

**Track Run**

Straight TrackRun = Length of Straight Section

Curve TrackRun =  $((\text{Radius} * 2) * \text{PI}) / 360) * \text{Angle}$

Overlap Track. Treat overlapped sections as one piece. So a 12mtr overlap track would have a run of 12mtr, rather than 2 x 6.5mtr. (The sections that make up either side).

Mixed Tracks. On tracks made up of straights and curves the run = the sum of all the straight and curve sections using the formulas above.

**Runners (per 10)**

Runners =  $((\text{Run} * 3.3) / 10)$  rounded up to the nearest whole number

End Stops (per 2)	End Stop	End Stop with Line Guide
Single Track	1	0
Overlap Track	1	1

**Joint Bolt Sets (per 4)**

Closed Loop Tracks Joints =  $(\text{Number of Track Sections} / 4)$  rounded up to the nearest whole number

Single Run Tracks Joints =  $((\text{Number of Track Sections} - 1) / 4)$  rounded up to the nearest whole number

Overlap Tracks Joints =  $((\text{Number of Track Sections} - 2) / 4)$  rounded up to the nearest whole number

**Fixings (per 2)**

Fixings =  $((\text{Run} - 2) / 2)$  rounded up to the nearest whole number + 1

**Cable (per 10)**

Cable =  $((\text{Run} * 2) + (\text{Drop} * 2) + 3) + \text{Drum max Travel} + (\text{Length of any Diversions} * 2) / 10$  rounded up to the nearest whole number

**Cord (per 10)**

Cord =  $((\text{Run} * 2) + (\text{Drop} * 2) + 3) / 10$  rounded up to the nearest whole number

