



Achievement Program

Golden spike

Record and validation document

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Introduction

This submission for the Golden Spike award is based on my current N scale layout, **The Barge Job**. All elements shown in this document are directly related to this project.

The layout represents the southern part of Annacis Island, located in Delta, British Columbia, Canada. Here the track runs along the river and serves many industries: brewery, storage buildings, mechanical factory, very large agro-industrial complex, etc. The highlight remains the pontoon for loading the barge that serves Vancouver Island (it reaches Nanaimo, BC) and the surrounding islands. The "Barge job" service and the rail connection on Annacis Island is provided by a shortline: the Southern Railway of British Columbia (SRY).

The layout is divided in modules, with a showcase presentation. This was necessary in order to have a nice setup fitting into my home office as a shelf layout, but it also allows me to load it into my car and participate to exhibitions in Western Europe.

If the overall feeling of the place fits on my layout, I had to use some selective compression, combined with a few arrangements with reality: I moved a couple of industries from their original place, I combined a couple of them and, as I wanted an operations-oriented layout, I decided to have all of them being rail served!

Some people may be familiar with this layout topic, because of the famous work of Boomer Dioramas on YouTube. I'm actually time to time credited as "the guy who copies Boomer", even if I started my layout in July 2019, a bit before him. :)



The layout at its first exhibition, May 2022. It was half decorated back then, which was a very cool way to show to the public how railway modeling is done. The layout's height is kept low at exhibitions so that people in wheelchairs and children can enjoy it.



Rolling stock

Display six units of rolling stock either scratchbuilt, craftsman kits or superdetailed commercial cars.

SRY 9092

LBF Company model.

Graffitis are half printed decals and half personal work using Vallejo paint and Sharpies; they (almost) reproduce the real prototype.

Reflective strips are from Micro Scale. Weathering is done using Vallejo paints, washes and some pigments. I body-mounted the couplers and changed the wheels for Intermountain ones.



UTLX 212885

Athearn model, part of a 3-cars set; they all have been treated as it follows.

Weathering started by fading up the tank by airbrushing a wash of Vallejo light grey, then the grime was done using Abteilung 502 oil paints, diluted with mineral spirits. Roller bearings caps are painted with Vallejo blue paint. The graffiti comes from printed decals.



UP 152092

Atlas model.

After a first attempt to weather this model using an airbrush, I wasn't satisfied with the outcome: too plain, too reasonable. I decided to use some random decals sets I had to improve the aspect of this gondola car.

Graffitis are printed decals plus personal addition using Vallejo paint and Sharpies; reflective strips and patched reporting marks are from Micro Scale. I body-mounted the couplers, cut the pin, and changed the wheels for Fox Valley Models ones. The lading is based on a piece of corrugated cardboard, it is made of plastic and metal scraps, roughly painted using Vallejo paints.



CP 215135

LBF Company model. Paintbrush patching and weathering was made using Vallejo paints, with an overall fading done using brown pigments. Reflective strips are from Micro Scale. I body-mounted the couplers and changed the wheels for Intermountain ones. Wheelset was weathered using AK interactive weathering pencils.



UTLX 600995

Atlas model.

Very light paintbrush weathering to represent a new car, using Vallejo paints. Fading out the white marks a little bit was done using AK interactive weathering pencils. I changed the wheels for Intermountain ones.



BNSF 431332

Atlas model.

I added hatches details using Evergreen strips. Reflecting strips are from Smokebox Graphics (now discontinued). Based on pictures of the prototype, I repainted a roof cover using Vallejo paint. Wheelsets have been changed to Fox Valley ones; coupler is now body mounted with pin removed.

Weathering is based on pigments and distilled water to evoke a recently repainted car. Trucks, wheels and underframe weathering are based on Vallejo paint applied with a paintbrush.



Model Railroad Setting (Structures & Scenery)

8 square feet of layout

Construct a minimum of eight square feet of model railroad or module(s) including scenery in any scale.

The layout measures 2,4 x 2,6 meters (7.8x8.5 feet) , with a minimal depth of 40 centimeters (1.3 ft). The total surface is approximately 21 square feet; $\frac{2}{3}$ are with structures and scenery.

Existing buildings integration and background work are still to be completed, so as the endless task of adding some more details.



Structures

Construct five structures either scratchbuilt, craftsman kits or superdetailed commercial kits.

Catrope

Warehouse hosting a brewery. This building receives refrigerated box cars, insulated boxcars, standard box cars, grain hoppers and corn syrup tank cars.

Scratchbuilt with Evergreen plastic sheets and profiles, reinforced using plastic strips to avoid bending. Rolling up doors are from Pikestuff, guardrails are brass. Micro-LEDs are used to lit the outside of the building when night comes.



Quiddity

Half-relief warehouse hosting a books and libraries' furniture dealer. It receives 50' boxcars exclusively.

I used exactly the same scratchbuilt construction and lighting processes as for Catrope building, except that the doors are homemade.



Pontoon

This pontoon is designed to dock barges that carry trains. It is fully scratchbuilt.

The main structure (float, wharf and pillars) is based on an MDF structure, covered with Evergreen plastics. The decks have been engraved manually. Other details, such as machinery towers or buffers, are plastic based. The only exception are a couple of ladders, that are photo-etched metal ones, from FKS. Everything was airbrushed with Vallejo paint, and then received washes for weathering. A few details (guardrails, cordages) are still missing.



Team shed

While other buildings on my layout are selectivity compressed, this small shed is a copy of the real structure. Scratchbuilt from Evergreen plastic products, the interior is detailed and lit. The only commercial component is the photo-etched grille from Weinert.

Painted using Vallejo, airbrushed and applied as washes. Details around are from various suppliers: rubbish bins, pallet and portable watercloset are 3D-printed from Modellbahn Union; fire hydrant comes from Shapeways; garden chairs are from Fallner.



JBLB

Mechanical factory building, part of a three-buildings complex. I scratchbuilt it with Evergreen "corrugated" plastic sheets and profiles, reinforced using plastic strips to avoid bending. Micro-LEDs are used to lit the outside of the building when night comes. Painted using Vallejo, airbrushed and applied as washes.



Engineering (Civil & Electrical)

Track

Three types of track are required (e.g. turnout, crossing, crossover, etc.). All must be properly ballasted and installed on proper roadbed. Commercial track may be used.

Turnout

Simple #10 right turnout.

Scratchbuilt based on a Fast Tracks template and my NMRA Gage, with Micro Engineering code 55 rail, and Fast Tracks CooperHead PC boards. Other ties are Mt. Albert Scale Lumber wood ties, airbrushed.



Curved turnout

This turnout was built *in-situ*, to match a complicated trackwork problem. Respecting NMRA standards was the solution to have it working perfectly. This turnout is not prototypical, but its location was scheduled to be hidden by the forthcoming scenery and some buildings around.

Scratchbuilt using Micro Engineering code 55 rail, and Fast Tracks CooperHead PC boards. Other ties are Evergreen 144 strips, airbrushed with Vallejo paints.



Three way stub turnout

Embedded on the pontoon is three-ways stub turnout, scratchbuilt with code 55 rail and Evergreen strips. This turnout is controlled directly from the the pontoon, by manual action on moving track. Each of the three ways are powered, so that a locomotive can go to any of the barge tracks (it is unprototypical, but well, it is my layout).



Wiring

All installed track must be properly wired so that two trains can be operated simultaneously (e.g. double track main, single track main with sidings, and block or command or other form of control).

The layout presents a main line with a siding, a two-tracks yard and multiple spurs.

The layout is powered by an NCE PowerCab DCC command control. It allows multiple trains evolving at the same time. I can also add the NCE USB bridge, to have controls my personal computer acting as a throttle (and more – to be explored).

Two DCC Specialties PSX2 Circuit Breaker protect the two blocks of the layout (the layout itself and staging). I set them to be on manual reset mode.



The box contains all NCE components (except the USB bridge), the PSX and a transformer for accessories. Train and accessories have separated switches: I can just turn the lights on and enjoy the scenery.

Additional electrical feature

Provide any one additional electrical feature such as power operated turnouts, signaling, turnout indication, lighted buildings, etc.

Turnout indication

Each turnout direction is indicated by two LEDs, one for each branch.

For turnouts that are part of the main line, a green light indicates an aligned turnout, a red one a deviated one. For siding turnouts, yellow lights are displayed.

My turnout indicators are fully functional, but they are not aesthetically finished yet: a schematic of the turnout, with its id, and a proper handle will be made soon.



Lightnings

The layout has three options for lightnings: night (with all buildings are with interior and/or exterior lightning), warm light and cold light. These three options can be separately commanded for more effects.

