

# Operations on Tom Guenther's L&N Layout

Fred Soward - tech\_trainer@rocketmail.com ; <https://tinyurl.com/FredSowardClinics>

The clinic begins with an overview of Tom Guenther's HO scale layout, a 1960-1970 era Louisville & Nashville representation of the Cumberland Valley Division. You'll see the paperwork used to make it come to life during an ops session and how dispatching is managed using JMRI software and an Apple computer server. We'll cover some of the major points in the evolution of Ops Sessions on the layout over the past 8 years. The presentation includes graphics, photographs, and video to tell the story about moving freight across the railroad between Appalachia, Barbourville, Corbin, Harlan, Loyall, Three Point, and more.

What this clinic will cover

- Background
- The layout
- Ops Session Overview
- Paperwork
- Ops Walkthrough One
- Ops Walkthrough Two
- Summary
- Q&A

Background

- Louisville & Nashville Railroad Cumberland Valley Division
- HO Scale
- 300' mainline run
- 33' x 20' basement
- 1960 to 1970 (mostly)
- Fully Signaled
- 100% Scenery

The Layout

- Single track mainline
- Two branch lines (Putney/Poor Fork & Bardo Mine Branch)
- Two yards (Corbin – primary/ Appalachia – secondary)
- Twenty-five industries
- Three staging areas (small, medium, large)
- Primary Locations/Stations/Yards
  - Appalachia
  - L'ville/Cincy Staging
  - Corbin Yard
  - Poor Fork/Putney
  - Keeman
  - Three Point
  - Bardo
  - Verda
  - Baxter Jct
  - Red Bird

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- Loyall
- Lynch Staging
- Yancy/Norton Staging
- Stony Jct
- Harlan

## Ops Session Overview

- Two Monthly Ops Sessions (Sep-Apr)
  - May thru Aug is "Lake Time"
- 6 to 8 Person Crew
- Up to 15 Trains per Session
- Up to 3 Hours per Session
- Timetable & Train Order Dispatching
- Digitrax
- JMRI

## Ops Session Paperwork

- Train Orders
- Dispatcher's Log

## "Typical Ops Session" Trains - Ops Walkthrough One

- Harlan Turn
- Barbourville Turn
- Stony Junction Turn
- Appalachia Yard/Turn
- Poor Fork (Putney) Job
- Corbin Yard
- Interstate Turn
- Three Point Turn
- Three Point Switcher
- Through Traffic

## Moving Unfinished to Finished Ties Across the Layout - Ops Walkthrough Two

- Detailed look at how it takes 10 sessions to move gondolas

## Summary

## Q&A