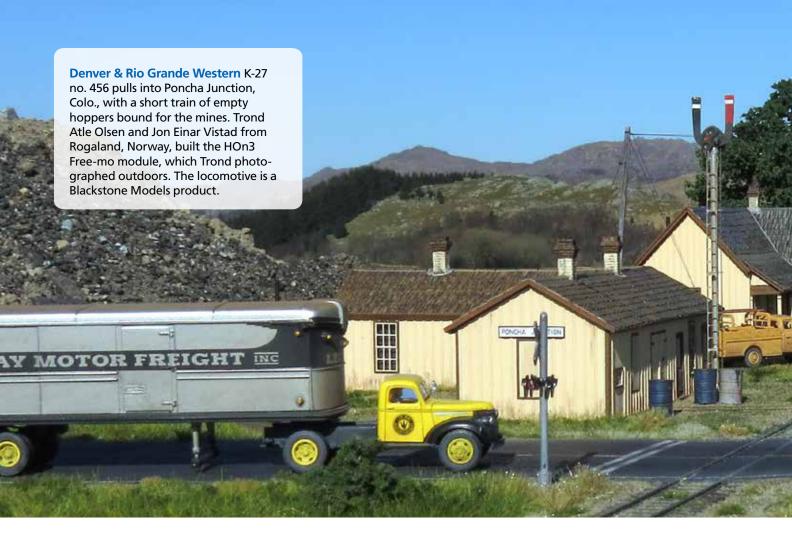


Laurium, Mohawk & Brockway no. 2, a Baldwin 2-6-2T, maneuvers its work train through Phoenix Yard on its way to do some track work. Larry Burk of Holly, Mich., photographed the scene on his On30 layout, which was featured in our November issue. Engine no. 2 is a modified Bachmann Spectrum model.

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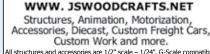


The work crew's repairs to the yard track have unfortunately delayed the switcher's work into the early evening. Hopefully, everything will get done in time. Jerry Clement of Calgary staged and photographed this scene on his HO scale switching layout. Canadian Pacific locomotive no. 8117 is a General Motors Diesel SW1200RS from Rapido Trains.

Southern Pacific No. 99, the westbound Coast Daylight, glides through a bank of late-morning coastal fog in Guadalupe, Calif., in September 1954. Brian Moore of Plymouth, U.K., models steam-to-diesel transition-era Southern California in HO scale. His Quisling, Calif., modules were featured in the December 2018 and January 2020 issues of Model Railroader.







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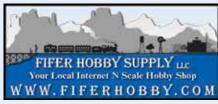


































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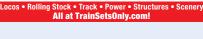
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All ads must be prepaid and pertain to the subject of model railroading.

Schedule of Events

FL, SARASOTA/BRADENTON: 43rd RealRail Train Show. February 27-28, 2021. Saturday 10:00am-4:00pm and Sunday 10:00am-3:00pm. Bradenton Area Convention Center, 1 Haben Blvd, Palmetto, FL. Door prizes, interactive Lionel layout, Florida LEGO user group layout, kids' HO layout, 150 vendors. Adult admission \$8, Children under 13 free. Contact David Fontaine for more information: 941-685-2221 or david_f_34205@yahoo.com

GA, CARTERSVILLE: The Piedmont Division Model Train Show. Clarence Brown Conference Center, 5450 Hwy 20, Cartersville, GA. March 13th 10-5 & March 14th 10-4. Admission: \$9 for adults, kids 9 and under are FREE. NMRA 2-Day Event, Free Parking, 150 vendor tables, 6 operating layouts, White Elephant, Raffle Layout! Information: www.piedmont-div.org or leave a message at 404-550-4816

GA, SAVANNAH: Coastal Rail Buffs 32nd Annual Model Railroad and Train Show. Savannah Christian Preparatory School. 1599 Chatham Parkway, Zip: 31408. March 6-7. 2021, Saturday 10:00am-5:00pm, Sunday 10:00am-4:00pm. Adults 2-day admission \$7.00; Students/Seniors \$5.00, Active Duty Military/Under 12 FREE. Dealer tables, operating layouts in O, HO, N. See www.coastalrailbuffs.org

IA, MONTICELLO: UPDATE-cancelled. Monticello Railroad Club Train Show and Swap Meet. Berndes Center, Jones County Fairgrounds, 766 N. Maple St., Monticello, IA. Sunday, January 31, 2021, 9:00am-3:30pm. Admission \$5.00, children under 12 free w/adult. For show updates contact, Denny Beasley, 319-270-1171 or email: circlebarb607@aol.com. 2022 show will be: January 30, 2022.

NC, ASHEVILLE: Asheville Train Show. Western North Carolina Agricultural Center. February 26:27, 2021. Friday noon-7:00pm and Saturday 9:00am-5:00pm. Admission \$6.00, under 10 free. All scales, all gauges, collectibles, artifacts, operating layouts, hundreds of vendor tables. More: www.Asheville-Trainshow.com

WI, MADISON: Mad City Model Railroad Show. After 53 consecutive years the show, scheduled for February 20 & 21, has been cancelled due to the Covid-19 pandemic. Planning is underway for the show to resume in 2022. nmra-scwd.org

CLOSING DATES:

March 2021 closes Dec. 14, April closes Jan. 19, May closes Feb. 23, June closes Mar. 23, July closes April 19, August closes May 21, Sept. closes June 21, October closes July 26.

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Visiting mystical places



Mullens Motor Barn once again comes to life as it did in July 1958 on Gerry Albers' HO Virginia Ry., thanks to a beautifully constructed structure by Pete Moffett (Gerry installed the lighting and Allen McClelland detailed the office), two FM Train Masters by Atlas, and a Global Imports brass General Electric "streamliner." Gerry Albers photo

As one acquires an everexpanding knowledge of prototype railroading, some place names assume almost mystical proportions: Horseshoe Curve. Cajon Pass. Tehachapi Loop. The Spiral Tunnels. Cumbres Pass. Crawford Notch. The Georgetown Loop. Animas River Canyon. Saluda Hill.

Some are far off the beaten path: Avery, Idaho, for example, where the Milwaukee Road once swapped steam and then diesel power for electric motors. Or southern Indiana's Madison Hill, where the Pennsylvania RR used a specially equipped steam and then diesel locomotive to get down to the Ohio River's north bank on an unforgivingly steep grade. Or maybe the Doe River Gorge, where the East Tennessee & Western North Carolina tiptoed around Pardee Point high above the namesake river, deep in the Appalachians.

The Palisades were a scenic highlight of the narrow gauge Denver, South Park & Pacific and are glimpsed today only by intrepid wranglers of off-road vehicles. Rollins Pass, high above Moffat Tunnel west of Denver, was once the battleground of David Moffat's 2-6-6-0s; some wag erected a sign at the eastern entrance to the old right-of-way noting the crude grade was suitable only for four-wheel-drive vehicles or rental cars.

Surprisingly, however, you can visit or even ride through many of these North American railroad wonders with no special vehicle or major detour from main thoroughfares. And I can assure you from personal experience that Europe, Asia, Australia, and New Zealand boast of equal rail-oriented wonders. So do Central and South America, Japan, India, and Africa, though I haven't visited them yet.

During the 1970s, the late Jim Boyd and I made almost annual pilgrimages to the central Appalachians to scope out coal branches on the Chesapeake & Ohio, Clinchfield, Louisville & Nashville, and Norfolk & Western. The N&W had absorbed the Virginian in 1959, but we still regarded the VGN as a separate railroad and sought out evidence of its days as an electrified coalhauling railroad.

If you've read anything about the Virginian, you have heard of Mullens, W.Va., and the famous Mullens Motor Barn, where the electric freight motors had been stabled. By the time Jim and I got there, the Motor Barn

was still standing, but it was used to service highshort-hood N&W Electro-Motive Division SDs as well as some former VGN Fairbanks-Morse Train Masters. We even managed to get a cab ride in one of the 2,400hp FMs as it switched the yard at Elmore just south of Mullens.

By standing on the highway above the Motor Barn and squinting a bit as dusk oozed into the valley where Mullens was nestled, it didn't take a lot of imagination to see the "square-head" and "streamliner" electrics rather than the boxy EMDs.

But that's where scale model railroading comes into play. What did Mullens look and sound like on a humid July evening in 1958 when the brand new Train Masters came face-to-face with the electrics at the Motor Barn? Thanks to some good modeling and commercial support, Gerry Albers can answer that question any time he fires up his HO tribute to the Virginian Ry.

The Virginian disappeared into the N&W following the merger, and power to the overhead wires was shut off in 1962. Thanks to scale model railroading, however, that's a reality we don't have to accept. With a modicum of due diligence, we can choose to reset the clock to almost any date. Suddenly doubleheaded K4s around Horseshoe Curve, or Little Joes through the Bitterroots, or Galloping Geese around

Ophir Loop, or Ten-Wheelers easing around Pardee Point become daily (even on Sunday!) occurrences once again.



WHAT DID
MULLENS LOOK
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LIKE ON A
HUMID JULY
EVENING IN
1958 WHEN THE
BRAND NEW
TRAIN MASTERS
CAME FACE-TOFACE WITH THE
ELECTRICS AT
THE MOTOR
BARN? — TONY

I often write

about the operating potential of model railroading. But this isn't intended to minimize the importance of the visuals. A summer night at Mullens Motor Barn requires no action to exude its mystical qualities.



A blast from the past is returning to N scale courtesy of Kato USA! The EMD SD70M was the predecessor of such modern locomotives as the SD70ACe, and was delivered with a "Flat radiator" design, a look they wore prior to 2002 when they were refitted with a more commonly recognized flared radiator that is so common on engines today. These engines were famously popular with railroads like the Norfolk Southern and Union Pacific, being the two largest buyers of these engines when they were first introduced, and are still in use to this very day!

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