

Burney, Redding & Western (Daumann) – Layout Description for NMRA Surfliner 2024



Redding Yard (Lower), Goose Valley Interchange (Upper)



Burney Saw Mill (Upper Left), Redding Yd (Lower Right),
Redding Freight House (FH) (Lower Left)



Burney Saw Mill (Upper), Redding FH (Lower)



Bieber Yard (Upper), Sacramento Staging (Lower)

(Layout Description Etc on Next Page)

Layout Description

Concept: The Burney, Redding & Western (BR&W) is a freelanced-prototype railroad set in Northern California in 1947. The BR&W is loosely based on the McCloud River Railroad. The BR&W has its main hub in Redding, with mainline spokes that interchange with the Great Northern and Western Pacific in Nubieber (and beyond to Alturas), the Northwestern Pacific in Eureka and the Western Pacific in Sacramento. The primary commodities originating on the BR&W are lumber and copper ore. The modeled section of the line represents the main BR&W yard in Redding through to another major yard in Bieber. The BR&W has yet to dieselize and is still all steam.

Description: The layout is built in a 10' x 12' foot spare room. The BR&W is HO scale, point to point, with a 4 track stub end staging yard representing Sacramento, a 3 track staging yard representing Eureka, and a 4 track removable staging yard representing the GN interchange in Nubieber and the Northeast terminus of the BR&W in Alturas. The layout is a walk around style, full double deck, around the walls, with a center peninsula. The 100' mainline has three towns, with three passing sidings between Redding and Bieber. The BR&W includes both an on layout branch line & one terminating in staging. A 3% grade around the room "nolix" connects the two levels. There is a nod-under to enter the layout. Aisle width is on the narrow side. Control is by Digitrax wireless throttles. There are several sound equipped locomotives on the layout.

Status as of March 2024 / changes from SoCalOps 2022: Fascia and hardshell mountains have some preliminary painting / coloring. Reliability improvements have been made. The majority of main & yard turnout control is now digital servos and LED push buttons. Frog juicers have been installed on most main line and yard turnouts. Train order signals (temporary LEDs on styrene posts) have been installed with a control box at the dispatcher's desk. Some servos / push buttons & additional scenery work may be completed prior to the end of May 2024.

Operations: Traffic control is by Timetable and Train Order. A 1:1 clock is used resulting in a three to four hour session. A 24 hour timetable is used. Each session has about four regular trains plus another six to eight extra trains. Train orders are issued by a dispatcher/operator located outside the layout room and hand passed to crews. There are four operating positions on the BR&W: 1) Redding Job which includes Redding Yardmaster, Redding Hostler and Redding Freight House Foreman, 2) Bieber Job which includes Bieber Yardmaster, Bieber Stockyard Foreman and Coble Mtn Branch Line Crew, 3) Road Crew #1 and 4) Dispatcher & Road Crew #2 (typically staffed by the host, but any of the 4 jobs are open to the 3 guests). A modification of the prototypical waybills popularized by Tony Thompson are used on the BR&W (e.g. white prototypical-like freight and livestock waybills, pink perishable and preferred movement waybills and yellow empty for home and empty for loading bills). "Special Actions & Instructions" (SA&Is) are used during the session as well as additions in the car card pocket of some car cards. These include SA&Is to service reefers, load or unload livestock, weigh or repair cars etc. Steam locomotive fuel and water cards are also used. Although the layout is in a small space the aforementioned make for a typically challenging and somewhat intense session. Of course, the saying, "it can always get done tomorrow" applies, and the goal of the session is to provide an enjoyable experience for all those attending.

(Additional photos, diagrams etc. on following pages)

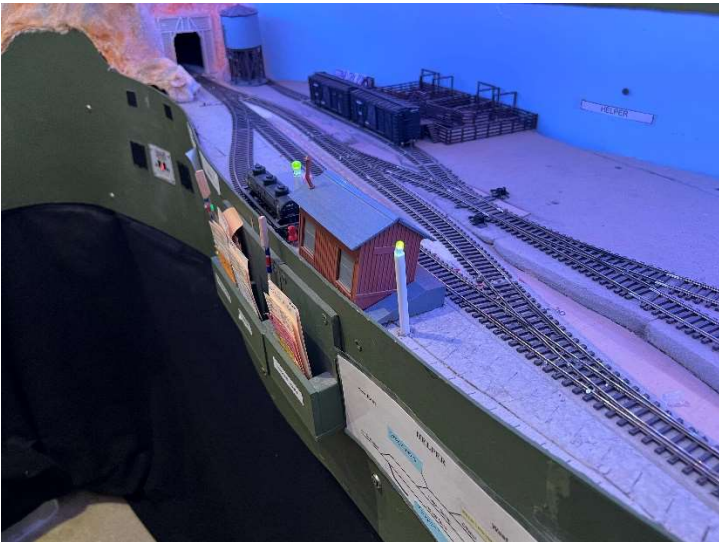
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Redding FH (Lower, 4 Track Version)



Bieber Yard Stock Pens (Upper Level)



Town Of Helper (Lower Level)



Town Of Burney (Upper Level)

(Additional photos, diagrams etc. on following pages)

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Coble Mtn Mine #1 & South Camp (Upper) Helper (Lower)



Coble Mtn Mine #2 & North Camp



Redding Aisle (“Bird's Eye View”)



Bieber Aisle (“Bird's Eye View”)

(Additional photos, diagrams etc. on following pages)