

NEONS LAYOUT SKIRTING

#	length ft	comments		Show			Store	not used
1	15.5	Newton (12+3 on right)	faded					X
2	14.0							X
3	15.5		faded				X	
4	16.0	stained	faded					X
5	16.0							X
6	17.5							X
7	18.0							X
8	18.0							X
9	18.5							X
10	19.5							X
11	20.0							X
12	22.5							X
13	24.0							X
14	25.0		faded				X	
15	29.0							X
289.0 Available / Allocated			40.5	0	0	0	40.5	
40.5 Amount needed Excess			40.5				40.5	0
248.5 Available / Allocated			0.0	0	0	0	0	248.5

NEONS LAYOUT LOCONET CABLES

#	length ft	comments		Show		not used	
				From	To		
1	50					X	
2	30					X	
3	30					X	
4	27					X	
5	25	Tulsa	X	Interlocker	Railway Express		
6	25					X	
7	25					X	
8	25					X	
9	25					X	
10	20					X	
11	20					X	
12	12	Cantilevered Yard	X	Crymea River	Eddie Wye (Left)		
13	12	Cantilevered Yard	X	Eddie Wye (Right)	Dead Man's Junction		
14	12					X	
15	12					X	
16	12					X	
17	12					X	
18	12					X	
19	12					X	
20	10					X	
21	10					X	
22	10					X	
23	10					X	
24	6					X	
25	6					X	
26	3					X	
27	3					X	
28	3					X	
29	2.5	Radio Tower	X	Radio Tower	Football (4-Way Splitter)		
30	2					X	
31	2					X	
32	2.5	Permanently Attached	X	Eddie Wye (Left)	Eddie Wye (Right)		
33	2.5	Permanently Attached	X	Cushing Hub (Front)	Cushing Hub (Rear)		
34	2.5	Permanently Attached	X	Motor Court (Front)	Motor Court (Rear)		
35	2.5	Permanently Attached	X	Willya B. Mine (Front)	Willya B. Mine (Rear)		
36	2.5	Permanently Attached	X	Og's Bison Farm (Front)	Og's Bison Farm (Rear)		
37	3	Permanently Attached	X	Football (Right)	Football (4-Way Splitter)		
38	3	Permanently Attached	X	Football (4-Way Splitter)	Football (Left)		
39	3	Permanently Attached	X	Baseball (Right)	Baseball (4-Way Splitter)		
40	3	Permanently Attached	X	Baseball (4-Way Splitter)	Baseball (Left)		
41	12	Permanently Attached	X	Gateway (female ends)	Gateway (female ends)		
42	?	Permanently Attached	X	DCC Power #1 (Left)	DCC Power #1 (Right)		
43	?	Permanently Attached	X	DCC Power #2 (Left)	DCC Power #2 (Right)		
44	?	Permanently Attached	X	DCC Power #3 (Left)	DCC Power #3 (Right)		
45	17					X	
46	12					X	
47	12					X	
48	12					X	
49	12					X	
50						X	
567.0 Available			88	Alllocated		Idle	479

- Baseball (Right)
- Baseball (4-Way Splitter)
- Baseball (Left)
- Dead Man's Junction
- Cimarron River
- Crymea River
- Cushing Hub (Front)
- Cushing Hub (Rear)
- Football (Right)
- Football (4-Way Splitter)
- Football (Left)
- Gateway
- Icing Station
- Interlocking
- Intermodal
- Motor Court (Front)
- Motor Court (Rear)
- Og's Bison Farm (Front)
- Og's Bison Farm (Rear)
- Railway Express
- Willya B. Mine (Front)
- Willya B. Mine (Rear)
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- MCS LNRP (Protected)
- MCS LNRP (Distribution)
- DCC Power Red (Left)
- DCC Power Red (Right)
- DCC Power Yellow (Left)
- DCC Power Yellow (Right)
- DCC Power Blue (Left)
- DCC Power Blue (Right)
- Radio Tower
-
- Next Loop
-
-
- Osage Hills
- Arkansas River
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Permanently Attached	Normal	Permanently Attached	Permanently Attached
	Reversed		