

## Layout Description and Specifications : translating prototype to model...

<i>Layout at Glance...</i>
<b>Name</b> : "Brooklyn : 3AM"
<b>Scale</b> : HO (1:87.1)
<b>Size</b> : 2' X 4' (600mm X 1200mm) + staging
<b>Prototype</b> : New York Cross Harbor Railroad
<b>Locale</b> : Brooklyn, New York
<b>Era</b> : Late 1999
<b>Style</b> : Procenium Module
<b>Minimum Radius</b> : 18" (450mm)
<b>Minimum Turnout</b> : #4 (PECO Small Streamline turnout)
<b>Maximum Grade</b> : 0%
<b>Operating Train Length</b> : Switcher + 4 cars

So what are the aims of Brooklyn as a layout?

- Re-create the corner of 41<sup>st</sup> St and 2<sup>nd</sup> Ave in Brooklyn NY, particularly the "tracks through the corner of a building" look. (July 2000 "Trains" magazine image reference/benchmark)

- Model a time/season which is rarely covered by Modellers. Freight railroading doesn't stop when the sun goes down, so 3AM was a perfect target time. New York City is known for its "drizzly cold and wet" environment, and capturing that "damp" look would be a challenge.

- Create a compact layout with "Micro-Layout" tools and techniques, while avoiding the contrived look of many space-challenged layouts.

- build a small layout with prototypical operation in mind, so that interest is maintained long after the actual construction is complete.

- Recreate the hands-on feeling of running a prototype "NYCH switch job", while mitigating or eliminating non-prototypical actions for the operators. ("ground throws" are prototypical, navigating the unfamiliar track arrangement of a traverser table is not).

- Provide many and varied detail and scenic vignette opportunities to appeal to non-train viewers.

- Provide for "full manual" <and> "full prototypical automatic" control options. ("manual" for human operations, "automatic" for show operations).

- Make use of readily available lighting and audio techniques to emphasis and enhance the "3AM" time setting. (Rave Party laser show, Fibre-Optic vehicle and structure effects, custom sound design).

- Build as much of Brooklyn "in-house" from basic Modellers tools. (want to promote a "If I can do this, anyone can" approach to modeling)

With the above "Aims", there are some obvious "starting points" that come to mind.

- Layout benchwork and module already built and ready

- smooth-running NYCH loco "kitbash platforms" available cheaply from Atlas and Kato

- Walthers "Hardwood Furniture" matches typical NYCH/Bush Terminal warehouse

- small roster of US-outline equipment already on-hand