PROTO POWER WEST/A-LINE P.O. Box 2701 Carisbad, CA 92018 CLIENT'S NAME DATE RECEIVED CHECK AND/OR CIRCLE ALL THAT APPLY: 1. WHICH SCALE?			LAYOUT DESIGN QUESTIONNAIRE (COPYRIGHT BY DON DeLAY 1996, ALL RIGHTS RESE	RVED)
DATE RECEIVED CHECK AND/OR CIRCLE ALL THAT APPLY: 1. WHICH SCALE? O, S, HO, N 2. PREFERRED TRACKPLAN TYPE: TRUE POINT TO POINT (DEAD ENDS) POINT TO POINT WITH TURNAROUND LOOPS (LOOP TO LOOP) CONTINUOUS RUN (OVAL OR TWISTED OVAL) OTHER 3. PREFERRED LAYOUT DESIGN(S): ISLAND (CENTER OF ROOM, FREE STANDING) MODULAR (PLUGS TOGETHER WITH LIKE SECTIONS) MOVABLE/SECTIONAL (MOVABLE TO NEW HOME/LOCATION) AROUND THE WALLS (SHELF TYPE) LIFT-UP (ENTIRE LAYOUT RAISES FOR WALK-UNDER) MUSHROOM (MULTI-LEVEL, NO HIDDEN TRACK OR HELIX) PENINSULAR (EXTENDS INTO MIDDLE OF ROOM) DOUBLE DECK (PROBABLY CONNECTED BY HELIX) PENINSULAR (EXTENDS INTO MIDDLE OF ROOM) DOUBLE DECK (PROBABLY CONNECTED BY HELIX) DEPEN WALK-IN (NO DUCK-UNDERS) LIFT-OUT, DROP-DOWN OR LIFT-UP ENTRANCE TO ROOM OTHER 4. LAYOUT THEME/RELATIVE EMPHASIS "BALANCE SCALE": (PLACE AN "X" MARK ON EACH LINE CLOSEST TO YOUR INTEREST) TRACK/OPERATION			PROTO POWER WEST/A-LINE P.O. Box 2701 Carlsbad, CA 92018	46 - 1111 194 - 1111 195 - 1111 195 - 1111
1. WHICH SCALE? 0, S, HO, N 2. PREFERRED TRACKPLAN TYPE:				
2. PREFERRED TRACKPLAN TYPE:	CHE	CK AN	ND/OR CIRCLE ALL THAT APPLY:	
TRUE POINT TO POINT (DEAD ENDS) POINT TO POINT WITH TURNAROUND LOOPS (LOOP TO LOOP) CONTINUOUS RUN (OVAL OR TWISTED OVAL) OUT AND BACK (POINT TO LOOP) OTHER ISLAND (CENTER OF ROOM, FREE STANDING) MODULAR (PLUGS TOGETHER WITH LIKE SECTIONS) MOVABLE/SECTIONAL (MOVABLE TO NEW HOME/LOCATION) AROUND THE WALLS (SHELF TYPE) LIFT-UP (ENTIRE LAYOUT RAISES FOR WALK-UNDER) MUSHROOM (MULTI-LEVEL, NO HIDDEN TRACK OR HELIX) PENINSULAR (EXTENDS INTO MIDDLE OF ROOM) DOUBLE DECK (PROBABLY CONNECTED BY HELIX) OPEN WALK-IN (NO DUCK-UNDERS) DUCK-UNDERS (ENTRANCE OR NARROW AISLES) LIFT-OUT, DROP-DOWN OR LIFT-UP ENTRANCE TO ROOM OTHER 4. LAYOUT THEME/RELATIVE EMPHASIS "BALANCE SCALE": (PLACE AN "X" MARK ON EACH LINE CLOSEST TO YOUR INTEREST) ITRACK/OPERATION SCENIC REALISM A. PROTOTYPE ROAD (WHICH?) 1. SPECIFIC OR GENERAL AREA BEING MODELED:	1.	WHIC	CH SCALE? O, S, HO, N	
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ISLAND (CENTER OF ROOM, FREE STANDING) MODULAR (PLUGS TOGETHER WITH LIKE SECTIONS) MOVABLE/SECTIONAL (MOVABLE TO NEW HOME/LOCATION) AROUND THE WALLS (SHELF TYPE) LIFT-UP (ENTIRE LAYOUT RAISES FOR WALK-UNDER) MUSHROOM (MULTI-LEVEL, NO HIDDEN TRACK OR HELIX) PENINSULAR (EXTENDS INTO MIDDLE OF ROOM) DOUBLE DECK (PROBABLY CONNECTED BY HELIX) OPEN WALK-IN (NO DUCK-UNDERS) DUCK-UNDERS (ENTRANCE OR NARROW AISLES) LIFT-OUT, DROP-DOWN OR LIFT-UP ENTRANCE TO ROOM OTHER 4. LAYOUT THEME/RELATIVE EMPHASIS "BALANCE SCALE": (PLACE AN "X" MARK ON EACH LINE CLOSEST TO YOUR INTEREST) TRACK/OPERATION SCENIC REALISM A. PROTOTYPE ROAD (WHICH?) 1. SPECIFIC OR GENERAL AREA BEING MODELED:			POINT TO POINT WITH TURNAROUND LOOPS (LOOP) CONTINUOUS RUN (OVAL OR TWISTED OVAL) OUT AND BACK (POINT TO LOOP)	(O LOOP)
MODULAR (PLUGS TOGETHER WITH LIKE SECTIONS) MOVABLE/SECTIONAL (MOVABLE TO NEW HOME/LOCATION) AROUND THE WALLS (SHELF TYPE) LIFT-UP (ENTIRE LAYOUT RAISES FOR WALK-UNDER) MUSHROOM (MULTI-LEVEL, NO HIDDEN TRACK OR HELIX) PENINSULAR (EXTENDS INTO MIDDLE OF ROOM) DOUBLE DECK (PROBABLY CONNECTED BY HELIX) OPEN WALK-IN (NO DUCK-UNDERS) DUCK-UNDERS (ENTRANCE OR NARROW AISLES) LIFT-OUT, DROP-DOWN OR LIFT-UP ENTRANCE TO ROOM OTHER 4. LAYOUT THEME/RELATIVE EMPHASIS "BALANCE SCALE": (PLACE AN "X" MARK ON EACH LINE CLOSEST TO YOUR INTEREST) TRACK/OPERATION SCENIC REALISM C MAINLINE RUNNING SWITCHING A. PROTOTYPE ROAD (WHICH?) 1. SPECIFIC OR GENERAL AREA BEING MODELED:	3.	PREF	FERRED LAYOUT DESIGN(S):	
(PLACE AN "X" MARK ON EACH LINE CLOSEST TO YOUR INTEREST) L			MODULAR (PLUGS TOGETHER WITH LIKE SECTIONS) MOVABLE/SECTIONAL (MOVABLE TO NEW HOME/LOCAT AROUND THE WALLS (SHELF TYPE) LIFT-UP (ENTIRE LAYOUT RAISES FOR WALK-UNDER MUSHROOM (MULTI-LEVEL, NO HIDDEN TRACK OR HE PENINSULAR (EXTENDS INTO MIDDLE OF ROOM) DOUBLE DECK (PROBABLY CONNECTED BY HELIX) OPEN WALK-IN (NO DUCK-UNDERS) DUCK-UNDERS (ENTRANCE OR NARROW AISLES) LIFT-OUT, DROP-DOWN OR LIFT-UP ENTRANCE TO R	TION)
TRACK/OPERATION SCENIC REALISM [4.			NTEREST)
MAINLINE RUNNING SWITCHING A. PROTOTYPE ROAD (WHICH?) 1. SPECIFIC OR GENERAL AREA BEING MODELED:			RACK/OPERATION SCENI	C REALISM
1. SPECIFIC OR GENERAL AREA BEING MODELED:			AINLINE RUNNING	SWITCHING
B. FREELANCED ROAD (DESCRIBE IN DETAIL)		Α.	PROTOTYPE ROAD (WHICH?)	
		B. 0801-	FREELANCED ROAD (DESCRIBE IN DETAIL)	