

# Take a trip up the line to Shenanigan's Wharf.

We start in the Basement. Trains are assembled ready for a days running on the Garden Railway. This line is taken to be SOUTH of Shenanigan's, so we will be heading North to Shenanigan's.



Here the BTR D16 Class 4-6-4 Loco with a 4 car Passenger train is started on the level in Basement. Our train goes through wall into area under front stairs.



Under front stairs, the gradient changes to 2%. Now, another hole in a wall under the front door.



Still at 2% grade here. Then, we ease the gradient up to 4% ready to exit into the Garden.

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The train emerges into Garden at the locality known as 'Hole-in-the-Wall'.  
Train crossing the Pathway bridge.



At Sundial Junction our train takes a curve to follow fence line.  
It is now heading for Orange Junction (under the Orange tree).



Passing through Orange Junction and entering Cubby Bend.  
Here it is entering 'Cubby Halt' platform.

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The platform at Cubby Halt, grade is eased here and level through platform.  
There is a low profile bridge across pathway, the trains go under Trestle table.



The station platform at the locality of Skink, the station building is yet to be built.  
Train about to enter the Spiral.



Next it goes under Spiral Junction bridge to traverse the spiral gradient of 4%.  
The train still working up grade under bridge.

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At summit of spiral it joins main line at Spiral Junction.

Next, Amber Junction where we cross to the left track.



Our train rounds a curved trestle to cross Goanna Creek then we arrive at Shenanigan's.



Train arrives on middle road, then crosses to platform road into Station.

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At Shenanigan's, the coastal Terminus of the BTR, trains can be operated in several ways;

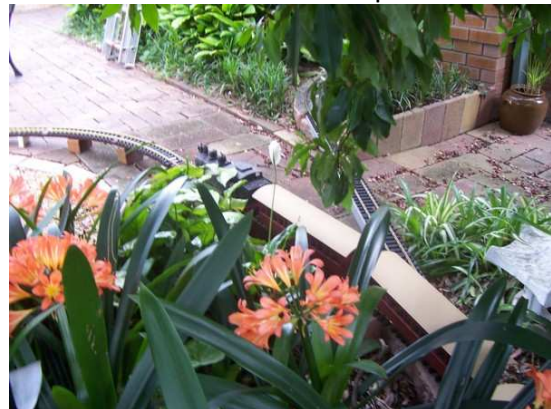
- The Western Line is for both Goods trains and Passenger traffic. Larger locomotives are needed to tackle the grades up the Great Dividing Range to Tabletop. That journey is addressed in separate documents or in Videos embedded in YouTube. On special occasions, passenger trains from Sundial, change Loco at Shenanigan's, then continue up the Range to Tabletop. Tourist trains also take advantage of that 'scenic' Western Line. Tabletop is a popular destination.
- The South Coast Line is for both passengers and goods trains. The BTR - D16 Tank Engine operates the 'Local' passenger train. During the off-peak hours the smaller Railmotor is used.



A loop on the East side of Shenanigan's Station, enables trains to run East then turn South.



These trains rejoin the South Coast Line at Amber Junction then enter the Spiral.



Then to, Skink, Cubby Halt, Orange Junction, Sundial Junction, to Sundial Station.

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Then leaving Sundial Station, run back to Orange Junction and back up to Shenanigan's in a continuous loop.

- Alternately, from Shenanigan's, trains can return to the Basement at the end of the day.



Our train first enters the crawl space where grade is eased from 4% to 2% to slow train down.

There is enough head room here to remove rolling stock onto storage shelves or into boxes.



Alternately the train can continue on to the Fiddle Yard where it can be handled similarly.