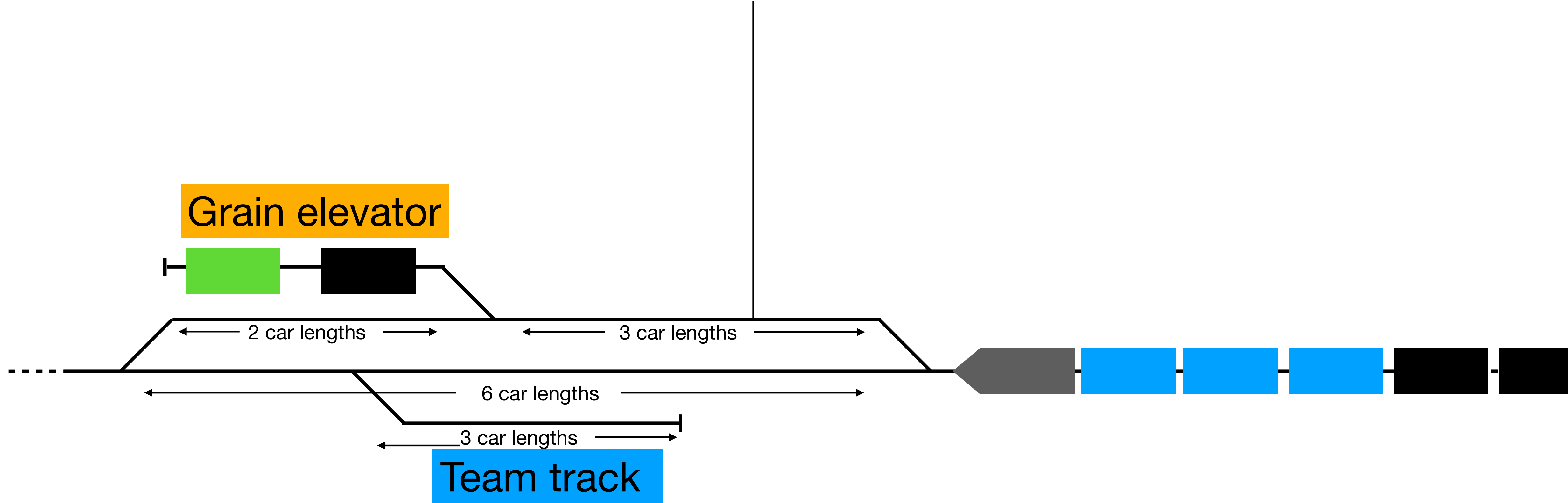


Switching Puzzle

Keeping out of the way at Harmony station

Clif Linton and Robert Bowdidge

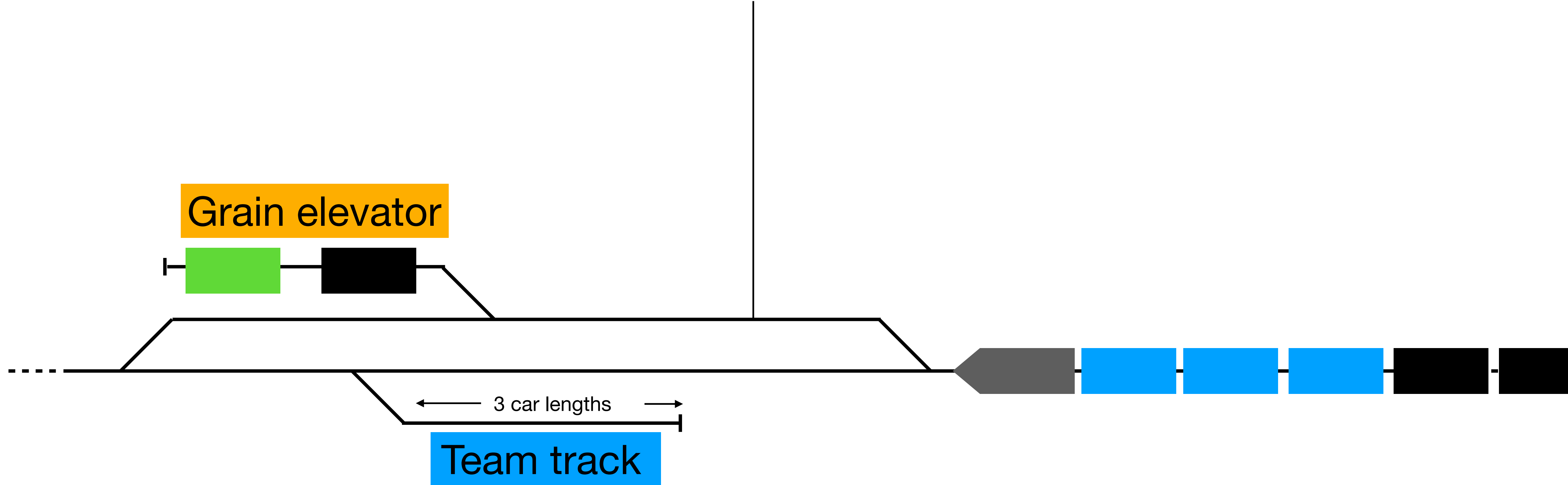


It's 1:00. Your train arrives in Harmony.

You have one car to drop off and one to pick up.

An express train will be coming through at 2:05 pm.

How would you do your switching moves?



Rules:

- Pick up green car from grain elevator, drop off blue cars at team track.
- You can move black car at grain elevator, but need to put it back.
- Current time is 1:00, express due at 2:05, 5 minutes per move.
- Be clear of express 10 minutes before.
- Engine counts as 1 car for length.

How to decide where to start switching?

An hour isn't very long, we want to make sure we can be in the clear.

Do we arrive on the main or the siding?

Will we fit on the siding?

Do we do drop-offs first? The siding first?

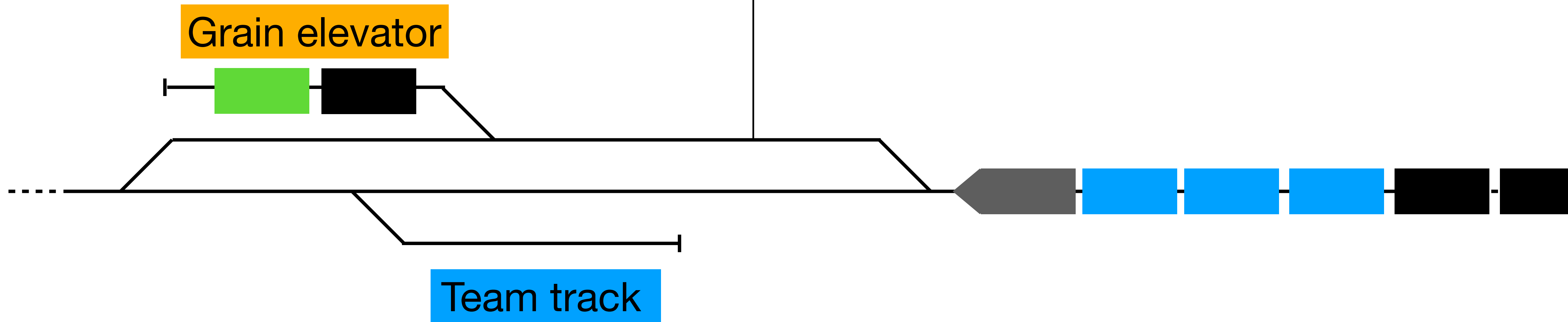
What can we accomplish before express arrives?

Trailing point moves will be faster than facing point.

Can we do facing point moves when we're coming back?

Should we take over the main only after train goes by?

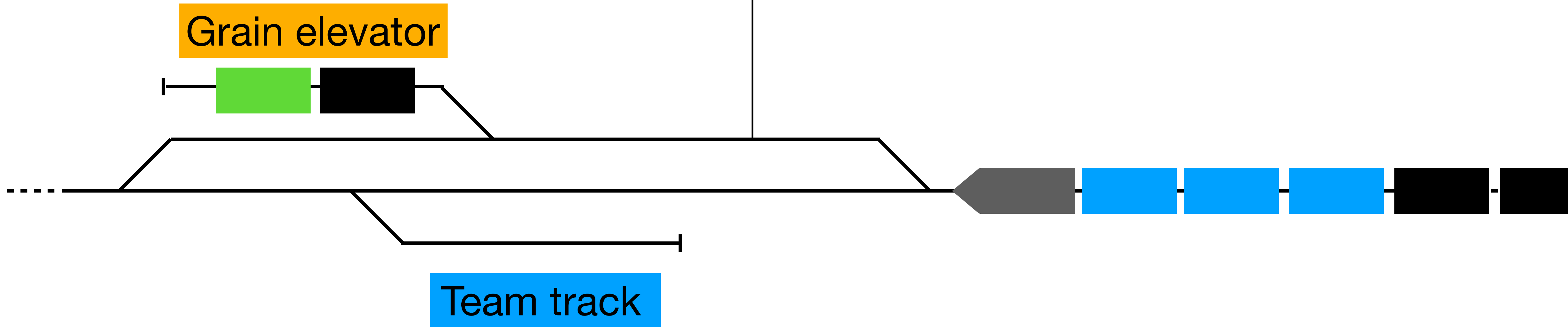
One solution



Work on siding first because trailing point spur and out of way.

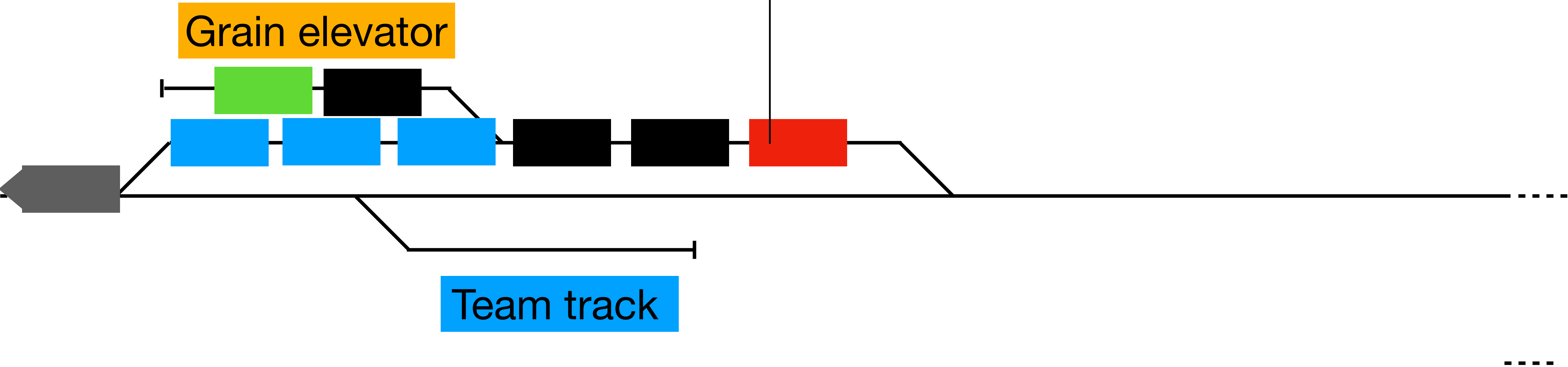
Cross to main after passenger train, run around train, and switch team track.

One solution



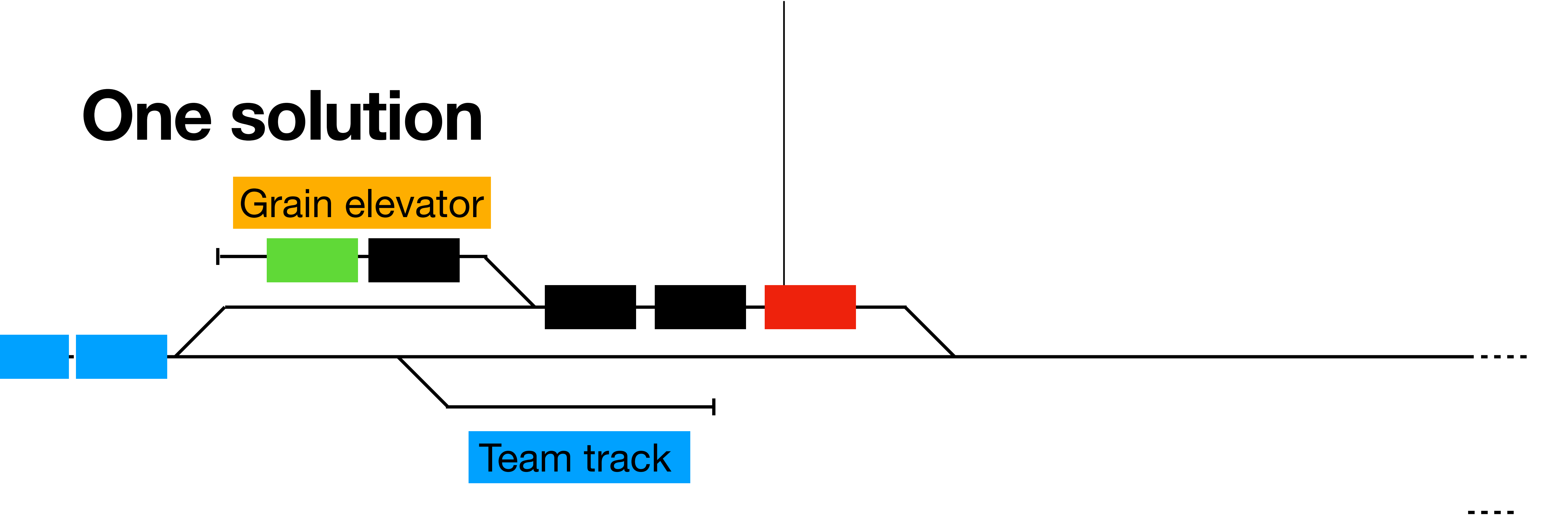
1:00: Start

One solution



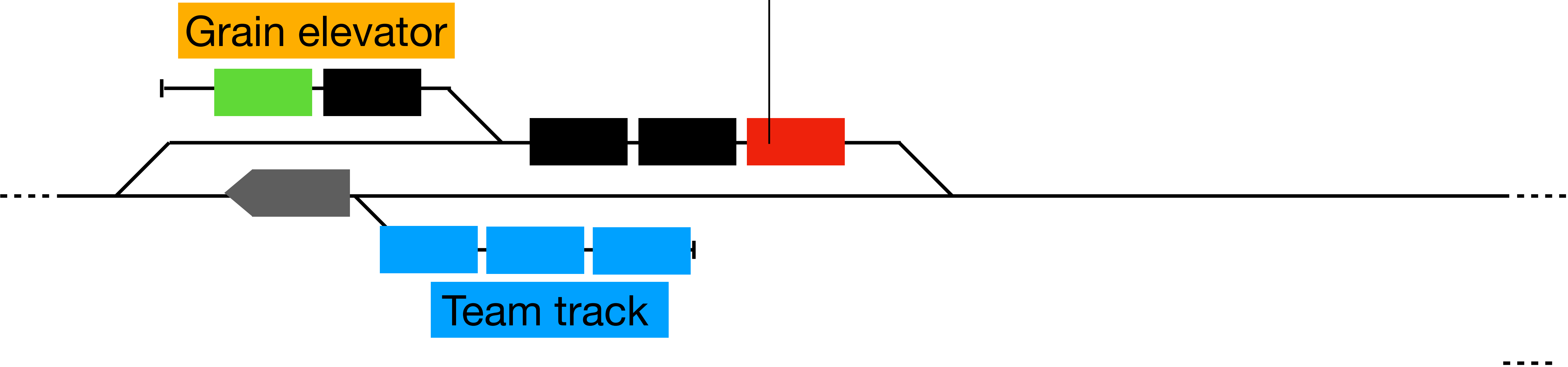
1:05: Go into siding.

One solution



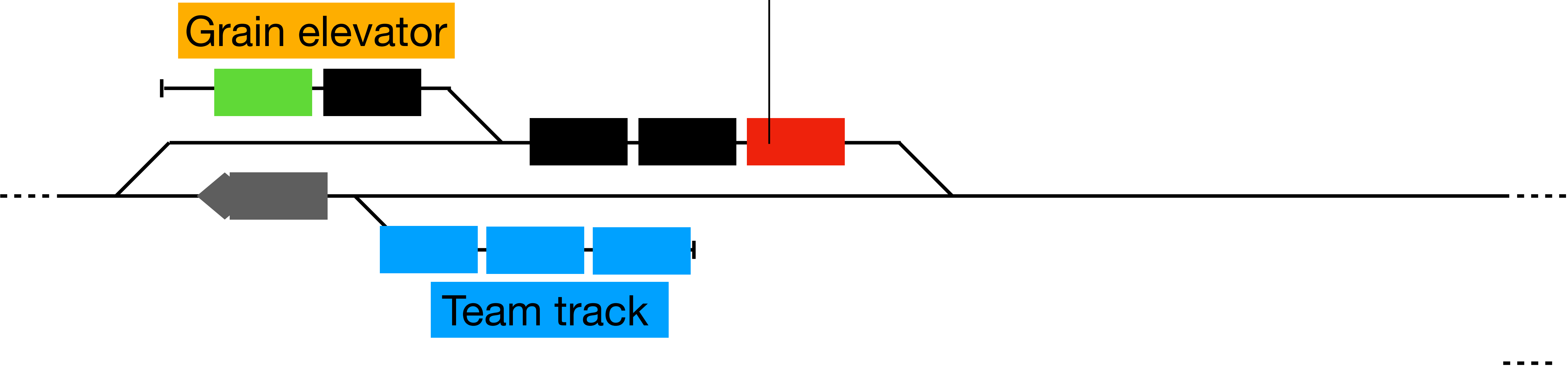
1:10: Engine and blue cars pull forward.

One solution



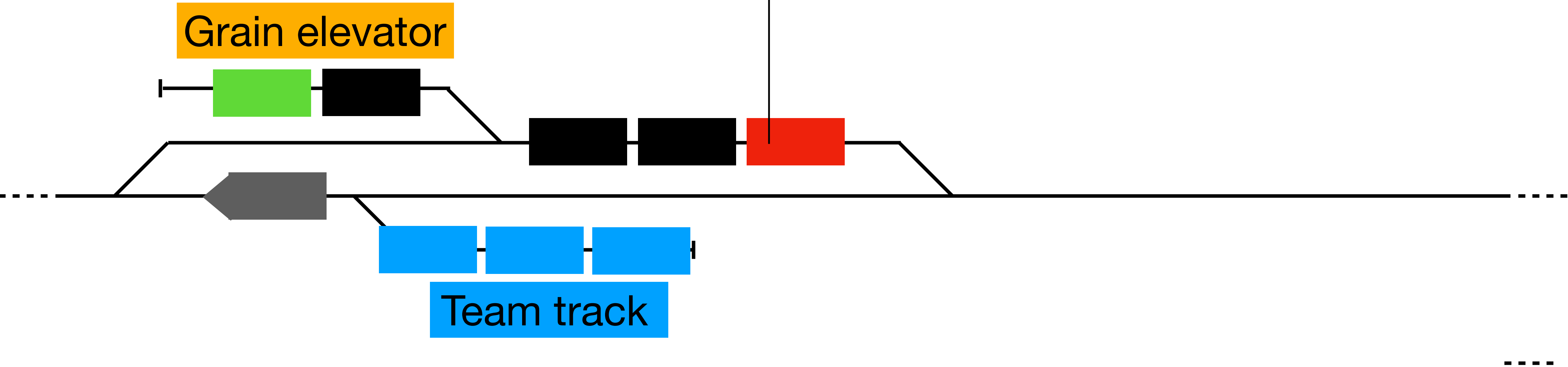
1:15: Put blue cars at team track.

One solution



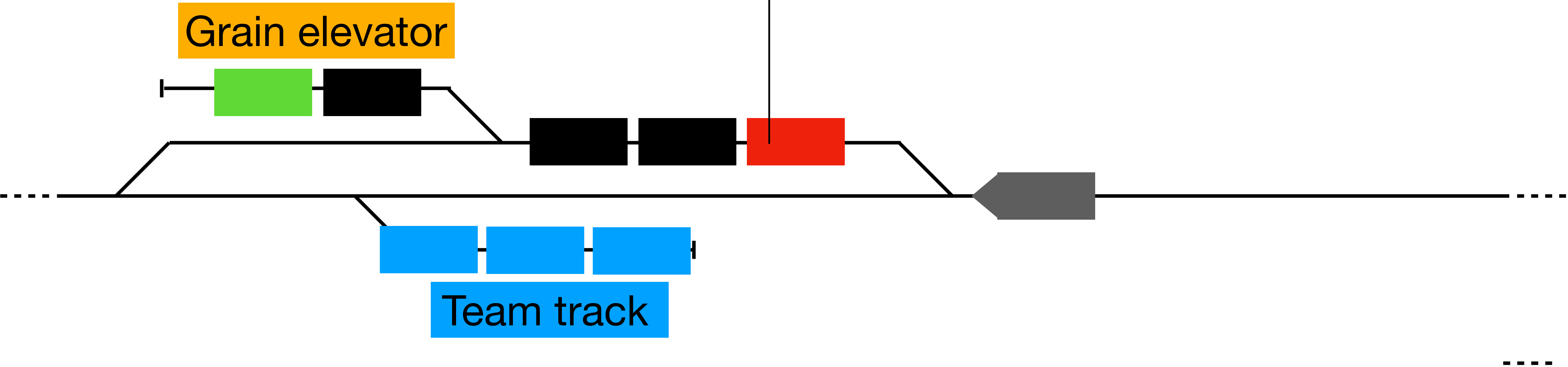
1:20: Engine pulls forward.

One solution



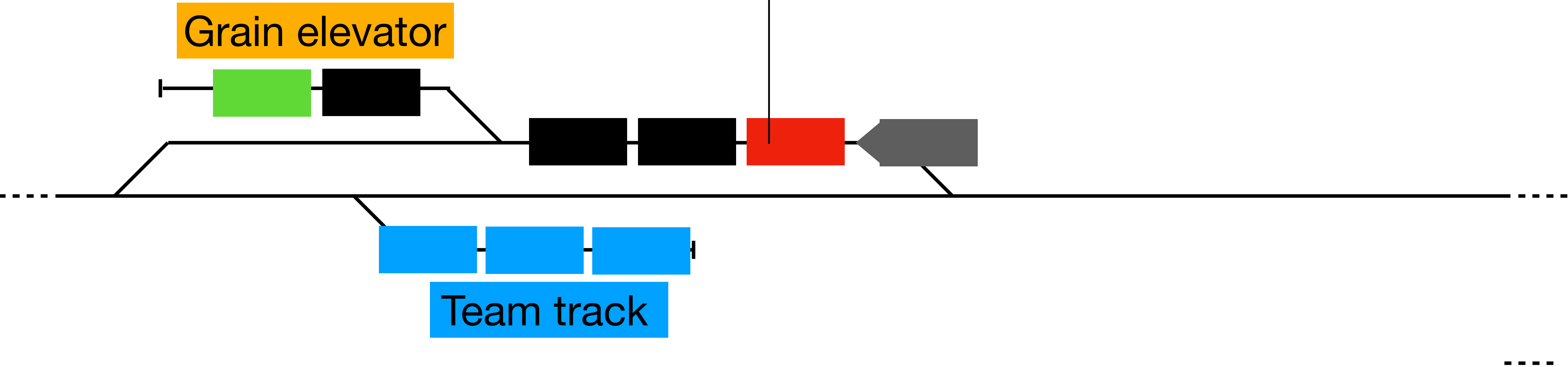
1:25: Engine runs around train.

One solution



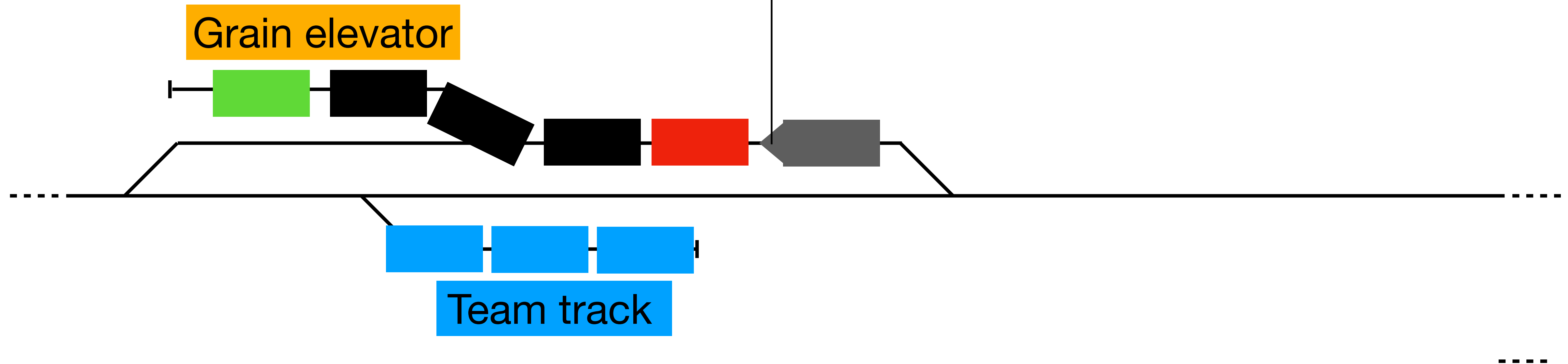
1:25: Engine runs around train.

One solution



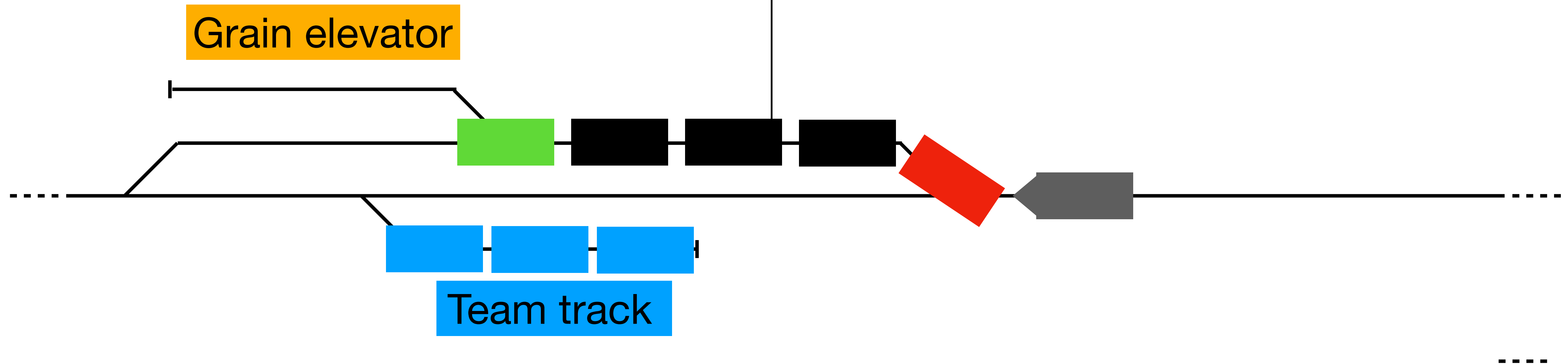
1:30: Engine couples to rear of train.

One solution



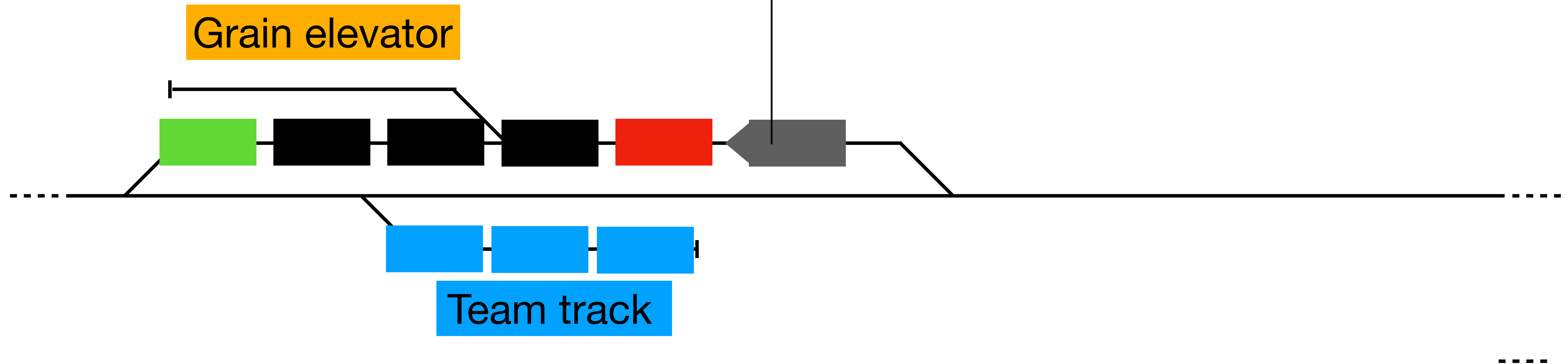
1:35: Engine pushes forward to couple to black car at grain elevator.

One solution



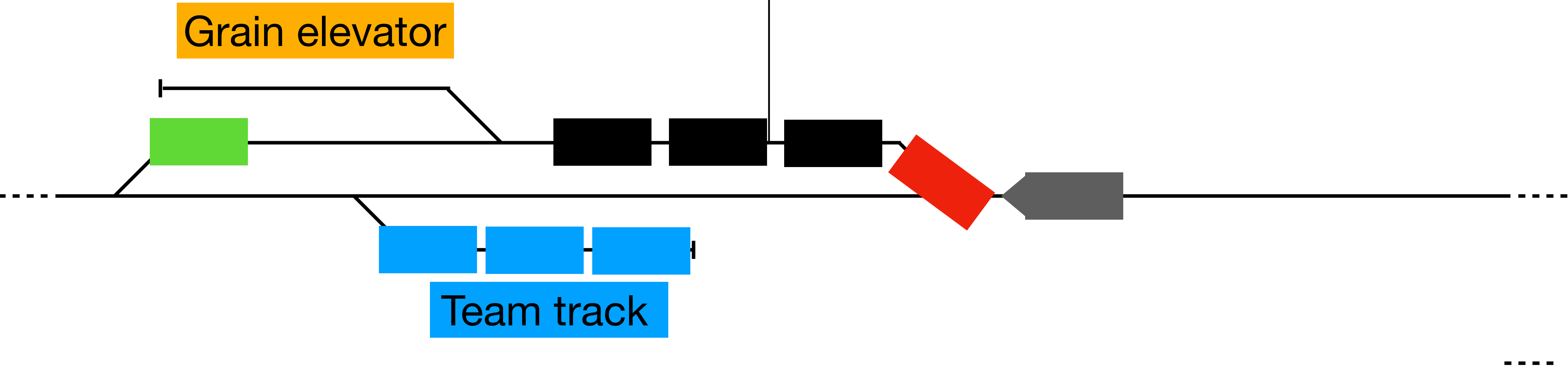
1:40: Engine pulls train back to clear spur.

One solution



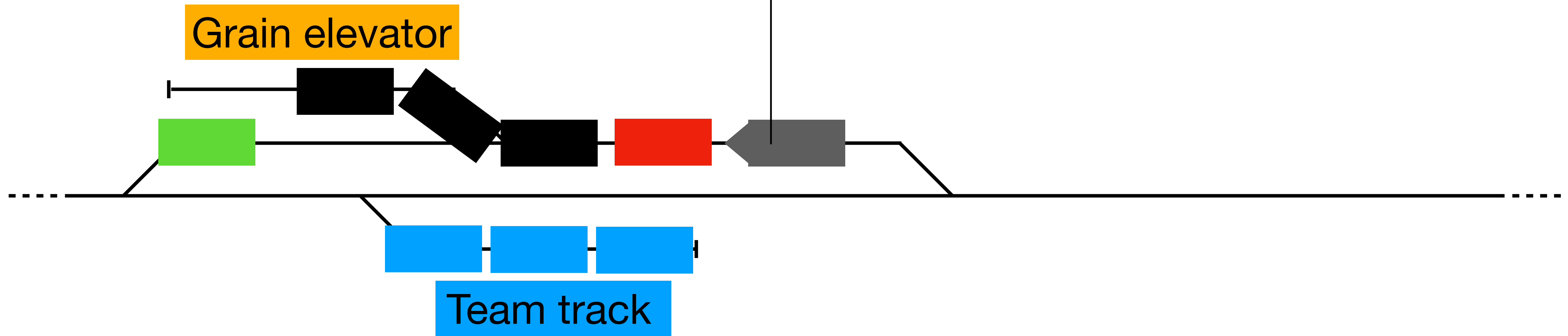
1:45: Engine places green car at end of siding.

One solution



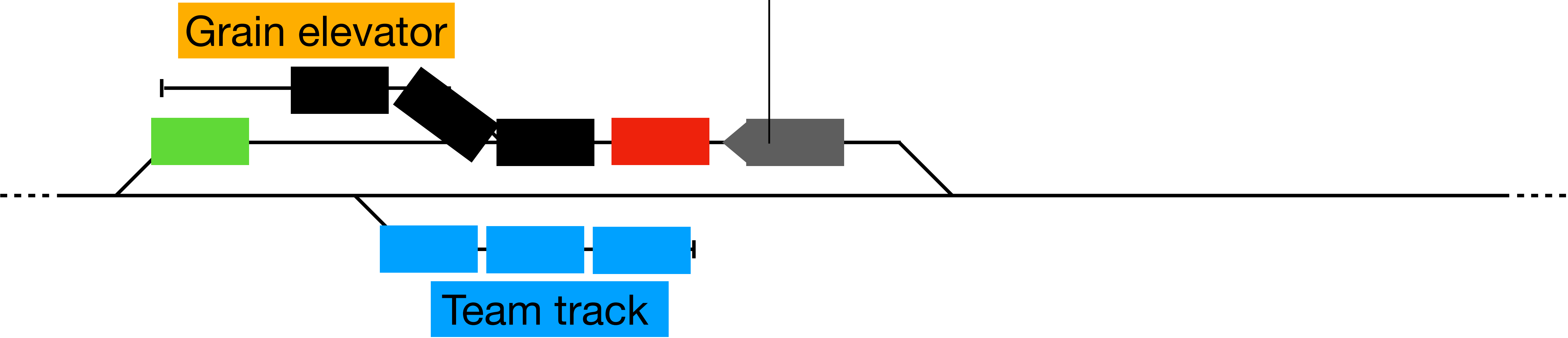
1:50: Engine pulls train back.

One solution



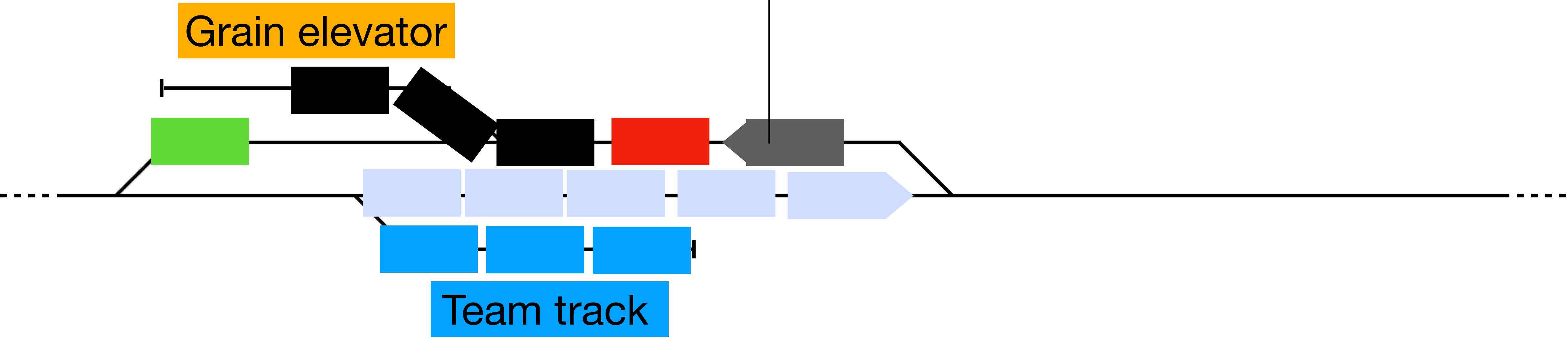
1:55: Engine places black car back on grain elevator spur.

One solution



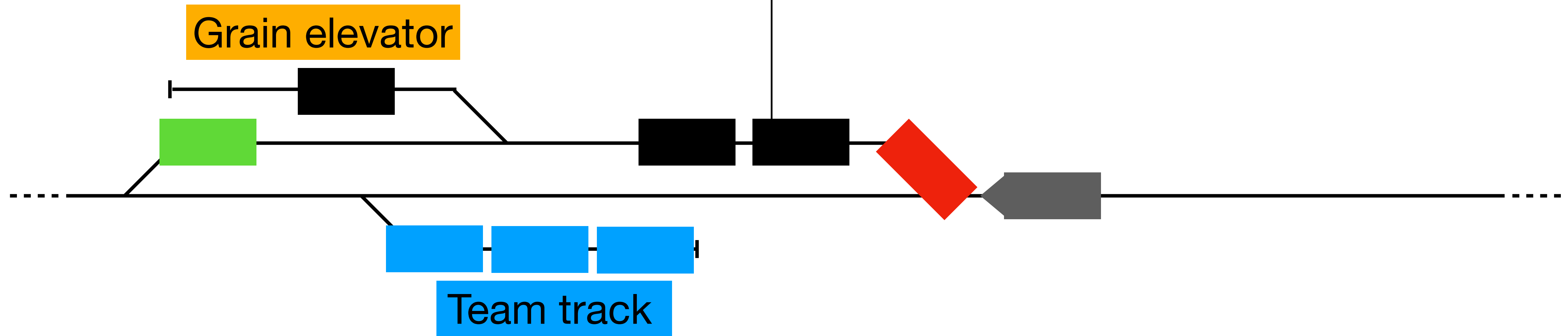
2:00: Wait for express.

One solution



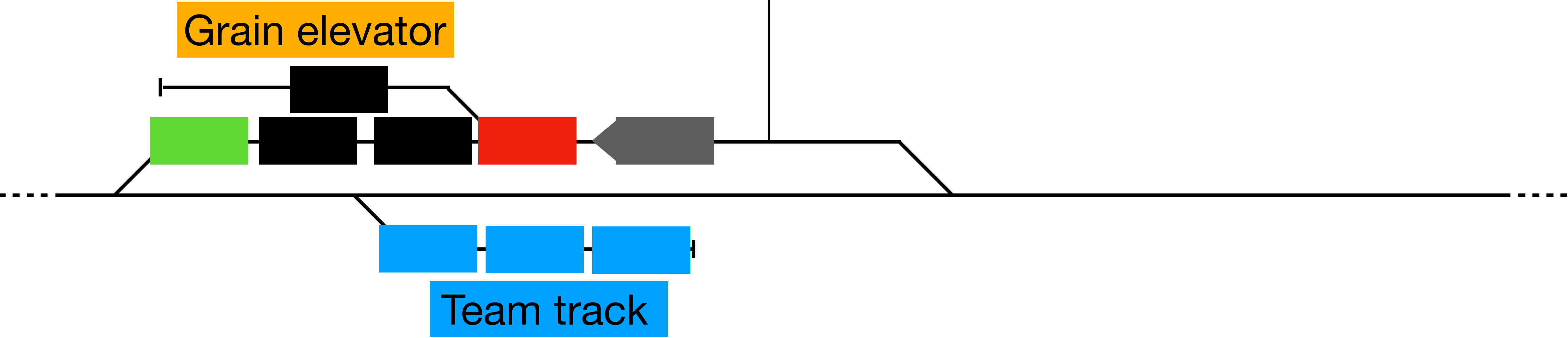
2:05: Express passes.

One solution



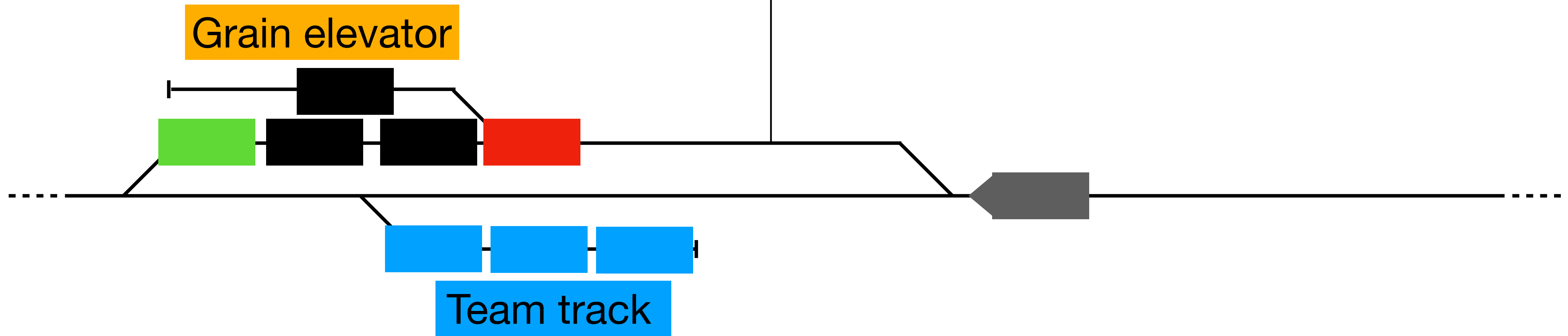
2:10: Pull back to clear grain elevator spur.

One solution



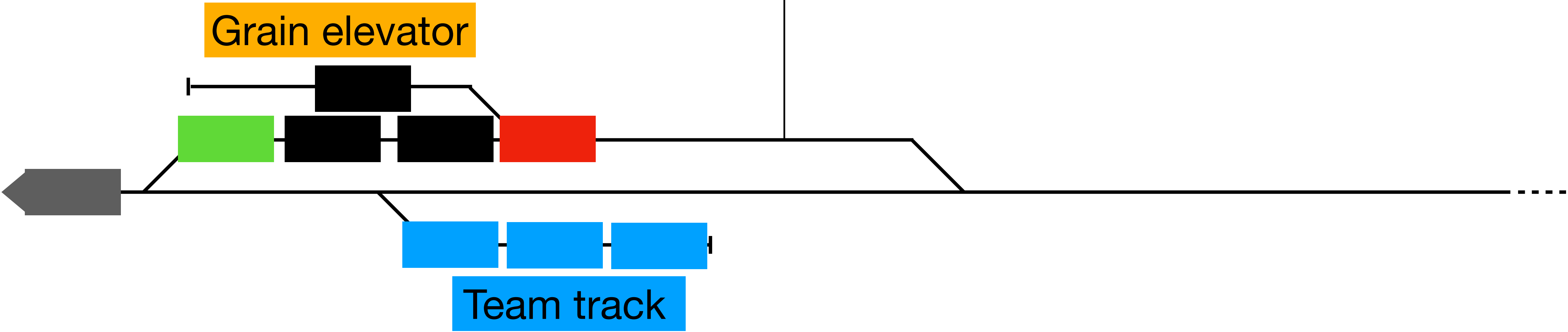
2:15: Reassemble train.

One solution



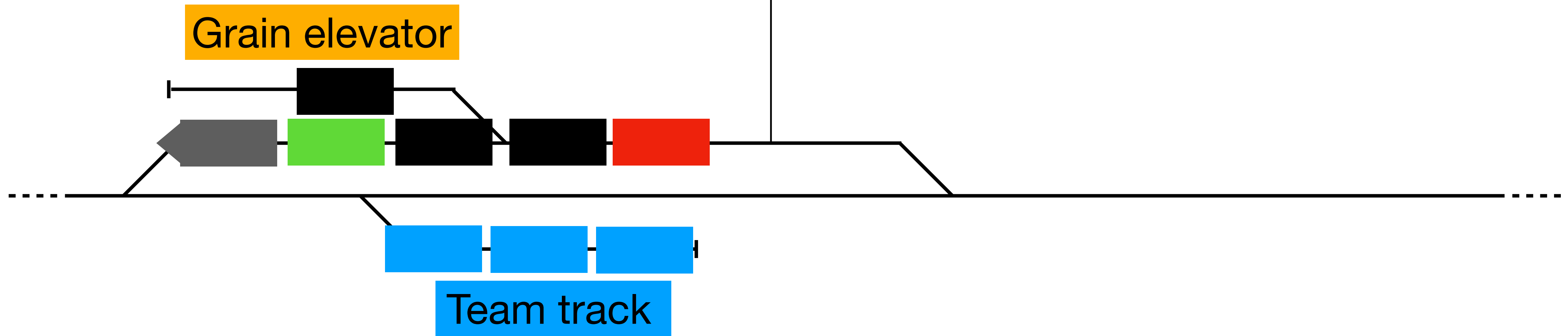
2:20: Pull engine back onto main.

One solution



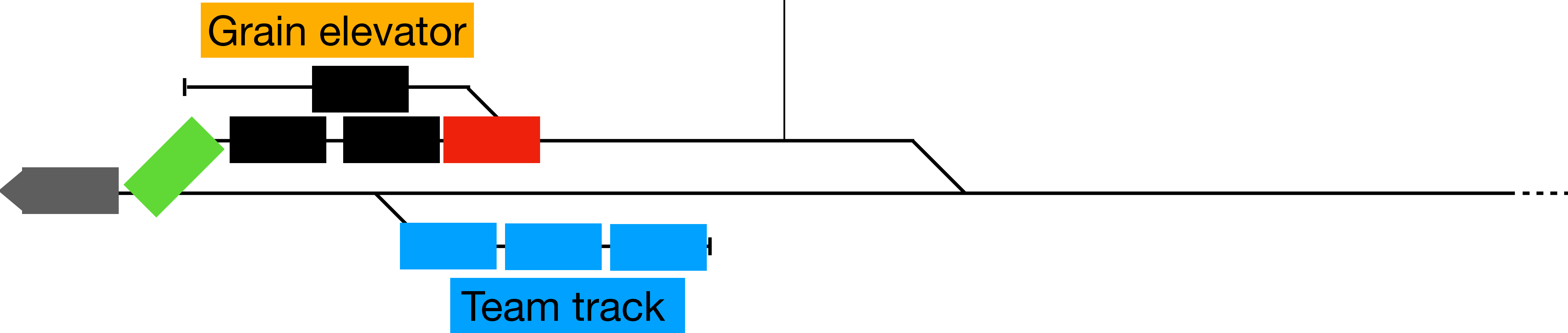
2:25: Run around train.

One solution



2:30: Reattach engine to train.

One solution



2:35: Head to next destination.

Alternate switching puzzles.

Place car on siding to force another car to be moved.

Shorten train so some switching can be done while waiting for the express.

- * at best, we can have car on siding to be moved; it can't be fixed. We always need around train.
- * Add more cars so that drop-offs need to be done before express arrives so there's room to hide on the siding.

How would you change plans if:

coming from the other direction?

had too many cars for the siding?