

## Medway Quay

Only 1 of the end board needs to be removed from each pair of baseboards, the black painted end boards are scenic, so are only detached from one baseboard. Wingnuts are removed, plain nuts are left on.

Not sure if the boards are numbered but board 1 has 2 sets of legs, the rest only have 1 set of legs. The boards are paired 1 and 3, 2 and 4.

Boards 2 and 4 fit together in the usual way with the backscene protecting the scenic parts. The backscene overlaps the baseboard edge. Sliding bolts hold the legs stowed. There should be a 1 ft panel to cover the gap in the backscene, but we never fitted it, and the piece of ply got mislaid.

Board 1 also has the cassettes bolted to it and the DCC controller pockets. The 3 long cassettes for stock are stacked nearest the backscene with 2 bolts and with the handles folded down. The 5 short loco cassettes are held with one bolt and alternate cassettes inverted. This is best done while the board is standing. The controller pockets are bolted to the inside of the end board.



To assemble boards 1 and 3 place board 3 down on its backscene. Then board 1 can be placed on the edge of board 3 with the cassettes down so that the empty space by the cassettes on board 1 clears the platform on board 3. A separate 4ft panel is then bolted to board 3 to enclose the scenic parts of boards 1 and 3. The legs will need to be out to do up some of the wingnuts, one pair of bolts pass through the hinges and the wings of the wingnut can stop the legs folding unless they are parallel to the baseboard. The legs of board 1 must be folded in the right order to hold both sets of legs with one bolt.

## Operation

Medway Quay needs a 12 Volt supply and Lenz DCC with 2 controllers. The cables for this are on one end of board 2 held with Velcro ties.

There are 5 point switches in the fiddle yard, 1 for the station entrance, 2 for the crossover at the far end, and 3 for the entrance to the good yard. 4 and 5 are for the goods siding and should normally be left up as these are duplicated on the front baseboard edge, together with a 5 pin din XpressNet socket. The backscene is too high to allow easy coupling and uncoupling from the back of the layout so this really needs to be done from the front. There is a switch to operate the goods shed door but the servo to operate this has been very unreliable, so it's best left alone. If something gets stuck in the goods shed then the roof is removeable, there are 2 small black bolts on the ends near the ridge.

## Club Locos

Loco	Details	DCC address
	Dapol. Class 57xx Pannier tank 0-6-0 in BR Black with Early Emblem, number 5717	5717
	Dapol. Terrier 0-6-0, BR Black later emblem, number 32636. Needs RailCom off.	336
	Sentinel 0-4-0 in black, no markings, needs work	3
	Ixion. Hudswell Clarke Saddle tank 0-6-0, Lined Green, Hawkesbury, number 10	10
	H class 0-4-4, BR lined black later emblem, number 31520	320
	<p>Martin Wynne 85A Models, Hunslet 0-6-0 Saddle tank, Black</p> <p>To partly disassemble. Brake gear just clips on, axle bearing push in, pickups:cut wires and remove heat-sealed spigot, motor: remove 4 heat-sealed spigots and drop through frame.</p>	23
	Plastic body 0-4-0 Sentinel, no markings, brass chassis. Needs re-painting, weight adding, dcc decoder...	DC

## Wiring

Name	Plugs		Location	Switches	
+12 volts, (L)	1	Orange			
0 volts, (M)	2	Grey		Common	Black
DCC J, Brown	3	Red			
DCC K, Blue	4	Black			
Xpressnet A	5				
Xpressnet B	6				
Entry crossover	7	white	Board 2, 3	Lever 1	Orange
Runround crossover	8	Purple	Board 4	Lever 2	Purple
Siding entry	9	-	Board2	Lever 3	Yellow
Siding 1	10	Brown	Board 3	Lever 4	Brown
Siding 2	11	Pink	Board 3	Lever 5	Pink
	12			Lever 6	