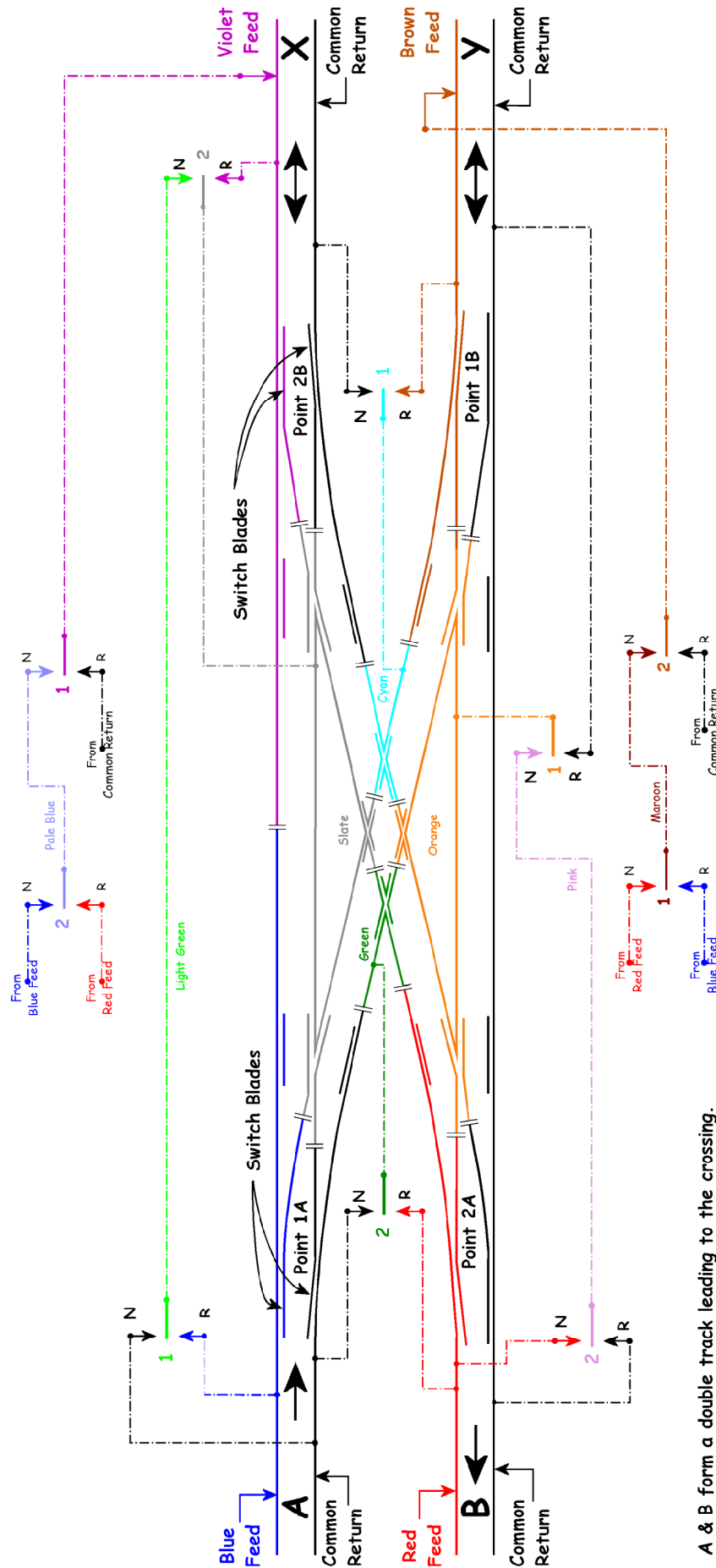


Scissors Crossover



A & B form a double track leading to the crossing.
X & Y are bidirectional lines leading away from the crossing.

All sets of switch blades shown mid throw.

All points are Normal when set for the straight route.

The switches are relay contacts operated by position of the switch blades of the points.

The number is that of the point that controls the relay.

All rails of same colour should be bonded to each other.

Points 1A & 1B operate together.
Points 2A & 2B operate together.

Points 1 & 2 Normal sets routes A to X & Y to B.

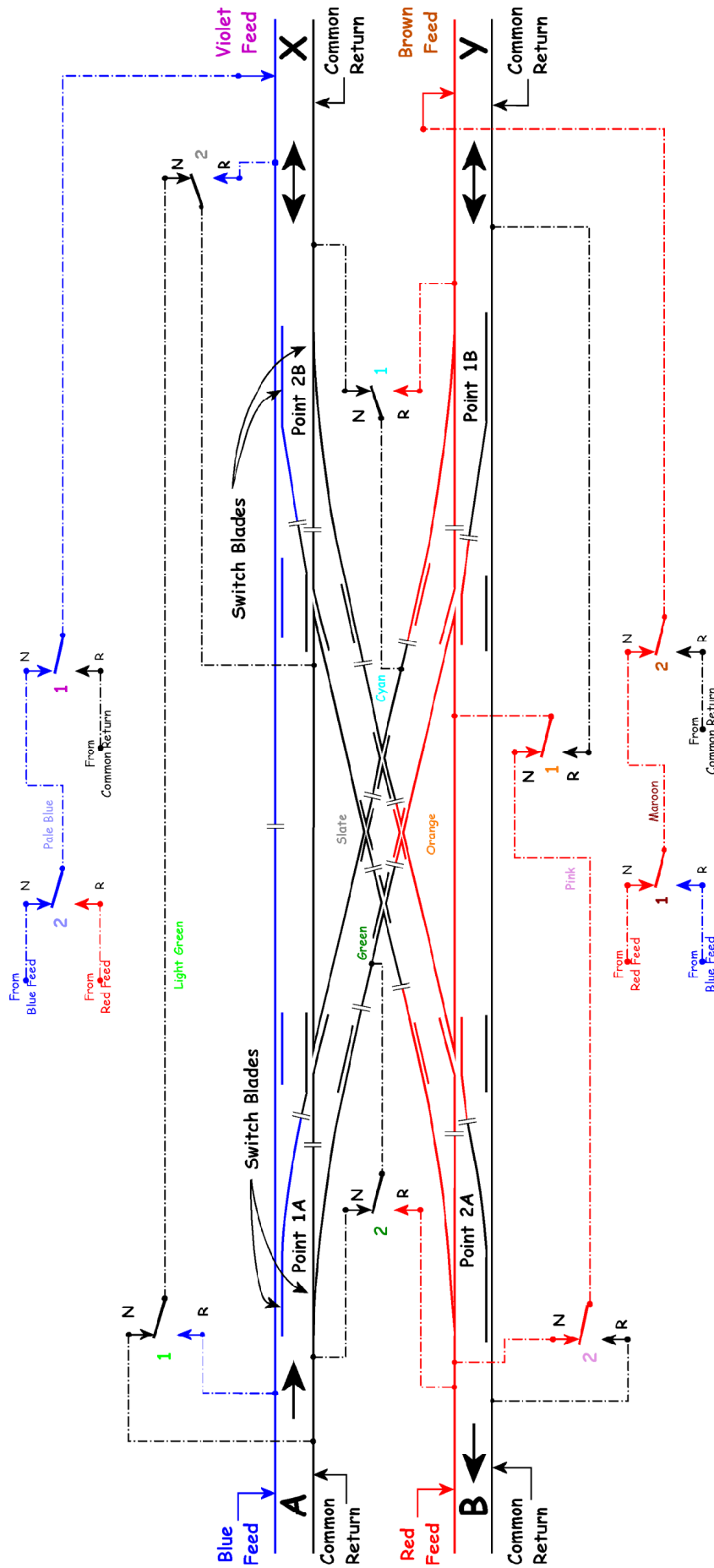
Point 1 Reversed sets route A to Y.
Point 2 Reversed sets route X to B.

There are some basic rules concerning a scissors crossover which need to be stated before starting.

Routes AY and BX should not be set at the same time.
This example allows nothing to move if that happens.

Only three combinations of the routes are permitted, they are:.
1) AX & YB. 2) AY. 3) XB.

Scissors Crossover - Routes AX & BY set



There are some basic rules concerning a scissors crossover which need to be stated before starting.

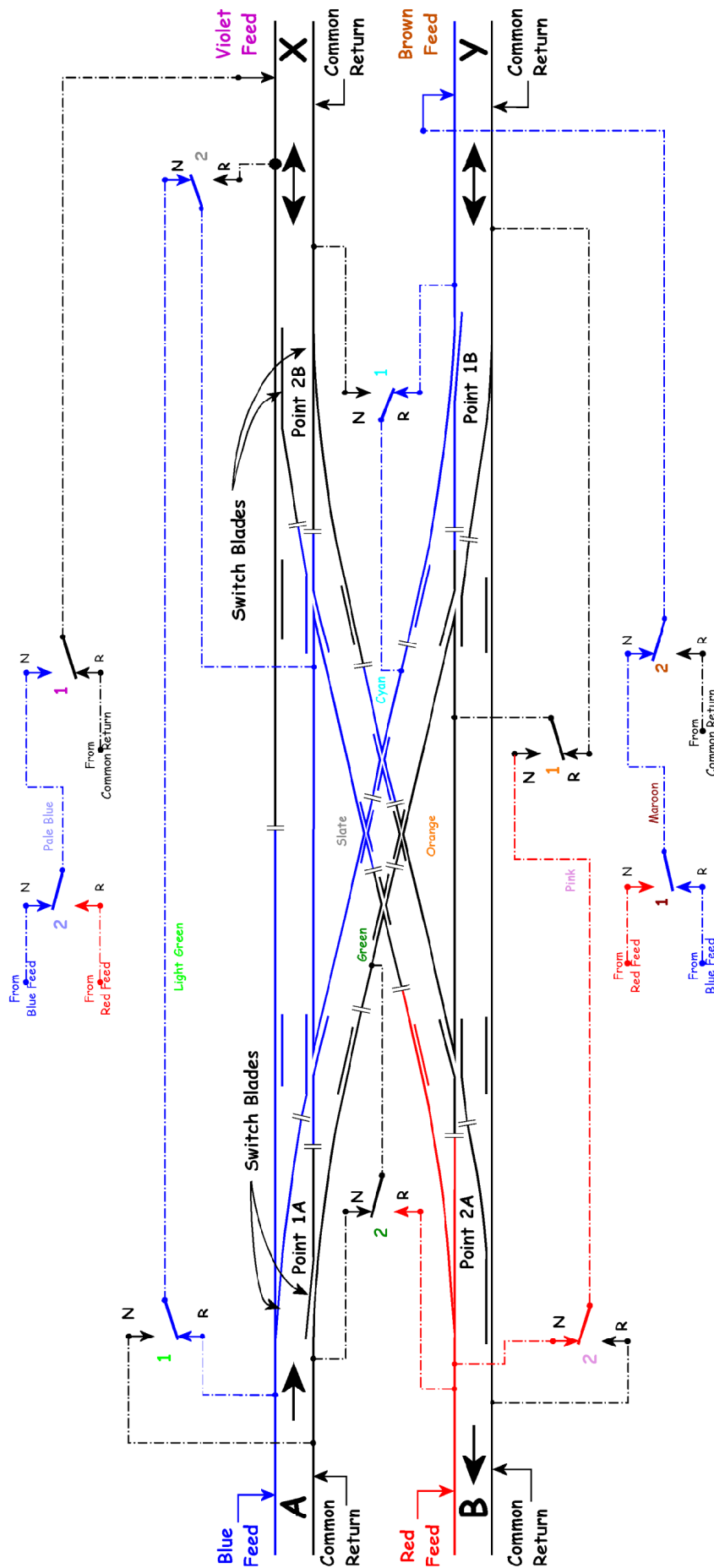
Routes AY and BX should not be set at the same time. This example allows nothing to move if that happens.

Only three combinations of the routes are permitted, they are:.
1) AX & YB. 2) AY. 3) XB.

Points 1A & 1B operate together.
Points 2A & 2B operate together.

Points 1 & 2 Normal sets routes A to X & Y to B.

Scissors Crossover - Route AY set



Points 1A & 1B operate together.
Points 2A & 2B operate together.

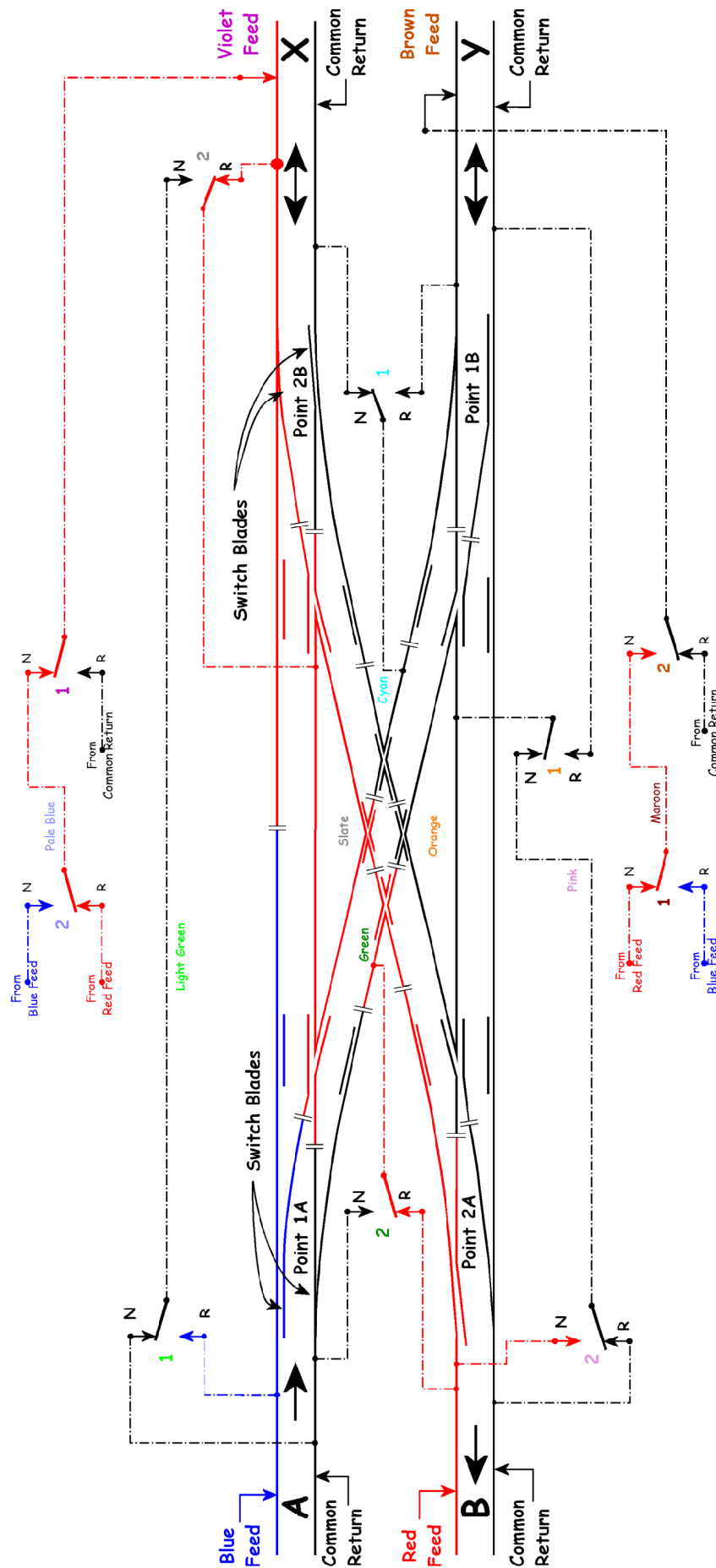
There are some basic rules concerning a scissors crossover which need to be stated before starting.

Routes AY and BX should not be set at the same time.
This example allows nothing to move if that happens.

Point 1 Reversed sets route A to Y.

Only three combinations of the routes are permitted, they are:.
1) AX & YB. 2) AY. 3) XB.

Scissors Crossover - Route XB set



There are some basic rules concerning a scissors crossover which need to be stated before starting.

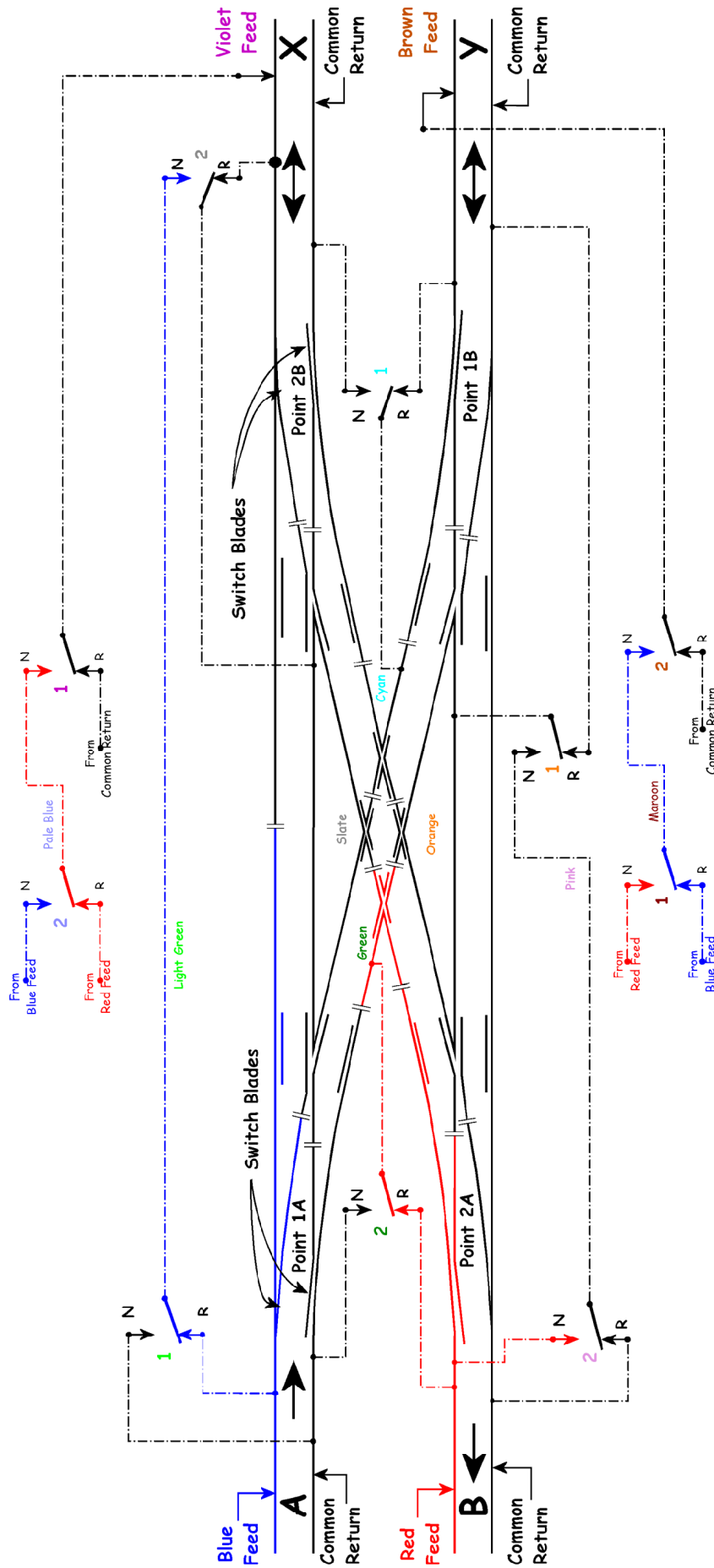
Routes AY and BX should not be set at the same time. This example allows nothing to move if that happens.

Only three combinations of the routes are permitted, they are:.
1) AX & YB. 2) AY. 3) XB.

Points 1A & 1B operate together.
Points 2A & 2B operate together.

Point 2 Reversed sets route X to B.

Scissors Crossover - Routes AY & BX set - Should not happen



Points 1A & 1B operate together.
Points 2A & 2B operate together.

There are some basic rules concerning a scissors crossover which need to be stated before starting.

Routes AY and BX should not be set at the same time.
This example allows nothing to move if that happens.

Point 1 Reversed sets route A to Y.
Point 2 Reversed sets route X to B.

Only three combinations of the routes are permitted, they are:.
1) AX & YB. 2) AY. 3) XB.