

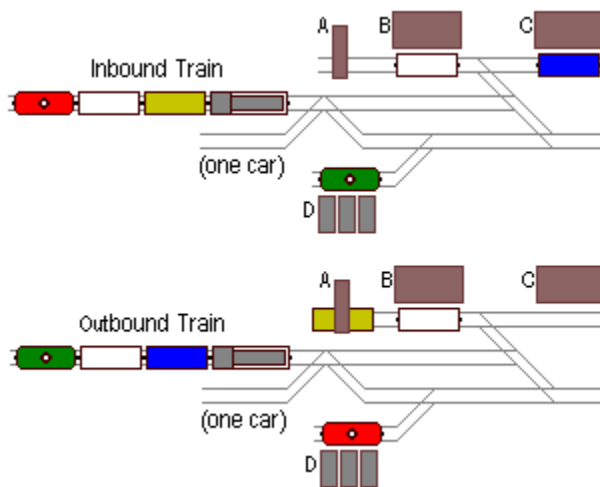
# John Allen *Timesaver* on the Eagle Point Railroad

Requirement 8.a.7. for Boy Scout Railroading Merit Badge

The Allen industrial park near Saddleback is an adaptation of the John Allen “Timesaver” classic switching puzzle introduced in November 1972 in Model Railroader magazine. **The key to solving this puzzle is to think ahead.**

Your team is responsible for the conductor and brakemen duties for a local switching run and make all of the decisions on train movements by instructing the engineer with, forward, back, stop.

There are seven industries planned or under construction, we will only deal with the four lettered industries. The *example* shows before and after drawings with two cars that are to be delivered (red & yellow) and two that are picked (blue & green). You will work with actual reporting marks on cars rather than colors.



Your local freight is waiting for you with three or four cars, two to be delivered and instructions to pick up two cars ready for shipping. Any car to be picked up may be moved as necessary but must be returned to the same spot before the train leaves.

### Train Orders for Crew:

Pick up at “C”, car # \_\_\_\_\_ Pick up at “D”, car # \_\_\_\_\_  
 Extra in Allen at “B”, car # \_\_\_\_\_ (re-spot before leaving)

Deliver to “A”, car # \_\_\_\_\_ Deliver to “D”, car # \_\_\_\_\_  
 Extra on Train, car # \_\_\_\_\_

Conductor: \_\_\_\_\_ Time End: \_\_\_\_\_  
 Brakeman: \_\_\_\_\_ Time Start: \_\_\_\_\_  
 Engineer: \_\_\_\_\_ Total Time: \_\_\_\_\_

All car movements are by locomotive only. Ground crew will throw all switches, uncouple and chock car wheels to prevent rolling. Engineer must stay on locomotive but may throw switches while passing over them.

Time, if being recorded, starts when you first move the loco and ends when all cars are spotted correctly and the train is back together to depart. Safety chains are not required during switching at Allen.