

## GEOFF CARTER'S UP RR. (HO)

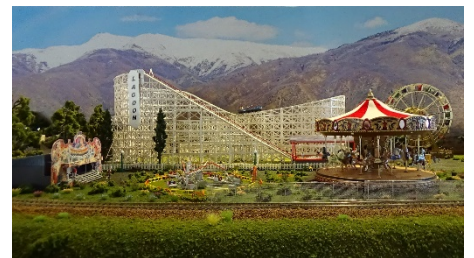


Geoff's double deck layout takes its inspiration from the Southeast Idaho and Northern Utah area during the era of transition from steam to diesel locomotives. Some of the locations are used because of association with family members:

- Michaud – was a small whistle-stop station in southern Idaho between Pocatello and Twin Falls where my dad began his career with the Union Pacific Railroad and is the main reason I chose to model this railroad.
- Riverside Hotel – is a hotel in Lava Hot Springs, Idaho that was built by my Great Grand Father, William Richard Godfrey, in 1914. The hotel still stands and is in operation.

The layout was initially built with Digitrax DCC as the control system, but is being converted to RailPro. He still uses the Digitrax boosters to supply the necessary voltage to the tracks and to allow the use of the DCC locomotives that have not yet been converted. Most of the beautiful rock carvings were done by Blaine Holbrook. Dave Hoffenberg and Keith Osojnak made most of the "pine" trees from furnace filters, an idea we stole from Karin Gerald. Most of the buildings on the layout were built from Walthers kits. Of note is the Spencer Farms slaughterhouse that is a Campbell kit originally built in the 1970s. The cattle pen at the same location is a plastic reproduction of the original Campbell kit that didn't survive the years and move from California

## BOUNTIFUL MUSEUM (HO)



The layout at the Bountiful Museum tries to keep alive the memories of the interurban era of the Wasatch Front by modelling many of the stations and scenes of the Bamberger Railroad which ran from Provo to Ogden. There is an animated amusement park scene that represents the Lagoon Park that still is going strong. A double track steam railroad circles the front edge to represent the UP and D&RGW that paralleled the Bamberger from Salt Lake City to Ogden.

## JOHN NICHOLS' GN RR. (HO)



John's layout is based on the Great Northern Railroad in the transition era. He has many nicely done scenes with scratch built and kitbashed buildings. In addition there many well done bridges, several of which span the entrance to the layout.