Russ Ferre's Lasalle Central (HO)







Russ' layout is double deck built around the walls with a center peninsula. He has cleverly found ways to route the track into just about every nook and cranny in his basement so that he doesn't need a helix to join the two levels. He has many kitbashed buildings to fit the spaces available.

Willard Johnson's Jordan Valley Central (HO)







The Jordan Valley Central is a short line railroad that services the local industries in the Salt Lake area in the 1960's with a modeler's license to run an occasional steam engine. Main line action is based on the WP and DRGW who interchange east-west traffic in Salt Lake. Through trains do a power and caboose change out at Baker Yard then continue on to the Shelly yard to set out/pick up JVC local traffic. The layout features many nicely constructed kit and kitbashed buildings.

Tim Dumas's Copper King Mine & RR. (HO)







Bingham Canyon mine was my inspiration for my Copper King mine and railroad layout. It was the railroad that made this mine possible, by mass-producing low-grade copper for a profit. At one time or another the place had it all, shays, small stream, large steam, electric motors and then diesels. The time I picked for my railroad was the mid-1970s with the conversion from electric to diesel they were testing different diesel locomotives, they brought in road names from all over the country to test their motive power on the steep grades of the pit. This was high mountain railroading like you have never seen, bridges crossing the canyons, tunnels and cribbing everywhere to hold back the mountain. People lived right next to the mine itself in small communities like Copperfield, Highland Boy. So, this had to be my prototype, I started by digging out a crawl space I had under my family room, picking every inch in the hard pan clay, then pumping cement in, so I could have my dream railroad. Who models an open pit mine in there basement, yes me, to try to keep some of this history alive with my Copper King Mine and Railroad.