

METRO EAST MODEL RAILROAD CLUB

Directory of Power Districts

a/o Aug 24, 2022

Illinois Central Districts (#10 & #11):

- (1) Starts as **#10** at west limit of "Glen Tower Interlock". Continues through "Glen Carbon Tunnel", to "Mont Station".
- (2) Becomes **#11** at "Mont Station" and continues around (including coal mine sidings) to meet the 'Granite City District' just beyond Switch 064.
- (3) Ends just beyond Switch 064; where Granite City District begins.
- (4) Color codes (both districts): **Outer rail is Orange** and **Inner rail is Brown**.

Granite City District (#20):

- (1) Leaves Illinois Central Main just beyond Switch 064, and before Switch 080.
- (2) Includes all "Granite City Steel" tracks at the southwestern back edge of layout.
- (3) Ends at Chicago & Northwestern Main at Switch 061.
- (4) Color codes: **Outer rail is Black** and **Inner rail is White**.

Madison Yard District (#21):

- (1) Starts at west entrance to Madison Yard at switch 052.
- (2) Includes all (9) 'ladder tracks' in the 'yard'; the 'caboose siding'; and the 'station siding' near the east end of the yard.
- (3) Includes both siding at the east end of the yard.
- (4) Ends (meets district #50) between the two 'double slip' switches (097 & 098) at the east end of the yard.
- (5) Color codes: **Outer rail is Blue** and **Inner rail is White**.

Chicago & Northwestern Districts (#30, #31, #32 & #33): (Outer Loop)

- (1) **#30** Starts on the 'Outer Loop' near the east end of the freight (Madison) yard. Continues southeast (clock wise) through the tunnel; then westward along the south wall; past switches 063, 062 & 061 (*connects at switch 061 with Granite City District*); then around to, and over the "Duck Under"; above "West Point Corner"; to a point a little north of Glen Tower Interlock".
- (2) **#31** Continues eastward on the 'Outer Loop', from the end of #30; past "Old Glen Carbon"; past (and including the "Edwardsville Industrial" area tracks between switches 057 and 053); westerly below "Mont Station"; then over the "River Bridge", to a point just below the "Granite City Rolling Mill".
- (3) **#32** Continues northward on the 'Outer Loop', from the end of #31; around, and through the upper tunnel; around "West Point Corner" ; then into the tunnel, and out to a point between the next tunnel and the "GCC Bridge", just below "Mont Station".
- (4) **#33** Continues on the 'Outer Loop', under the "GCC Bridge" and westward past the "Engine Maintenance Building", "Turntable" and "Round House"; then back eastward (including the long siding) to the beginning of #30.
- (5) Color codes: **Outer rail is Yellow** and **Inner rail is Green**.

Nickel Plate Districts (#40, #41, #42 & #43): (Middle Loop)

- (1) **#40** Starts on the 'Middle Loop' just west of the 'double crossover on the 'GCC Bridge'. Continues southeast (clockwise) through the tunnel; then westward over the 'river bridge' and along the south wall part of the layout; then around to, and over the "Duck Under"; above "West Point Corner"; to a point just past Glen Tower Interlock".
- (2) **#41** Continues clockwise on the 'Middle Loop', from the end of #40; past "Old Glen Carbon"; around, and under the "GCC Bridge" and below "Mont Station"; then westerly over the "River Bridge", to a point just below the "Granit City Rolling Mill".
- (3) **#42** continues clockwise on the 'Middle Loop', from the end of #41; around, and through the upper tunnel; around "West Point Corner" ; then into the tunnel, and out to a point between the next tunnel and the "GCC Bridge", just below "Mont Station".
- (4) **#43** (*previously #44*) continues clockwise on the 'Middle Loop', from the end of #42; under the "GCC Bridge" and westward past the "Engine Maintenance Building", "Turntable" and "Round House"; then back eastward to the beginning of #40.
- (5) Color codes: **Outer rail is Blue** and **Inner rail is White**.

Glen Carbon Central Districts:

Mainline #50, #51 & #52): (Inner Loop)

- (1) **#50** Starts on the 'inner loop', directly under 'Peter's Station'. Continues on the 'inner loop', counter-clockwise all the way around to Switch 097, just before the 'double-slips' leading into the east end of 'Madison Yard'.
- (2) **#51** Continues on the 'inner loop', counter-clockwise around to a point between the 'GCC Bridge' and the next tunnel, just below "Mont Station".
- (3) **#52** Continues on the 'inner loop' counter clockwise, from the end of #51, to the beginning of #50, beneath 'Peter's Station'.
- (4) Color codes: **Outer rail is Yellow** and **Inner rail is White**.

Metro Yard (#53):

- (5) The entire 'yard' under 'Old Glen Carbon', except for the three thru ('Loop') tracks.
- (6) Color codes: **Outer rail is Yellow** and **Inner rail is White**.

Engine Terminal District (#70):

- (1) Includes the roundhouse and its fan tracks; the diesel repair house; the tracks leading to both of those facilities; and all the industrial tracks which branch off from the Engine Terminal.
- (2) Color codes: **Outer rail is Pink** and **Inner rail is White**.

Test Track (#71):

- (1) Includes the Test Track in RUN mode, only.
- (2) Color codes: **Outer rail is Red** and **Inner rail is Black**.

Stationary Decoders for Tortoises:

North and South Legs (#72):

- (1) Includes the stationary decoders under the north leg (Metro Yard & Old Glen Carbon), and the south leg (along the wall) of the layout.
- (2) Color codes: **Outer rail is White** and **Inner Rail is Red**

Center Island (#73):

- (3) Includes the stationary decoders under the center island of the layout.
- (4) Color codes: **Outer rail is Black** and **Inner rail is Red**.