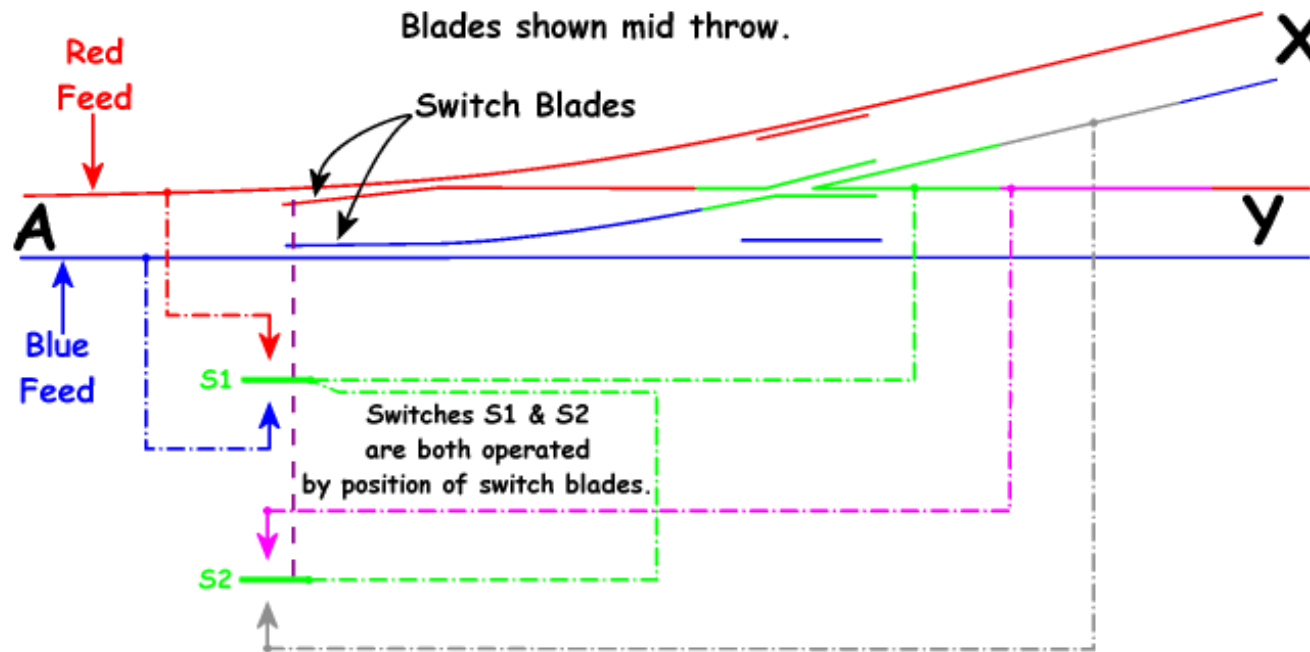


Single Point - DCC Friendly



This idea of wiring a point to make it DCC friendly was devised by Andy Reichert and is reproduced here with his agreement.

Further info can be found on Andy's website - <http://www.proto87.com>

And specific details of this idea are on - <http://www.proto87.com/turnout-wiring-for-DCC.html>

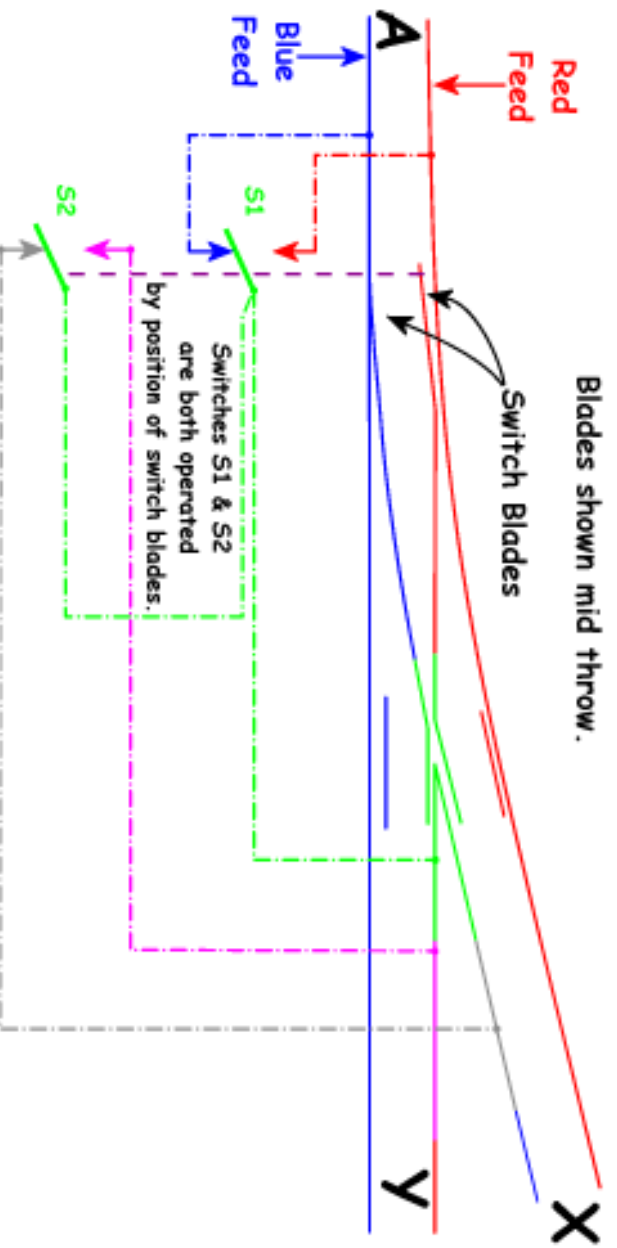
Note that Andy's site is P87 (HO scale to P4 standards), however his ideas on wiring are equally applicable to O Gauge.

Each colour represents an electrical section of the point.

If the switches are not present and the switch blades are not touching the stock rails then there will be connection between the sections.

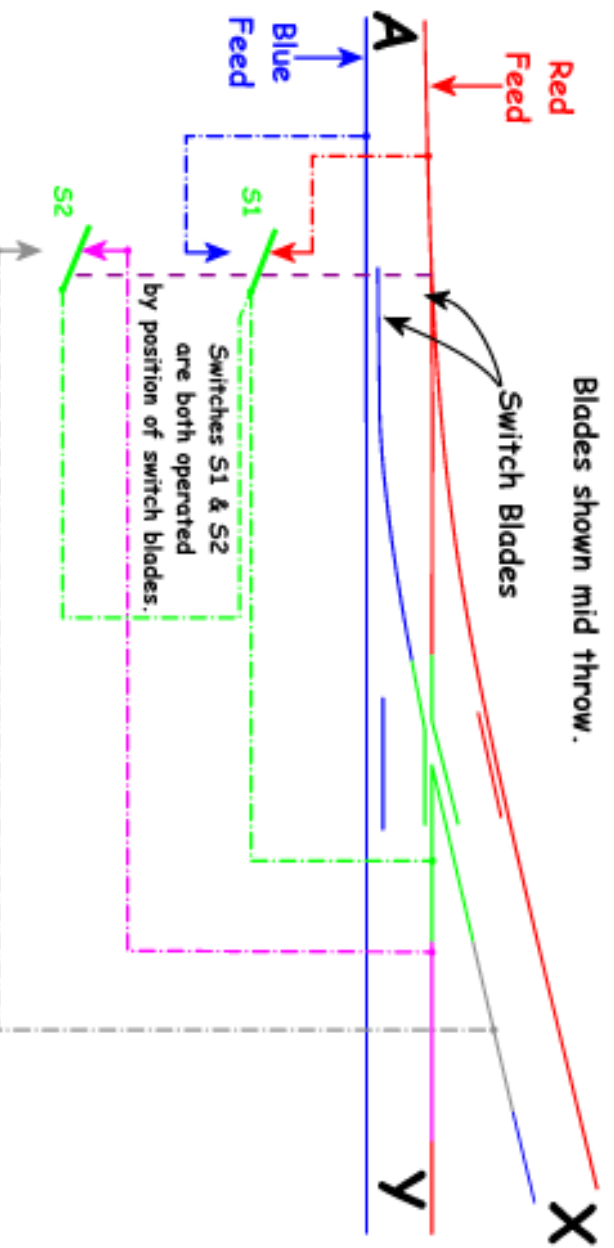
Andy's idea is to place a section of dead rail between the switched frog and the continuation of the section beyond the point. This dead section should be at least as long as the longest item of motive power that will use the track. Any item approaching the point from the direction it is not set to will run onto a dead section rather than putting a short onto the system.

Single Point - DCC Friendly



The point is set for traffic to pass between A and X.
The green section is connected to the blue feed.
The slate section is connected to the green section and hence the blue feed.
The magenta section is not connected to anything, so a loco that runs onto it will lose power once all its pickups are on this section.

Single Point - DCC Friendly



The point is set for traffic to pass between A and Y.
The green section is connected to the red feed.
The magenta section is connected to the green section and hence the red feed.
The slate section is not connected to anything, so a loco that runs onto it will lose power once all its pickups are on this section.