



KIRKALLANMUIR

- 1 Wagon weighbridge
- 2 Signal box (Kirkallanmuir Weighs)
- 3 Loading banks
- 4 Agricultural merchant
- 5 Goods shed
- 6 Station Building (with footbridge to island platform behind backscene) (line becomes single after the station)
- 7 Allanmuir Kirk and kirkyard
- 8 Site for farm

Blue - Backscene
 Red – Buildings, Bridges & walls
 Grey - Roads

At the left is a set of colliery interchange sidings with a wagon weighbridge. Operationally, loaded coal wagons will enter from the colliery branch, avoiding the wagon weighbridge. They will then be propelled across the weighbridge up to the wagon next the loco (locos were not allowed onto wagon weighbridges). The loco will then draw them back, stopping to weigh each wagon. They will then be propelled into one of the interchange sidings. The loco will then collect empties from the sidings, draw them back into the Headshunt and propel them to the colliery. Since the colliery is assumed to be close by and the branch level, no brake van is used.

Empty wagons will arrive from the up main at the same end of the layout into the arrival/departure road (second from the bottom). The loco will then propel the brake van either into the lye/cripple siding or onto a rake of loaded wagons and then the empties into another siding. It will then run to the loco lye and be turned, following which it will either pick up the brake van from the lye and attach it to a loaded rake or pick up the rake to which it attached the van earlier. It will then draw them out onto the a/d road, run round and depart via the down main.

To the right is the goods yard which will mostly be worked by down trains, using the down loop as a head shunt. The two up sidings serve a loading bank for the livestock market behind and the agricultural merchants business run by the market operators.