

**Seaboard Air Line Florida Division**  
**Southbound Activity Creation Template (Template SB)**  
**for SwitchList Generator™ version 2 and later**

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## Activity Creation Guidelines

Carey Stevens' Seaboard Air Line Florida Division is a very rich and complex route, with over 270 spurs that can be worked, unique signaling, and many manually operable but some dispatcher controlled switches. For support, updates and discussion of this route, this SwitchList Generator template, new/additional templates, etc., please visit the Seaboard Air Line Florida Division Route support site at [http://www.skylinecomputing.com/seaboard\\_air\\_line.htm](http://www.skylinecomputing.com/seaboard_air_line.htm)

Because of this route's complexity, it's a good idea to be equipped with a map of the route (provided by Craig Kawahara with the route under \DOCUMENTATION as "SAL\_Florida Division.pdf") and read these guidelines, when creating activities for this route using SwitchList Generator; and later, when running those activities. We also suggest you print out another .pdf file included with this template, "***SAL Florida Division Regions and Spurs A***", to aid you in creating and running activities using this template.

Depending on the activities you create, at times you may need to use SwitchList Generator's new "Convert all switches to manual" and "[Convert all signals to permissive](#)" functions.

### ***Note on using the new "Convert all Signals to Permissive" function in SwitchList Generator 2 and later --***

If you need to use this, we recommend you first save your activity in progress, exit MSTS, start SwitchList Generator, convert the signals using the SwitchList Generator button, then restart MSTS, load the saved activity and proceed. Afterwards, if your activity has AI traffic in it or just for more realism, we recommend you save and exit MSTS again, and use SwitchList Generator to restore the signals to their default state. ***The good news is you CAN reload activities that have been saved even AFTER changing the signals to permissive, or the switches to manual.***

***The same applies to converting switches to manual!*** You can save, exit, convert the switches to manual, and then reload the activity.

**Use of switches:** In this guide you will be instructed to throw switches at various locations. It is generally assumed that the switches you are being asked to throw can be operated manually. However we may have made an error on occasion and you may not be able to manually operate a switch. If so, simply use SwitchList Generator's "convert all switches to manual" function to enable you to throw that switch, and any others. When you use this conversion process, you will NOT see the "switch throw handle" you

typically see with manual throw switches. But they WILL throw using the “G” and “Shift-G” keys just like a manual switch.

**Caboose use:** We have placed some cabooses in yards for your use. They won’t have any “pickup events” so you’ll never be REQUIRED to pick one up or set one out. Given the era modeled we recommend you tack one on the end of your train if you’ll be running outside yard limits. Even if you’re creating activities for the modern-day CSX, if your switching will entail long reverse moves, a caboose is appropriate and is still used today in such cases (though they’re often called “shoving platforms” and are sometimes boarded up so the crew sits on the outside).

This “Activity Creation Guide” is also included as a .pdf so it can be printed out and referred to when creating and running your activities. It has hyperlinks also which, if viewed electronically, will help you to jump from one spot in the document to another being referenced just by clicking on the hyperlink (the SwitchList Generator User’s Manual works this way also).

## **Order in which the regions are reached (heading southbound, from Wildwood to Tampa)**

*Note: “Optional” below means that you won’t always pass that region as part of a normal northbound through run. You’ll need to switch into a spur or take an alternate main. See the notes on each region for specifics.*

- [Wildwood](#)
- [Coleman](#)
- [Devil’s Creek](#) (optional, branch with runaround tracks)
- [Lacoochee](#)
- [Dade](#)
- [Zephyrhills](#)
- [Phosphate](#) (Optional, branch into Phosphate Plant)
- [Plant City](#)
- [Plant City South](#) (optional branch)
- [Turkey Creek](#)
- [Yeoman](#)
- [Tampa East](#)
- [Gary Region](#) (optional, take Tampa Industrial Region then switch to Gary Branch, OR back up Gary Branch after passing the Gary Telegraph Office)
- [Tampa](#)
  - [Gary Wye region](#) (optional, run up west leg of wye).
  - Tampa ACL (west of Tampa, optional)
  - [Tampa West](#) (optional, run wrong (left) main to switch)
  - [Tampa Industrial Region](#) (optional, use crossover to access)

## AI Traffic and a note on Signals.

Because of the way the “AI dispatcher” works, when you make a reverse move, the “dispatcher” sees you going in that (reverse) direction, and may send an opposing AI train into your block on a restricting signal to “follow” you (since when you’re reversing, you’re now going the same direction as that opposing train). Then when you reverse (to continue your run in the original direction), you can find yourself face to face with an oncoming train.

The AI traffic in this template is fairly light and shouldn’t pose many difficulties. However since we can’t guarantee what sort of activity you might generate or the order in which you may be doing your work (or where!), there’s always the possibility that on single track sections where you have work, you could come face to face with an opposing train. If this happens our advice is to check the “***Check here to generate an activity with NO AI Traffic***” box and generate the activity again. This is generally only a consideration if you’ll be doing a lot of work on the single track sections of this route. This is an issue with ANY MSTs route.

## Player Route/Path Walkthroughs.

Here are some details and pointers on each of the available Player Paths (routes) included with this template, along with specifics on how to reach various spurs, and challenges you may have getting to some. We start with the longest and most difficult path: **Tampa Yard North**. Please read the section on this path if you’re going to do ANY work in the Tampa area! To follow these descriptions it helps to have Craig Kawahara’s map at hand.

### ***Wildwood South***

This path starts at the south end of Wildwood Yard, on Wildwood Yard Track 7. There are many yard tracks to use to get setouts from. Also if you want to simulate a yard switching job, some of the tracks in Wildwood Yard have been designated as “Industry” tracks, so you’ll have setouts to make on those tracks (coming from rolling stock in the “Yard” tracks). If you’re going to simulate a yard job, to make the work more challenging we recommend UN-CHECKING the “Simple Mode” check box. This will simulate a “classification switcher” job sorting cuts of cars and setting them out to various tracks individually. Or use simple mode if you want to pull and assemble long contiguous cuts, as a “trimmer” job at the departure end of a yard would do.

This path runs south on the right-hand main line. So if you switch a number of tracks, be sure and exit on the right-hand main in order to get “on path” so signals will be green.

While there are a number of facing point switches, there are also numerous places to run around a train should you need to. You could also turn at Wildwood Wye but you will most likely need to set the signals to permissive to do this.

## Spurs in the Wildwood Region

### Wildwood

- SAL Diesel fuel (trailing point) On the far south end of the yard.
- Wildwood Sanding Facility (trailing point)
- Wildwood Cross-Tie Loading (double ended)
- Sun Chemical (trailing point) Access via Wildwood Wye South Leg.
- Wildwood Car Repair Track (facing point, off roundhouse lead)
- SAL Diesel Fuel 2 (facing point, near roundhouse)
- Wildwood Team Track (trailing point)
- Wildwood Citrus Processing Plant 1 & 2 (trailing point)
- Wildwood Icing Platform 1 & 2 (trailing point, north end of yard tracks 5 and 6)
- Wildwood Textile Mfg (trailing point) Off northbound main, far right track.
- Wildwood Yard Tracks 2, 3, 6, 8: Yard tracks (double-ended)
- Wildwood Yard Tracks 1, 4, 5, 7: Industry tracks (double-ended)

## Coleman Spurs (Coleman Region)

### Flagler Branch

- 768 SAL Storage Track: Yard Track (double-ended)
- Flagler Sand & Gravel Trk 1 (facing point)
- Flagler Sand & Gravel Trk 2 (facing point)

***Note:** You will need to convert switches to manual and signals to permissive to access the Flagler Branch. Since the switches will be facing point and a runaround move and front coupler work will be required, we recommend using the Northbound template to work this branch instead.*

### Coleman

- 766.0 SAL Loading Platform (trailing point, off Coleman Switching Lead)
- Sumter Welding Supply (trailing point, off Coleman Switching Lead) ***Note:** the map is incorrect with regard to this spur. It is NOT a location ON the Coleman Switching Lead as shown, it is a separate spur branching off the Coleman Switching Lead.*

*(Note: Seminole Citrus Packing and Orange Crate Mfg, in Coleman, are serviced via the Northbound Template (A) only.)*

## **Lacoochie Region Spurs**

- Bushnell House Track (trailing point)
- Hernando Oil Company (trailing point, access via Bushnell House Track)
- State Farmer's market (facing point)
- L.B. Dew Building Supply (trailing point)
- 780.0 SAL Loading Platform (trailing point).
- Indian River Fruit Company (trailing point, reached via 780.0 SAL Loading Platform)
- 780.0 ACL Interchange Track (facing point)
- Alderman Livestock Loading (double-ended)
- 790.5 ACL Interchange Track (facing point)
- McLeod Planing Mill (facing point, off Lacoochie siding. All southbound freight paths in this template run through Lacoochie siding).

## **Devil's Creek Branch Spurs (Devil's Creek Region) Near Lacoochie**

### ***Notes on working the Devil's Creek Branch:***

You may opt to work the [Devil's Creek Branch](#). If you choose to work this branch using this southbound template, you will be dragging forward up the branch. The spurs will all be facing point/front coupler, but there are runaround tracks by Cummer's Paper Mill and the Devil's Creek Pulpwood Spur.

After doing your work on the Devil's Creek Branch, to get back on the mainline you will need to press the "tab" key to get dispatcher permission to pass the red signal. If you can't get permission you'll need to use SwitchList Generator's "[Convert all Signals to Permissive](#)" feature.

There is a caboose at Cummer's Runaround Track which you can use to protect any reverse move (in case, after your work, you opt to tack up the branch – not a bad idea as that way you'll be facing south to continue your southbound run).

- Cummer's Paper Mill trk 1 & 2 (trailing point)
- Devil's Creek Pulpwood Trk 1 & 2 (trailing point, runaround track nearby)

## **Dade South**

This path begins at MP 797, 1 mile north/east of the Dade City station, adjacent to the "Runaround Track" on the main line, facing south. This Runaround Track is the "Yard" track from which you'll get cars to set out. You should check this track to work if you

are using this path. There are no signals protecting any of the Dade spurs so even the facing point spurs can be worked without much trouble if you use the runaround track and don't mind using your front coupler. The Butler Spur branches off this Runaround Track.

## **Dade City Spurs (Dade Region)**

### **Dade City East:**

- Runaround Track (Dade). Yard track, source for setouts when using the Dade City South path. (double-ended)
- Butler Cement (facing point, spur off Runaround Track)
- Osceola Steel Fabrication Trk 1 & 2 (facing point, reach via Osceola Steel lead off main)
- Calhoun Oil Supply (trailing point)
- Desoto Machinery & Supply (facing point, runaround track nearby to the south/west. Cars at Calhoun Oil Supply could be in the way blocking access and may need to be moved first).
- Sunshine Feed & Seed (facing point)

***Note:** the Pasco lead spurs are serviced by the Northbound (A) template.*

### **Dade City Proper:**

- Magnolia Oil Co. (facing point)
- Dade Produce (facing point. Switch is near a signal, may need to convert signals to permissive if you can't get dispatcher permission to pass the red to switch by pressing the "tab" key.
- Crewson Citrus Grower & Shipper (trailing point)
- Dade City House Track (double-ended, trailing point if reached via Crewson citrus Grower & Shipper)

## **Zephyrhills Region Spurs**

- Polk Oil (trailing point).
- Abbot Citrus Packing (facing point, runaround track nearby)
- 807.4 SAL Loading Platform (facing point, access via Abbot Citrus)
- Gulf Plastics (trailing point)
- Pine Products trk 2 (facing point)
- Pine Products trk 1 (facing point)

## **Central Phosphates South**

This job starts in Central Phosphates. There is a "Yard" track in Central Phosphates, so be sure and check that track to work so you'll have cars to set out. You can use this as

simply a “Plant Switcher”, picking up cars on the yard track and setting them out on the various spurs, plus picking up cars on the spurs. Or you can start a run at Central Phosphates, do some work, and then continue on southbound.

The next region you come to is Dade City.

## ***Plant City South***

Plant City is an excellent place to start an activity. It’s a great town with a small yard and plenty of industries. You begin on the south (west) end of Plant City facing north (east) ready to head towards Tampa.

You should check the two “Yard” tracks in Plant City to work, and probably no other Yard tracks, when running this route. You have a couple of options from here: you can assemble a larger train and head westbound with it, or you can create a “Plant City Switcher” and just switch Plant City and/or [Plant City South](#).

## **Plant City Industries (Plant City Region)**

***In Plant City proper at or west/south of the yard tracks you have:***

- ACL Oil Distributor (have to go onto ACL main and it’s trailing point)
- ACL Interchange Track (facing point)
- ACL Warehouse (trailing point, on connector between SAL and ACL, work via ACL Interchange Track)
- Railway Express Agency (facing point)
- SAL Freight Station (facing point)
- Stevens Building Supply (facing point)
- Plant Farm Supply (facing point)
- Coast Pump Mfg (facing point, switch via Plant Farm Supply)
- 823.5 SAL Loading Platform (facing point)
- Hillsborough Oil Distributor (facing point)
- Dixie Paper Products (facing point)
- Publix Grocery Distributor (facing point, access via Dixie Paper Products)
- 823.0 SAL storage track (double ended)
- Paramount Poultry (trailing point)

***North/east out of Plant City, in order:***

- 821.1 Citrus Packing House (facing point, just beyond first signal out of yard)
- Allied Container Co. (facing point, just beyond first signal out of yard)

## **Plant City South Region**

None of the available paths actually run through Plant City South – they all run up the North leg of the wye towards Tampa. However there is a wye which forms a junction between the Jacksonville sub, and the Sarasota Sub, as you leave Plant City heading west(south). Simply take the branch to the right to work the spurs there, which are all trailing point with this Southbound template.



**Plant City South Industries (Plant City South Region):**

- Palmetto Tubular Supply
- 824.0 SAL Storage Track 1
- 824.0 SAL Storage Track 2
- Gulf Coast Lumber Supply
- Plant Citrus Packing House (double-ended)

**Turkey Creek Industries (Turkey Creek Region):**

*There is an SAL runaround track at MP 825 to help with any Turkey Creek facing point work. All of the Turkey Creek industry spurs branch off the runaround rack, except for Marion Farm Supply which branches off the main line.*

- Shore Storage Track (trailing point)
- Shore Fertilizer (trailing point)
- South Central Produce (trailing point)
- 824.1 Oil Distributor (trailing point)
- 824.2 Petroleum Products (trailing point)
- 824.3 Feed Supply (trailing point)
- 824.5 Chlorine Gas Supply (trailing point)
- 824.6 Battery Mfg
- 824.4 Refrigerator & Freezer Mfg. (trailing point)
- 824.7 Paint Mfg. (trailing point) (reach via 824.4 Refrigerator & Freezer Mfg.)
- 824.8 Window & Door Mfg. (trailing point)
- 824.9 Aluminum Supply (trailing point)
- 824.10 Merchandise Warehouse (trailing point) (Reach via 824.9 Aluminum Supply)
- Marion Farm Supply (off main line, facing point).
- Polk Pallet Mfg (drag up branch to Plant City Municipal Airport, then it's a trailing point switch).

**Yeoman South**

This path begins in Yeoman Yard with the engine(s) facing south. When running this path, you should check "Yard Tracks" in Yeoman Yard to work, and probably no other Yard tracks.

All switches in Yeoman Yard are manual so you should be able to reach/work any track in the yard. You can work the various spurs in the yard, some of which are facing point. All paths through this yard exit on the right hand track, the “Yeoman Yard Lead”. After completing any switching within Yeoman yard you should exit via that track.

If you have to work spurs off the Main Track (the left-most track), watch out for AI traffic. Provided you occupy the Main Track before any AI train does, the AI train SHOULD hold at the signal for you. If you see an AI train approaching allow it to pass before occupying the main track, as would be prototypical within Yard Limits.

You should be able to work trailing point AND facing point spurs in and around Yeoman because there are lots of runaround tracks in the area with manual switches.

### **East Yeoman Industries (Yeoman Region):**

*There is a convenient runaround track at MP 839.0, the “SAL Runaround Track” to aid in facing-point switch moves for the industries listed below.*

- 839.4 Concrete Supplier (single track, trailing point, may have issues with signal protecting WB yard entrance, if so [convert the signals to permissive.](#))
- 839.3 Machinery Mfg (single track, trailing point, may have issues with signal protecting WB yard entrance, if so [convert the signals to permissive.](#))
- 839.2 Tool Mfg. (single track, trailing point)
- 839.1 Fork Lift Mfg (facing point)
- 838.1 Casket Mfg. (facing point)
- 837.2 Petroleum Products Trk 1 (trailing point)
- 837.2 Petroleum Products Trk 2 (trailing point)
- 837.1 Window & door Mfg. (facing point)
- Brandon Lumber Supply (facing point)
- 832.9 SAL Loading Ramp (trailing point – sd note: is it labeled 832.1?)

***Note:** We didn’t allow an option to work the Bone Valley storage track for a number of reasons. Mainly this track is on a different subdivision that runs to Alcoma, Florida, and the scenery runs out at the end of the siding. That and some grade crossing issues prompted us to exclude this spur from the spurs available to work.*

### **Yeoman Yard Industries (Yeoman Region):**

- Yeoman Track 1 – 7 (bidirectional)
- 840.2 RR Tie Loading (facing point, access from Main Track)
- 840.1 Oil Distribution (trailing point, access from Main Track)
- 839.6 SAL Loading Ramp (facing point, access from Main Track)

- 839.5 Beverage Distributor (facing point, access from main track. Reverse moves to switch in and out may require you to get dispatcher permission. You may not get that permission because the path is eastbound, in which case you'll need to [convert the signals to permissive](#).

### **Gary Branch Industries (Gary Region):**

- 843.9 Chemical Co. 1 & 2
- 844.14 Continental Can #3
- Industry 844.13 Food Dist.
- 844.12 Steel Fabrication
- 844.9 Machinery Mfg
- 844.8 Oil Supplier.
- Gary Yard Tracks 1 - 6

### **Tampa East Industries (Tampa East region):**

The **Tampa East Industries** include:

- 843.1 Lumber Supply (trailing point)
- 842.6 Refrigerating Co 1 & 2 (trailing point)
- 842.6 Feed Mill (trailing point)
- 842.5 Produce Company (trailing point)
- 843.2 Oil Distributor (trailing point)
- 842.4 Petroleum Products (facing point)
- 842.2 Paint Mfg (facing point)
- 842.3 Corrugated Box Mfg 1 & 2 (facing point)
- 842.1 Lumber Supply (trailing point)
- 841.1 Singles & Roofing Supplies (trailing point)
- 841.2 Cabinet & Shelving Supply (trailing point)

### **Gary Wye (Gary Wye region)**

The Gary Wye serves the following industries:

- 843.19 Iron & Steel Supply (trailing point from Yeoman)
- 843.10 Fertilizer Distributor (Trailing point from Yeoman)
- 843.12 Asphalt Supplier (Trailing point from Yeoman)
- 843.14 Electrical Supply (Trailing point from Yeoman)
- 843.15 Tractor mfg (Trailing point from Yeoman)
- 843.18 Storage Track (bi-directional)

- 843.17 Storage Track (bi-directional)
- 843.16 Fruit and Vegetables (Trailing point from Yeoman)
- 843.13 Scrap Yard (E leg of wye, will likely require you to [convert the signals to permissive](#) to access. Could be trailing point if backing up E. leg of Gary Wye, then running down west leg to do the work. Switching this one could be challenging.)

### **Tampa Industrial Access Track (Tampa Industrial region):**

This track is a third track on the far left, branching off the left main line just south/west of the Gary Telegraph Office. It is not on any of the included paths, but you can get there running westbound by crossing over at MP 843, across from 842.5 Produce Co. When running “wrong main” be careful of AI traffic, or generate an activity with no AI traffic.

The **Tampa Industrial Access Track** serves the following industries:

- Tampa Shipyard 1 – 4 (facing point)
- 844.5 Phosphate Loading (trailing point)
- 844.4 Auto Parts (facing point)
- 843.7 Building Material Supplier (trailing point)
- 843.4 Continental Can #1 (facing point)
- 844.5 Continental Can #2 (facing point)
- Industry 843.3 Oil Distributor (trailing point)
- 844.6 Dock Team Track (trailing point)
- 844.7 Produce Distributor (trailing point)
- 844.11 Appliance Mfg (trailing point)
- 844.11 SAL Loading Platform (trailing point)

### **Tampa West ‘Right-Main’ Industries (Tampa West region):**

The industries on the **right-hand main** (where your path will run by default) in Tampa between the Tampa Yard and Gary Wye are:

- 844.2 Concrete Supplier (facing point)
- 844.1 Furniture Distributor (facing point)
- 843.8 Food Distributor (facing point)
- 843.6 Produce Distributor (trailing point)

## **Credits**

This template, and the SwitchList Generator™ Program, were created by Steve Davis. The template, and activities created using it, are freeware and can be freely distributed. The SwitchList Generator Activity Creation Program is a copyrighted work and may not be distributed by any means without the express written permission of Steve Davis or Skyline Computing.

You can obtain other templates, help, participate in discussions about the Seaboard Air Line Florida Division Route, and learn more about SwitchList Generator, at the Skyline Computing Web Site, [www.skylinecomputing.com](http://www.skylinecomputing.com)

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Thanks of course to **Carey Stevens** for working with me to create a great route that is also ideal for SwitchList Generator.

Please report bugs or issues with this Activity Creation Template to [SteveDavis@skylinecomputing.com](mailto:SteveDavis@skylinecomputing.com)