



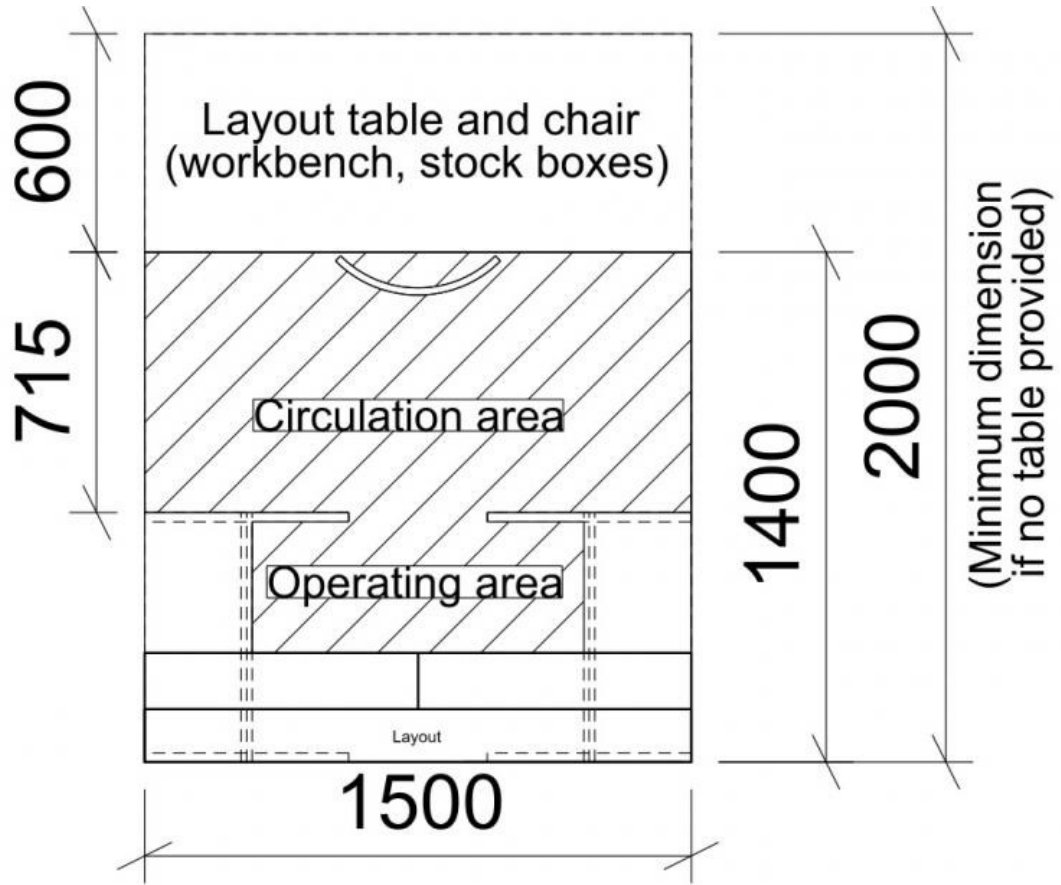
Kyle of Lochalsh was originally built in Barcelona, Spain as a micro layout capable of being transported via box-files. It was first exhibited in 2010 at the Burgess Hill Model Railway Club annual exhibition having been flown in by hand luggage the day before. The layout has since had two refurbishments and is now formed of two separate sections, a scenic one measuring approximately 680mm and a storage one measuring approximately 780mm giving an overall length of 1500mm.

The trackwork was built using the (at the time) newly introduced 2mm Association Easitrac components with the storage sidings using the more conventional code 40 rail soldered to pcb sleepers. Turnouts are operated using simple wire in tube fed by radius to a small dpdt switch with DG couplings operated using simple bar magnets which can be inserted or retracted in pre formed slots beneath as required.

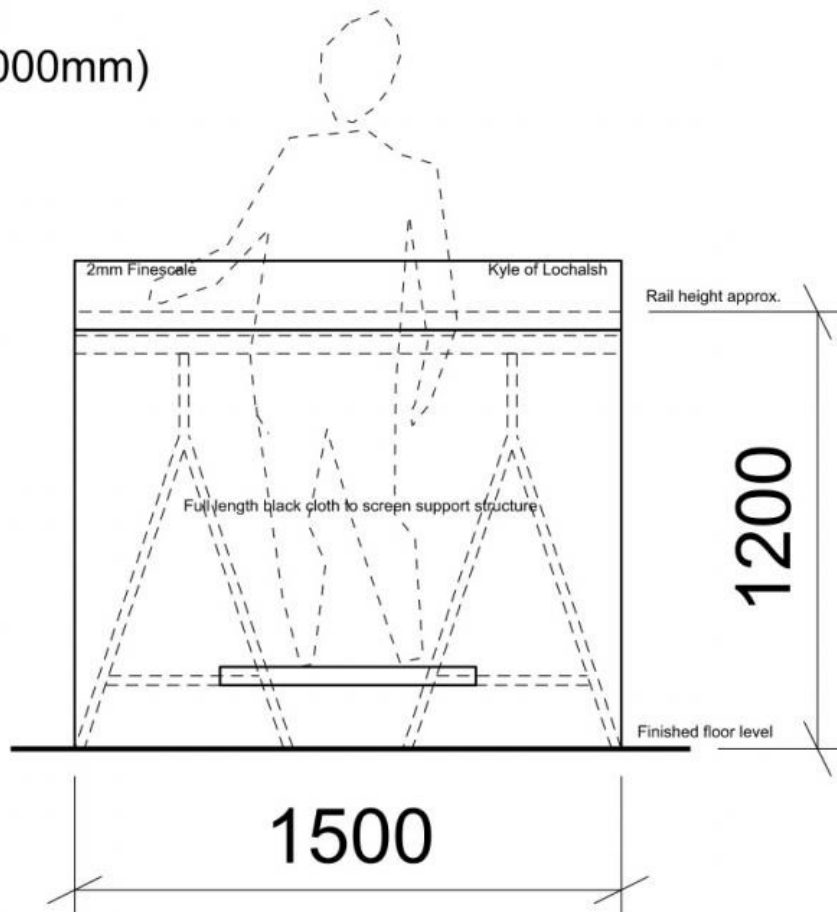
The intention was to try and capture an extract of Kyle of Lochalsh through the inclusion of the bridge, ramp, station and quayside. The backscene is formed by use of a panoramic photo stitch of the location which has been printed onto vinyl and applied to a thin perspex sheet.

The layout era begins late 70's to capture the overlap between class 24's and class 26's with the gradual replacement by class 37/4's. The rolling stock modelled, all being visitors to Kyle, are primarily ready to run models, which have been detailed and the wheels reprofiled to 2mmFS standards. Over time, chassis are gradually being replaced with 2mmFS etches. Originally a DC layout, it has now been converted to DCC and uses the Uhlenbrock Daisy II system. Currently there are plans to introduce sound chips to the locomotives and this is being done as funds permit!

The layout has appeared in both the 2mmFS magazine and Model Rail No. 216 December 2015 and is available for exhibitions. If of interest, please contact Pete Matcham at [petematcham@yahoo.com](mailto:petematcham@yahoo.com)



Plan area  
(1500mm x 2000mm)



Front elevation