

Four Functional Elements of a Railway

These four functional elements are the **ROCS** upon which all railways are built. With these, your railway **ROCS!** Here they are, in order of importance and, probably, the most logical order of construction as you grow your empire:

Revenue: Without this, your railway has no purpose. It can't exist! These are the industries, team tracks and stations where the railway provides service to customers.

Organization: The places where trains are put together and taken apart: Yards - classification, interchange, and staging areas designed to allow the railway to function efficiently.

Connections: The elements that take the railway from one point to another: The mainline with its wide-open spaces, junctions with connecting lines

Support: The maintenance and administrative infrastructure that keeps things moving: locomotive and car servicing facilities, the RIP track, the wreck train siding, the headquarters and yard offices.

Advantages of Modular Design

A modular layout can make your **DREAM** come true **NOW** - and for your future in the hobby. It's a logical, sensible and creative concept for many reasons:

Design: It's flexible. Modules are easy and quick to build and convenient to work on. Each module incorporates an operations concept. The modular concept helps to focus on the functional elements of a real railroad.

Realize: Modules address the realities of building a layout. The concept maximizes your investment of resources and time. Modules can be reused in future layouts. Modules make relocation simple.

Educate: Building in modules allows modelers to learn and practice skills in manageable increments. There's no anxiety about operation because the layout isn't disrupted while the new learning takes place.

Alter: The layout can be changed whenever desired. As your circumstances and operational interests change, the layout can keep pace. There's always a layout to operate and that layout has the features that you need and want **now**.

Manage and **M**aster: You can better direct the development and evolution of your layout because

- you can reconfigure the layout to suit your changing interests instead of having the layout design dictate what you can do.
- you decide what to build on each module based on the operations function you want to model in that scene.
- you build your modules away from the operating layout, allowing you to proceed at your own pace, taking the time to master skills with no anxiety about "tying up the main".
- you control quality. Nothing is put into the layout until it is tested for reliability. You can remove modules that aren't "up to snuff" and refurbish or replace them while still having a fully operational layout.