Train in section indication

Text & photos Darren French

On my *Cann River* layout I have some long sections of track between stations where it is impossible to see from one station to the next. This raises a problem for the person wanting to send a train from station A to station B, because he is unable to see if the section is clear or not.

To overcome this problem, other than yelling out, I use a simple circuit to give an indication, with a green light for clear and red for occupied. The indications are placed at both station A and station B, and are a repeat of each other. Thus before a train departs station A the operator checks the status of the section to see if it is clear before departing.

When ready to depart the operator moves the toggle switch at station A to the opposite position, which changes the section clear light at both A and B to red. This will then advise a person at B that the section to A is occupied. Therefore a train at B will be required to wait until the train from A arrives. Sounds like a 'Staff or Token' section, and in its simplest form it is.

Once the train from A has arrived at B the toggle switch for the section is changed to the opposite position and the section again shows green at both ends.

This process is repeated for any train movement from A to B or B to A and is purely indicative. It does not affect track power and thus relies on human intervention to abide by the rules.

The circuit is shown in **Photo 1** and consists of:

- 2 x DPDT switches;
- 2 x bi-colour red/ green 3mm LEDs (the 2-legged type);
- 2 x current limiting resistors for the LEDs (560 or 1000 ohm);
- Power supply.

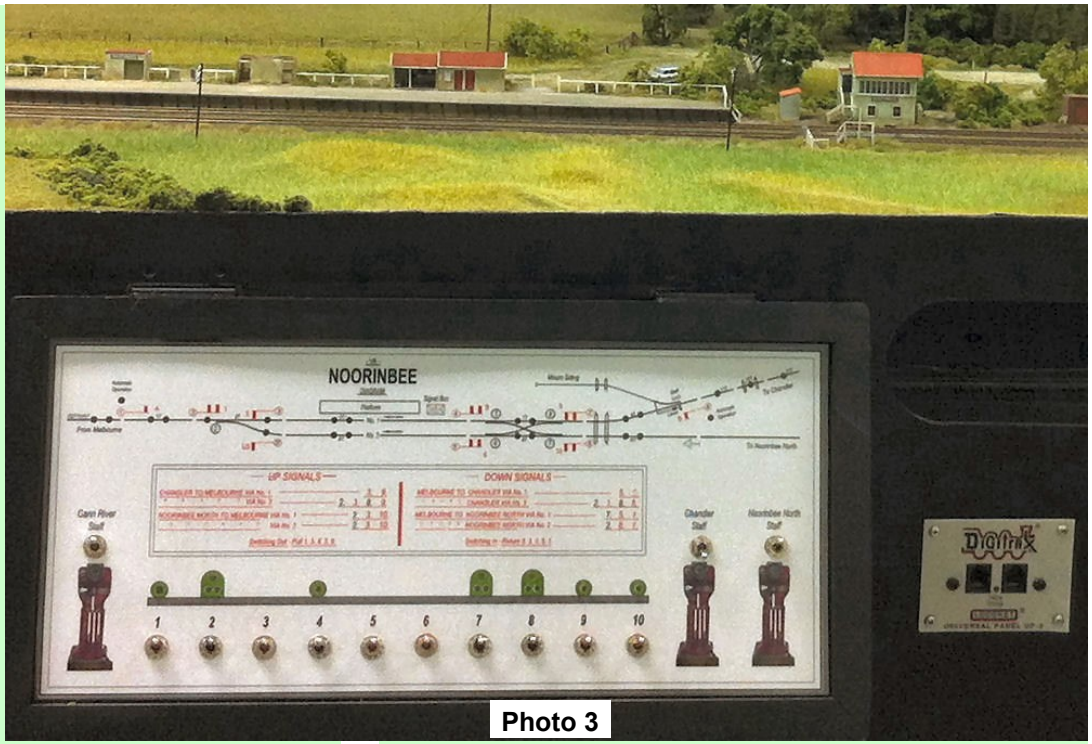

Photo 3

I add a bit of VR flavour to my system by including a picture of a miniature electric staff machine on the facia with the LED mounted in it (**Photo 2**). It then reminds me of what its real purpose is. An example of a control panel containing the section indication switches is shown in **Photo 3.**

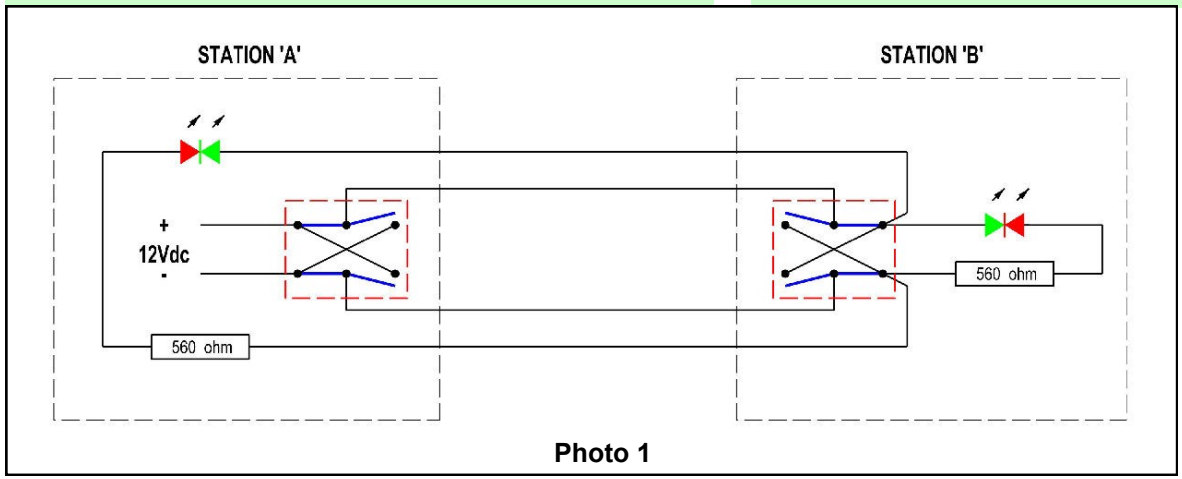

Photo 1

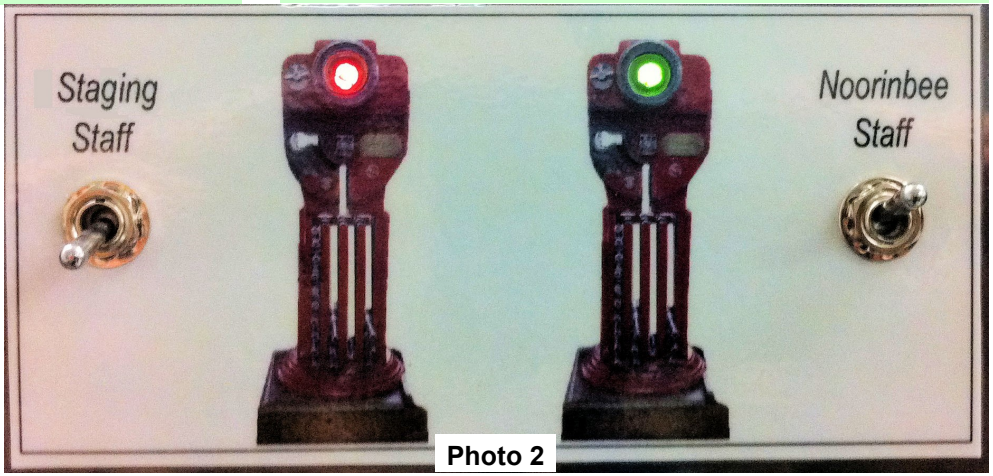

Photo 2