

Start		50
Start		

Start		30
Start		

Start (Fast)		P50 F25
Start (Slow)		Start (Fast)
Start (Slow)		

Start (airbrakes)	Start (brakemen)	Start
Heavy Grade (Up ) Player sets orientation 		
Start	Start (helpers)	

Start	Double Track  Trains may pass 60	Start
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Start (no pass)	Start (for trains meeting other trains)
Uncontrolled Siding  Trains may pass 50	
Start (no pass)	Start (for trains meeting other trains)

	Start
 Tunnel	25
	Start

Start	
 Trestle	50
	Start

Start	
 Plains	50
	Start

Start	Start (New Extras wait here)
	
Start (New Extras wait here)	Start

Start



Start