



INTRODUCTION TO THE GAUGE 0 GUILD MANUALS.

BOTH

THE ORIGINAL 'MANUAL'

AND REVISED

'STANDARDS AND GUIDANCE MANUAL'.

Sept 2017

THE ORIGINAL GAUGE 0 GUILD MANUAL

The original Gauge 0 Guild Manual has been the fundamental basis for model railway construction in the scale of 7mm/ft. It contains a vast amount of historical model and prototypical information. It also contains much proven modelling advice, recommendations, techniques and help on most aspects of 7mm modelling.

It was created over approximately 30 years by the Guild Technical Committee, which comprised a group of very experienced and knowledgeable modellers, and is still a very useful manual with much content that is still as relevant today as when it was written.

However, it was last updated in 2008 and almost all aspects of 7mm modelling have developed significantly since then, to the extent that to update the manual would be a huge and daunting undertaking. It was also felt that a lot of the information is of historical rather than currently practical use, also, the manual was written when there was much less published information on the prototype, and modelling in general, the only media available were books and magazines, so the manual was aimed at pulling as much information as possible into one source.

The whole of the original Manual is now available to members on line, and is split into parts as follows: -

Part 1 : Basic Information

This part contains a description of all the major standards which are common in 0 Gauge, including Finescale, Coarsescale and ScaleSeven. Accurate dimensions of track standards, wheelset standards,

wheel profiles and track clearances are provided. These details, when followed by both individuals and traders, will result in compatibility between different models and smooth running. The Guild's code of practice is included as well as a list of traders specialising in various aspects of the hobby.

Part 2 : Track

This part deals with all aspects of track design and construction. Many photos of the prototype are used to illustrate the different types of track formation and drawings with dimensions provide useful reference when building one's own track. Detailed notes on how to make model track are included.

Part 3 : Locomotive Construction

This part tackles the task of choosing the right motor and gearbox for your locomotive. The different types of motor and gears are described, and formulae provided to allow the best combination to be selected for a particular loco. Finally, a section covers the building of loco chassis for both steam and diesel outline.

Part 4 : Rolling Stock Construction

This short part contains details of different ways to make rigid model wagon chassis run well on model track. These include springing, simple compensation, and pivoting of 6-wheel chassis to cope with tighter curves on models than on the prototype. Draw gear is also described, with different ways of springing the buffers and couplings.

Part 5 : Tramways And Light Rail

This part is being developed.

Part 6 : Signalling And Telecommunications

In this part, the different types of signal are described, along with some details of how they would have been used. Typical layouts of signals are given and drawn to illustrate the correct use of signals on a layout.

Part 7 : Layout Design And Realisation

This part covers some suggested ways of building the layout, including how to make open frame boards from ply; it also considers many aspects of layout design. Reading this will help prevent false starts.

Part 8 : Electrical

An invaluable aid to good electrical design, this part is a comprehensive study of how to wire up the layout. Simple drawings help explain how to switch polarity at points and where to position breaks in the track to provide sections. Multiple controllers are covered, as well as cab control and zone control.

Part 9 : Live Steam

This part starts with a short history of live steam in 0 Gauge and compares different ways of firing the loco. Safety is considered as well as tools and the various machines that would make live steam a reality. Detailed drawing of useful components such as pumps are provided.

Gazette Archive

The [Gazette Archive](#) enables members to search all previous issues of the Gauge 0 Guild Gazette.

NOTE - No further updates or changes to the original manual will be made and as such it will become a 'frozen' document.

THE REVISED STANDARDS AND GUIDANCE MANUAL

Since the last update of the original Manual in 2008, technology and development have moved on, in all aspects of railway modelling and operating, far beyond our predecessors' wildest dreams, much of this is now readily available commercially, and there is no sign of this progress slowing down. The basic principle of the Revised Standards and Guidance Manual is intended to cope with this progress, so that in effect it will become a 'moving' document, being regularly updated to cater for developments, as they become practical to the railway modeller. There is also much 'catching up' to do to cover developments since the last update in 2008 so the Revised Standards and Guidance Manual will be progressively released onto the Guild website as parts become available. It will be available as an 'on line' volume only, but there is nothing to stop individuals printing off relevant parts for personal use.

The Standards section (Part 1) of the Revised Standards and Guidance Manual, has been re-written and updated. Although the existing Standards have not changed significantly, new developments such as 0-MF and 0-SF have been included, and are explained in detail within the Standards section.

With the amount of help and information now commercially available however, on both the prototype and modelling techniques, etc., (in the form of books, DVDs, internet 'on line' help, original Manual and the vast amount of help and advice published in both past and present Gauge 0 Guild Gazettes, and other magazines) the format and principles of the original Manual are not really practical, so the principle of the Revised Standards and Guidance Manual is to cover all the relevant topics in sections or parts (similar to the original Manual), in a more basic form, and then guiding the reader to further information (recommended books, DVDs, Gazette articles, original Manual parts, etc.). Where possible, it is hoped to provide direct on line links to the articles, etc.

New parts and sub-parts will be introduced to cover subjects not covered in the original Manual (such as DCC and radio control, 3D printing, RSU soldering, etc.) with the release of the parts being progressive.

The following is the list of proposed parts to be covered in the Revised Standards and Guidance Manual. Note that new parts and sub-parts will be added, and possibly some deleted, as the Guidance Manual progresses.

Part 1 : Standards (Including wheel and track standards)

- Part 2 : Track (Design and construction)
- Part 3 : Locomotive Construction
- Part 4 : Rolling Stock Construction
- Part 5 : Tramways And Light Rail
- Part 6 : Signalling And Telecommunications
- Part 7 : Layout Design And Realisation
- Part 8 : Electrical
- Part 9 : Live Steam
- Part 10 : Workshop Practice
- Part 11 : Scenery And Structures
- Part 12 : Operation

It is felt that this approach will be more helpful, and will take advantage of the wealth of information already available.

If, as the Technical Committee feel, we do not have the knowledge or expertise to cover a specific topic, we very much hope that we may draw on the Guild membership for help in compiling the relevant parts.