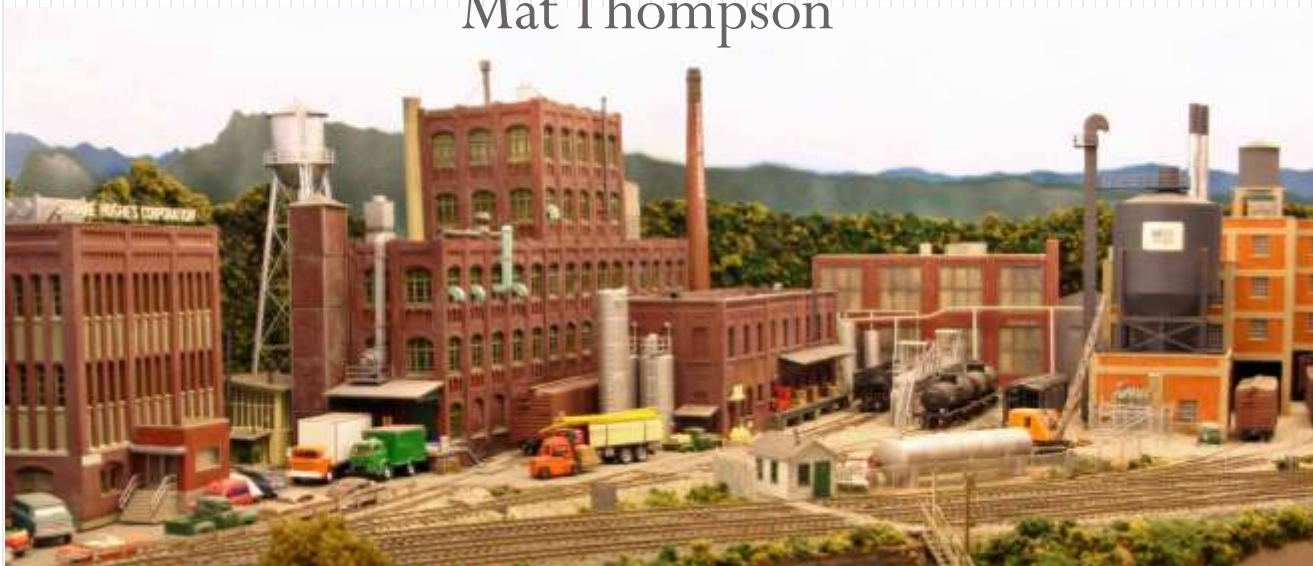


# Railworthy Industries

Mat Thompson



# Rule # 1

It's your railroad



# Railworthy Industries

- A “railworthy” industry justifies rail traffic
- “Industry” is anything that generates traffic –
  - Big building
  - Building complex
  - No building
  - Loading/unloading
  - Transfer Point
  - RR operations



**Monroe Stewart's Hooch Junction**

# “Traffic Factor”

- Traffic Factor - Cars an industry can handle in 8 scale hours
  - Right number NOT the biggest number
  - For modelers railworthy industries are prototypical
  - For operators railworthy industries generate traffic



# Railworthy?



**AMB Elevated Warehouse - 3" x 5"**

**Box car is 1 1/2" x 5 1/2"**

**Could be railworthy - Railroad MOW, lcl station, Off spot, ???**

# Big Is Not Always Right



**Campbell Fuel Dock – 3” x 6”  
Traffic Factor – 1 tank car – maybe not every shift**

...But Big Is Prototypical



**Belledune, New Brunswick**

# Big Industry



**Walthers modules – Space is 9' by 2' – would fit on a shelf  
Traffic Factor – 20-24 multiple car types – 17 different spots**



# Car Spots



**Numbers on building are car spots – add switching operations**

# Swift West End



## **JOB CARD**

### **SWIFT INSTRUCTIONS**

Swift Track 1  
Cooling reefers

Swift Track 2  
East – Loaded reefers  
West – 3 Stock Pens

Swift Track 3  
Spot 1 – Hides  
Spot 2 - 4 – Inbound material  
Spot 5 – Fats/Lard  
Spot 6 – Fuel  
Spot 7 –Propane

Swift Track 4  
Spots 1-4 – Stock pens  
Spot 5 – Nelson Cattle

**Campbell and scrathbuilt cattle pens**  
**4 tracks – cattle in, product out - materials in, by-products out - cooling**

# Making a Model Big



Railroad track is long and narrow  
Railroad cars are long and narrow  
Manufacturing is linier

SO...

**Bigger means longer**



Milk  
Buttons  
Chairs  
Graded coal  
Refrigerators  
Army tanks

# Making a Model Big



**Walthers REA - from 13" x 4" to 26" x 4" – holds 3-4 cars**

**Kit is not a front and back – it is two fronts**

**Traffic Factor – 6-8, passenger operations**

# Another Big Model



**Walthers Grain Elevator from 13 1/2" to 27" x 4" – holds 4-5 cars**  
**Kit is made to combine with other kits**  
**Traffic Factor – 8 – 10 boxcars and covered hoppers**

# Bigger yet



**Chip Cole's CSX Plymouth Division**

# What's the Industry?



**Don't believe the label**

Don't use the manufacturer's paint scheme  
It's your kit – you don't have to follow the directions

# Before



**American Model Builders  
Dabblers Mill**



**South River Model Works  
Kingston Creamery**



After



**Tillamook Cheese - 12" x 36" – holds 3-4 cars  
Traffic Factor – 4-6 cars, milk train operations**

# Railworthy?



**Sierra West Twin Mill kit  
2009 Narrow Gauge Convention Best in Show  
Rail traffic is log dump track**

# More Railworthy?



**Tillamook Lumber – 2 ½' x 6, modified Sierra West kit  
Traffic Factor – 30+. Multiple car types**

# Traffic Factor

Hopper for  
sawdust – 1 car

Tail of log dump  
track – 12 cars

Log cars  
5 cars



Outbound  
finished  
lumber  
5-6 cars

Loaded or  
empty cars  
5-6 cars

# Multiple Buildings



**Stroube Hughes – 2x5 feet, Kibri & Walthers buildings & flats**  
**Traffic Factor – 20+ multiple car types**

# Multiple Buildings



**Victoria Window Company “Looking Good”  
Campbell, AMB, Scratch & Timberline – 40” x 15”  
Traffic Factor – 4-8 multiple car types**

# Multiple Buildings



**Paper Mill – 9x2  
Walthers Kitbash  
Traffic Factor – 10-16 multiple car types**

# Not Much Building



**Chip Cole's CSX Plymouth Division  
Spots are interior of Ford Assembly Plant**



# (Virtual) Multiple Buildings

Signs can create more buildings



Extract of Blair  
Models HO  
#155

**YARD OFFICE**

**MAIN OFFICE**

Strictly  
**NO  
ADMITTANCE  
TO  
WAREHOUSE**  
All enquiries to office

**PIER #2**



**RECEIVING**

# No Building



**Team Track Variations  
(Public track for loading/unloading cars)**

**Nothing – just a bare lot**



**Vehicle ramp**



**Loading platform**

**2" to 4" x 12"**

**Traffic Factor – 1-2 cars**

# No Building

Interchange between railroads or branches or industry & railroad



**Astoria Division & Victoria Branch Interchange**

**Traffic Factor 5-10 cars**

**Log cars, occasional other type cars**

# Loading/unloading

- Grain elevator
- Ore dock
- Log Dump
- Ice Dock
- Coal dock
- Oil platform
- Piggyback ramp
- Auto rack ramp
- ???



**Sheepscot and scratchbuilt Ice Dock – 10” x 30”  
4 car dock, 12 car double-ended siding  
Traffic Factor - 24+ cars**

# Loading/unloading



**Sierra West Log Dump – 12 car stub – traffic in and traffic out  
Traffic Factor 40+ cars – four or more log trains  
Logs dump into pond – mill doesn't have to be modeled**

# Loading/unloading



**2 Walthers Oil Racks – 1" x 14" – traffic in and traffic out  
Traffic Factor 6 - 12 cars – requires yard switching  
Oil storage tanks are not modeled**

# Transfer Point



**Walters Terminal, Sylvan Ship, Scratch Pier – 2 ½' x 5'  
Traffic Factor 8-12 cars – capacity for doubled traffic  
(Ship is not needed for operations)**

# Transfer Point



**Leigh Valley Transfer Station - Mockup**  
**Chuck Davis**



# RR Operations



- Supplies
- Fuel
- Cinders
- Scale Track
- Cleanout Track
- RIP
- ???



# Decision Chart

Prototype or Freelanced

What parts do I want to model ?

ERA      LOCATION (region)      PROCESS(es) USED      HISTORIC BACKGROUND      OWNERSHIP  
current & former

FIRM NAME \_\_\_\_\_

PRODUCT(s) MADE \_\_\_\_\_

| <u>INBOUND TRAFFIC</u>                     | car type | unloading facility | location in plant | source               |
|--|----------|--------------------|-------------------|----------------------|
| Raw materials                              |          |                    |                   |                      |
| Chemicals                                  |          |                    |                   |                      |
| Fillers                                    |          |                    |                   |                      |
| Coatings                                   |          |                    |                   |                      |
| Fuel                                       |          |                    |                   |                      |
| Additional traffic                         |          |                    |                   |                      |
| <u>OUTBOUND TRAFFIC</u>                    | car type | loading facility   | location in plant | destinations         |
| Product                                    |          |                    |                   |                      |
| Bi-product                                 |          |                    |                   |                      |
| Additional traffic                         |          |                    |                   |                      |
| <u>INTERNAL PLANT or 'SHUTTLE' TRAFFIC</u> | car type | loading facility   | location in plant | destination facility |
| Material                                   |          |                    |                   |                      |

# Railworthy Industries

- *Prototypical*
- *Define modeled area and era*
- *Lots of action for the space*
- *Justifies switch engines and special cars*
- *Ideal for shelves or along walls*
- *Widely available references*
- *Close enough works*
- *Easy to kitbash*
- *Make your layout unique*



# The End

