



The shorty type switch stand is a common sight on railroads all across the country. Its main function is to indicate whether a turnout is thrown to the normal position (straight or main through track) or in the reverse position (turned off the main). As an engineer sights down the track he'll know the position of the turnout by the color and shape of the target. If he sees the squared ends of the target (the color depends whether he's on the main, siding, yard, etc.) he'll know the turnout is thrown to the main through track. If he sees the pointed ends of the target he'll know the turnout is thrown into a siding, yard, etc. The RIX SWITCH STAND will do the same for your model railroad. Whether your turnout is controlled by switch machine, screw drive, ground throw, etc. the action from the throw bar connected to the RIX SWITCH STAND will cause the target to turn a 90 degree rotation, giving you the look, feel and extra detail which makes your layout that much closer to the real thing.

RIX SWITCH STAND ASSEMBLY First with a sharp hobby knife remove the parts from the tree (spruce). On the target tower and linkage use extreme care to remove all material right up to the pegs. (These parts will be riding on each other so all burrs or flared ends must be filed or sanded smooth.) Assemble the switch stand using the figure to help you. Be sure the 90 degree stop (found on the bottom of the housing) is positioned as shown on the figure. Before gluing check to see if everything is moving freely, by moving

the throw bar back and forth the target should turn 90 degree. The throw bar should move without any drags or binding. Now glue the housing to the ties, be sure not to get any glue on the moving parts. Leave the throw arm off at this time.

SWITCH STAND INSTALLATION First, the throw bar on your turnout must extend out (one side or the other) at least 3/8 Inch (for H.O. scale). Be sure the turnouts throw bar fits between the switch stand ties: If not, remove material from either the throw bar or the ties until the throw bar moves freely between the ties. Next either by shortening or adding to the switch stand ties position the switch stand (it can be located on either side of the turnout) so that the target is about 5-1/2 scale feet from the outside rail. (If necessary, the target can be moved closer or further from the rail.) Throw your turnout so the points are open on the side the switch stand is to be installed. Move the throw bar on the switch stand towards the turnout. Install the switch stand in the desired location, mark where the connecting peg sets on the turnouts throw bar. Remove the switch stand and (with a 1/16 inch drill bit) drill the connecting peg hole into the turnouts throw bar and cut off any extra throw bar past the hole. Reinstall the switch stand fitting the peg into the hole (do not glue). While holding the switch stand throw the turnout back and forth to see if you're getting a full 90 degree rotation. (There must be at least 3/32 of movement to get a full 90 degree) If your target turns a 90 degree rotation before the switch points close against the stock rail, you'll need to egg shape the connecting peg hole so the turnouts throw bar travels a bit before pushing the switch stand throw bar. The larger the scale the longer the egg shape. Once you have a 90 degree rotation spike down (holes provided). Turn target to desired position (gluing optional). Now glue on the throw arm (nonfunctional). Use photo on front for positioning.

PAINTING Most any type of paint will work and colors depend on the railroad you're modeling. We have found that some railroads use two schemes, green and yellow (green for main through and yellow for off the main but still a through track) and green and red (green for main through and red for off the main and onto a dead end track). Unlike the prototypes you might want to choose one color for straight and another color for turned position. This way at a glance you'll know which way the switch is thrown.