

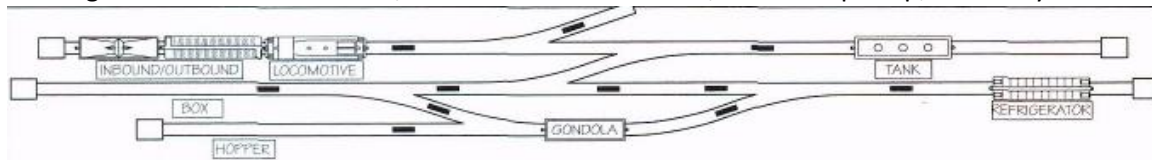
Timesaver Switching Puzzle for Boy Scout Railroading Merit Badge

The Timesaver puzzle uses a locomotive (starting at the Inbound/Outbound yard) to switch five cars to and from five industrial spots. This version of the game ends when four cars and the locomotive have been moved to the finished car positions. The elapsed time is your score and the best time wins. The shortest time is your goal, but think ahead before moving.

A few rules:

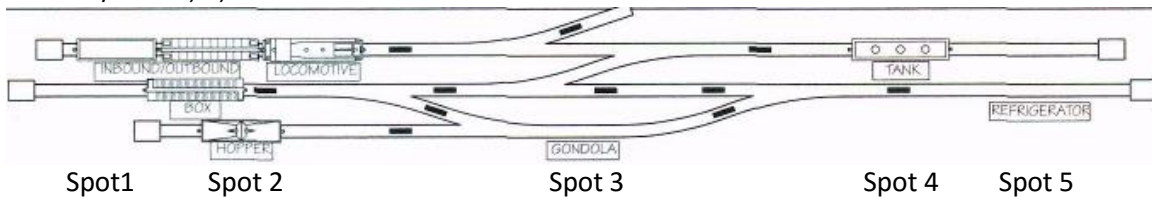
1. Scout does not touch cars or locomotive; Adult in charge will uncouple and rerail cars.
2. Scout does change track switches (turnouts) to set up routes.
3. Scout does not exceed yard speed limit in use of throttle.

Starting Car Positions: 2 Inbound/Outbound cars for setout; 2 cars for pickup; 1 car stays.



Finished Car Positions: 4 cars moved and in final locations.

In/Out: A, B, C



Starting Positions		Ending Positions	
In/Out A	Car #1 – Brown	In/Out A	Car #3 – Orange
In/Out B	Car #2 – Red	In/Out B	Car #5 – Green
In/Out C	Locomotive	In/Out C	Locomotive
Spot 1		Spot 1	Car #2 – Red
Spot 2		Spot 2	Car #1 – Brown
Spot 3	Car #3 – Orange	Spot 3	
Spot 4	Car #4 – Yellow	Spot 4	Car #4 – Yellow
Spot 5	Car #5 – Green	Spot 5	

Scout Name: _____

Date: _____ Timesaver Time/Score: _____

Trainmaster / adult: _____

To find this sheet, visit <http://div3.ncr-nmra.org/library> and search for Timesaver.