

TTrak Triple Track

I got to thinking about the way we currently create sidings. Every siding has the turnout on the module being created. This means each module must be at least a double, or a triple if the siding returns to the mainline. Alternative is to make 2 doubles which together makes the siding. I've been reluctant to build industries in TTrak because of all the real estate needed just to get on and off the siding or spur.

We'd have a more versatile system if the turnouts were placed on singles and the modules with the sidings were simply 3-track modules. This would allow expansion of the sidings easily and multiple industries can be linked together. Also, longer consists can be run since the siding is longer.

Genesis of the idea

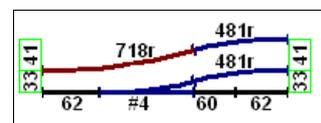
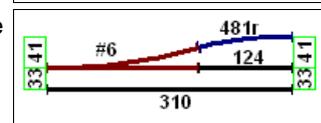
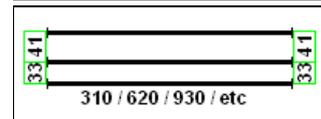
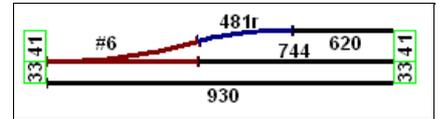
While creating the MOA Project, we made a bunch of TTrak triples with sidings. We used #6 turnouts and straightened the track with 481 radius curves. This made the spacing between the Yellow line and the siding 41mm.

I got to thinking that if we used that spacing for modules with three tracks with no turnouts we have a versatile system in place. We can make singles that have the turnouts on them and utilize the triple tracks in a couple ways.

#1: Simply make the back line a siding. Create a single with the configuration shown and we have a siding off the Yellow line. Of course industries and spurs can be made off this back line, but at a minimum we have a duck-in/passing siding. More triple track segments can be added to lengthen the siding and add industries for operations.

#2: Make a siding off the Red line. This moves the Yellow line onto the back track, and the middle track becomes the Red line. The front line is now the siding and can be used for passing/staging. Make a triple track module deep enough for a building or two up front and you have an industry on the Red line for operations. This is not ideal, though, because the module will have to jut forward, potentially off the table.

Power on the traditional Yellow line will have to be reversed between the two turnout modules.



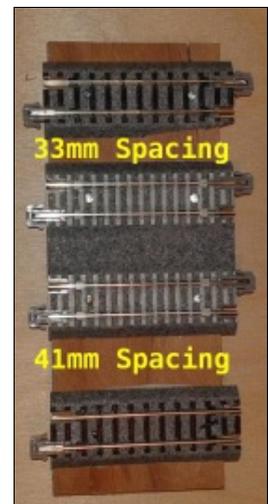
Results

By defining a 'standard' for 3-track modules, we can utilize these modules better by creating singles that have turnouts that utilize these 3-trackers in different ways. The main reason for making this definition is to allow multiple modules created by various members to seamlessly hook together. It also removes the need to have the turnout on the module being created allowing greater flexibility when scenicing the modules.

We can create industries on doubles without requiring the space for the turnout or making the module a triple, and more industries can be added to any spur/siding without difficulty. As long as the 41mm spacing to the back track is retained at the module edges we have an expandable system with better operations capabilities.

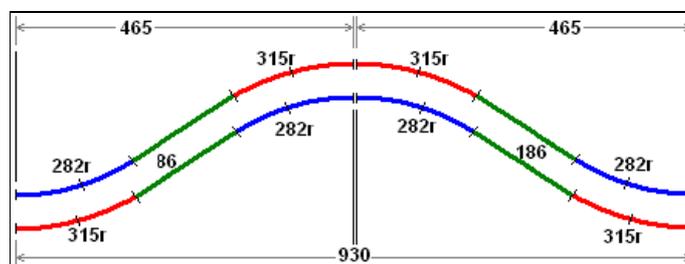
Utilizing a spacing jig (pictured), we can be assured the tracks line up properly. These must be made from a standard jig rather than simply measured.

I am **not** advocating we move to a triple-track TTrak definition. Simply that when a spur or siding is desired, use this spacing to create it. Then the module with the siding can be mated with others easily. And we will need fewer switches off the mainlines.



Hmmmm....

This got me thinking about operations. The way TTrak is laid out, operations can only be done easily off the Yellow Line. The Red Line really doesn't have the space to do any operations at all. Introducing the *Back Track* modules.



This is a pair of modules, equivalent to a triple. The first moves both tracks to the back and the second returns them to the front. At the back the tracks are almost in TTrak configuration (maybe 10-15mm short of the back edge).

Modules with sidings and industries on Yellow can now be hooked in backwards (track to the back) giving Red the sidings. Power is not an issue because of the b-w-w-b configuration.