

# Alternating Working and Running days

Hey everyone.

Some may have heard about this but we shall be reintroducing the old working and running nights / days for the foreseeable future.

We've done without it for a number of years, opting to just doing the work as we need to and running when we wish to in between.

Unfortunately there's a lot of work that needs to be done, and we've recently had quite a surge in numbers around the OO gauge. This has made it increasingly difficult to fit in all the much-needed work - There is an absolute mass of work to be done on *Coleware*!

If we want to get it into the exhibition circuit like with the old layout *Neware*, then we need to dedicate time to work on the layout and get cracking.

We have in the past completely rewired the old *Neware* layout from the ground up, and we double-tracked both the curves and fiddle-yard for *Coleware* in a relatively short space of time. I have full confidence we can do that again and bring the layout up to a very good exhibition standard.

I should point out that the timetable below is **not set in stone**. There may be some weeks where we have to work for an extended time, and other times where a member may wish to test out a new loco for a little while at the start. We will always allow for that as enjoying time at the club is the most important thing of course! At the end of the day, what will be better for us all? A layout which we use all the time, but doesn't function correctly? Or a layout that we use half the time for a while but always functions properly?

Hopefully though, we can manage keep the project more or less 'on track'! Ay? Right? .... I'll grab my coat.

Anyway, take care all =)

-Richard, OO-Rep

Week starting:	
30 <sup>th</sup> Jan	<b>Working</b>
6 <sup>th</sup> Feb	<b>Running</b>
13 <sup>th</sup> Feb	<b>Working</b>
Feb 20 <sup>th</sup>	<b>Running</b>
Feb 27 <sup>th</sup>	<b>Working</b>
Mar 6 <sup>th</sup>	<b>Running</b>
Mar 13 <sup>th</sup>	<b>Working</b>
Mar 20 <sup>th</sup>	<b>Running</b>
Mar 27 <sup>th</sup>	<b>AGM</b>
April 3 <sup>rd</sup>	<b>Running</b>

Week starting:	
April 10 <sup>th</sup>	<b>Working</b>
April 18 <sup>th</sup>	<b>Running</b>
April 24 <sup>th</sup>	<b>Working</b>
May 2 <sup>nd</sup>	<b>Running</b>
May 8 <sup>th</sup>	<b>Working</b>
May 15 <sup>th</sup>	<b>Running</b>
May 22 <sup>nd</sup>	<b>Working</b>
May 30 <sup>th</sup>	<b>Running</b>
June 5 <sup>th</sup>	<b>Working</b>
June 12 <sup>th</sup>	<b>Running</b>

# To-do list

Basic run-down of major work to be undertaken on Coleware. List is not exclusive as other tasks and work may become more obvious as the project progresses.

Tasks broken up into each major section of the layout. Some tasks are not in an order of progression as such, but others require other parts to be completed first. These will be noted.

#	To Do	Notes
<b>ENGINE-SHED + Curve</b>		
ES-1	Wiring for Engine Shed (Boards)	In progress. Parts available.
ES-2	Wiring Plugs for Engine Shed boards	Parts available for wiring up
ES-3	Construction of miniature control box for engine shed isolation sections	Fitting to main Control Panel
ES-4	Wiring + plugs for above control box	Parts available for wiring up
ES-5	Rebuilding and fixing engine shed	In storage. Removable from layout and can be flat-packed to avoid damaged?
ES-6	Base and undercoat for engine shed	
ES-7	Weathering/painting inspection pits around engine shed	MUST be done before weathering, ballasting, and scenery of the rest of the yard
ES-8	Fitting engine sheds and buildings	Perhaps fixed together and to layout with magnets to allow easy assembly/removal?
ES-9	Final ballasting and weathering/scenic for engine shed	Last step only for Engine Shed
<b>FIDDLE-YARD</b>		
FY-1	Attempt to decipher why the majority of the points won't throw properly, or at all.	*Note* - Some sections not working properly either on occasion. Ongoing issue with points.
FY-2	Curse repeatedly and rip up previous notes when the above has not been possible.	Former part of this point completed several times...
FY-3	Trial and error different methods of getting points into operation	Different point motors? Temp' Wiring?
FY-4	Fiddle-yard control panel alterations (if problem still not solved)	CDU to power smaller groups of points perhaps?
FY-5	If on-going, considerations for a completely new control panel and re-wire of boards.	Will require construction of new control box and rewiring for points entirely.
FY-6	Additional switches for 'Branch' control	In order to comply with such, a new plug may need to be wired. In the long run, 'FY-5' to build a new Fiddle-Yard control panel entirely may be a better option.

<b>COLEWARE (Main Layout)</b>		
CW-1	Ongoing maintenance to points.	Some points still not throwing or making electrical connection
CW-2	Diamond point shorting – find fix?	Short occurs momentarily with some trains when both sections are powered. DC isn't too bad, but DCC shorts whole system.
CW-3	^ Some minor re-wiring may be required.	Investment in point micro-switches possibly to allow for more reliable point-work and running?
CW-4	Station building and bridge	In progress. Must not be fitted down till track ballasting/weathering is completed to avoid damage.
CW-5	Elevations and gradients	Piles and hills in open areas to avoid totally 'flat' look.
CW-6	Lineside buildings	Including signal box
CW-7	Ballast work on track	
CW-8	Scenic work around layout	Including walkways across tracks
CW-9	Weathering on track/ballast	
<b>INDUSTRIAL CURVE</b>		
IC-1	Bridge and tunnel mouth work	
IC-2	Side wall scenery	
IC-3	Track ballasting	
IC-4	Bridges and walls on-top of cutting	
IC-5	Track and wall weathering	
IC-6	Buildings and industrial scenery	
<b>CONTROL PANEL (Main)</b>		
CP-1	Modifying coloured lines for new sections	
CP-2	Attaching miniature control panel for Engine Shed (ES-3)	
CP-3	Filling in holes from removed switches	
CP-4	Clearer markings for new controllers	Possibly an attached 'how to use' sheet?
CP-5	General tidy-up of control area	Improving control area to make layout easier to operate
CP-6	Re-design for control panel front?	Very long term if goes ahead. Will require moving of switches and possibly re-wiring/extending wires of some parts.