UK-King's Cross

Background and Description:

A contributor named SMG4 submitted this railway several years ago but publication awaited a timetable. Unfortunately no timetable was submitted so it was left for a long time gathering dust. It was a detailed and impressive layout so on rediscovering it recently it seemed appropriate to resurrect and update it in line with the current track layout, and develop a timetable for it.

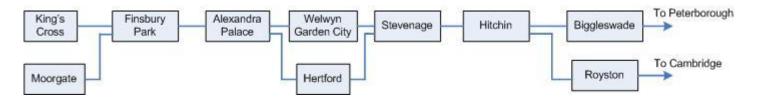
The railway includes the lines from King's Cross and Moorgate in the south to Biggleswade on the East Coast Main Line and Royston on the Cambridge line, a distance of over 40 miles in all.

The timetable corresponds to the 2021 summer working timetable (courtesy www.realtimetrains.co.uk) and includes all King's Cross and Moorgate services from just before 6:00am to after 2:00pm. Excluded so far are freight and services that avoid King's Cross or Moorgate, notably those running via St Pancras and Thameslink. These may be added at a later date.

Operation is quite intense most of the time - it isn't a railway for the faint-hearted! There are few opportunities for speeding up operation, and 1/2x speed and even 1/4x are required at especially busy times. The 'Actions due' panel is essential for keeping on top of movements. Operating a railway with such heavy traffic certainly makes you appreciate the intricate work of real-world timetable planners!

Operation:

Outline diagram.



It is recommended to begin with the supplied session with all necessary routes preset. This gives a three minute grace period before any train is at risk of delay, though it is best to start setting additional routes as soon as possible to avoid having to rush later on.

Signals should be located on the left hand side of the track.

Points to note for smooth operation:

- Take care with trains approaching King's Cross. All trains indicate the required platform in the description (keep train information turned on). Note the required platform in good time and route train accordingly. The Up Fast line can reach any platform but it's best to use it only for platforms 0 7 to avoid obstructing departing trains. The Up Slow can only reach platforms 7 10 and should be used for these platforms.
- Before setting routes into or out of King's Cross check that the points are set appropriately and correct any that aren't to avoid holding up other trains.
- Check King's Cross arrival times for approaching trains. There is often time for them to be held to allow departing trains to pass first or to allow another train to arrive first even though it approaches later.
- In general use fast lines for trains that cover long distances before needing to stop, switching them to and from slow lines according to their future stopping pattern. However before switching a train to a fast line check for slower or stopping trains in front that might hold it up it is sometimes useful to route a fast train temporarily to a slow line to pass a slower train.
- Trains bound for Cambridge must use the Down Slow line at Hitchin.
- Where platforms are shown, other than at King's Cross only the lowest and highest numbers are labelled. Other platform numbers increase in order from lowest to highest.

- Trains bound for the Hertford loop must use platform 4 at Alexandra Palace.
- Except when there is ample time for a slow train to get clear allow faster trains priority at the short two-track section at Welwyn North.
- Northbound Moorgate trains normally use platform 8 at Finsbury Park, exceptionally using platform 7.
- Trains that reverse at Welwyn Garden City should normally use platform 4, or exceptionally platform 3.
- Trains that reverse at Hertford North should use platform 3.
- Trains that reverse at Stevenage should use platform 5.

Further Development:

The railway is available for development on the GitHub Development site at

https://github.com/Railway-Op-Sim/UK-KingsCross. Both the railway and timetable can be extended; services via St Pancras and Thameslink are currently omitted as are freight services, so these are good candidates for inclusion.

Anyone wishing to contribute but unfamiliar with GitHub should leave a message on Discord in the 'project-talk' channel and help will be provided.

Credits:

Real Time Trains (realtimetrains.co.uk)

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