

## Options When Using Multiple Bridges

### MIXED CAPACITY SYSTEMS

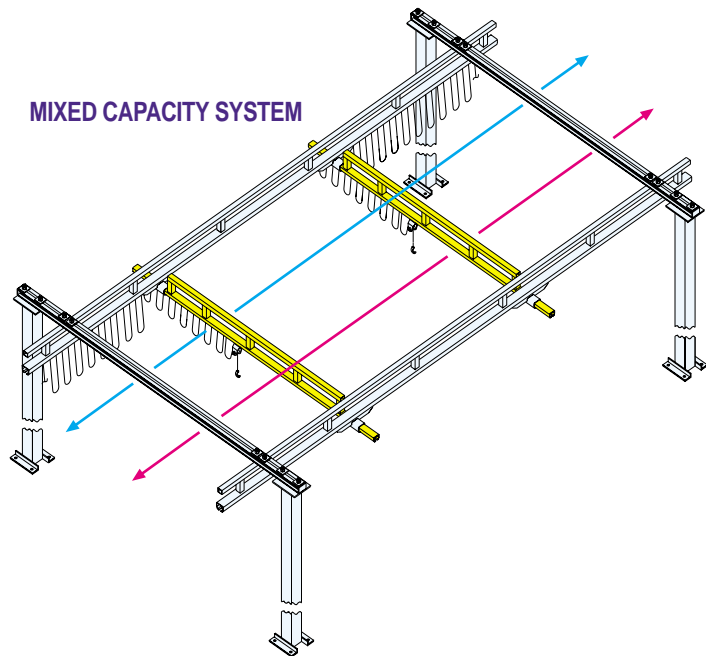
Bridges are sized for an individual rated load. Runways are sized for the *combined* weight of all loads, so they use a heavier track series than the bridges.

#### Advantages:

- No “dead” coverage areas (areas with no bridge coverage). Each bridge can travel the length of the system.
- Limited “dead” coverage areas between bridges, so bridges can be used side-by-side.
- Bridges weigh less, making them easier to move.

#### Disadvantage:

- Use larger sized runways, so they may cost more than intermediate stops or bridge buffer systems.



### BRIDGE BUFFER SYSTEMS

Bridges are sized for an individual rated load. Runways are sized for the heaviest *individual* load, so the runways use the same track series as the largest bridge. Bridges are physically separated by wheeled, movable bridge buffers.

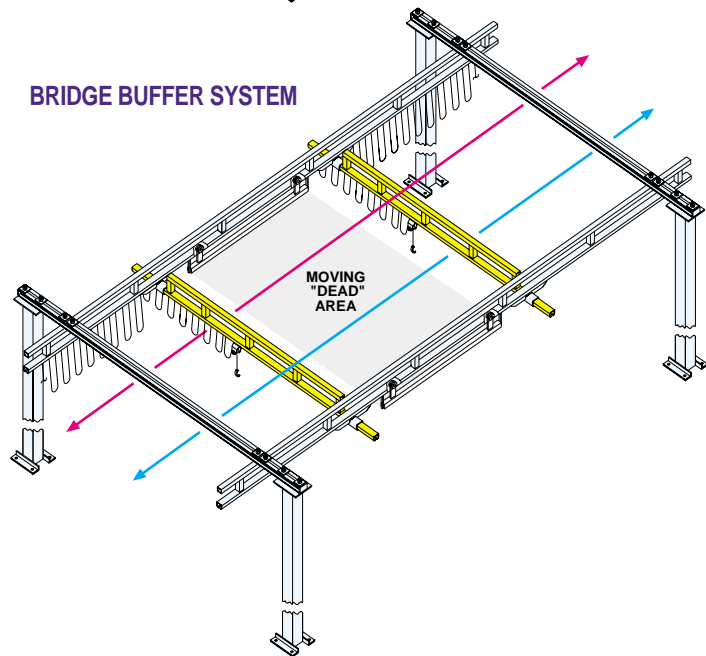
#### Advantage:

- Usually cost less than mixed capacity systems because they typically use smaller sized runways.

#### Disadvantage:

- Buffers take up space, creating a moving “dead” space between bridges.

*Note: With two bridges, the dead space equals half the distance of the support centers (L1 from the dimensional charts). When a third bridge is added, the dead space occupied by the additional bridge buffers equals the distance of the support centers. Special support steel may be required.*



### SYSTEMS WITH INTERMEDIATE STOPS

Bridges are sized for an individual rated load. Runways are sized for the heaviest *individual* load, so the runways are same size as largest bridge. Bridges are physically separated by *internal stops or bumpers*. Extra hangers may be required to eliminate overload.

#### Advantages:

- Use smaller runways, therefore typically cost less than mixed capacity systems.
- Fewer potential “dead” spots in the system.

#### Disadvantages:

- Each bridge on the system can travel only a portion of the length of the system.
- May cost more to install since they require extra supports to eliminate an overload situation.

