



**NEIL BLOSCH (G)**

Neil's layout is housed in a purpose built building approximately 30 ft. by 100 ft. The layout has two loops at different levels with a ramp track that joins the two loops together. The layout has many well detailed buildings with complete interiors as well as other detailed scenery. One highlight of the layout is very large suspension bridge. The rolling stock includes two Big Boy locomotives as well as other big steam and diesel engines.

### **PAT BRAY'S SOUTHERN CALIFORNIA ROAD SWITCHERS (HO)**



My HO layout is based on Southern California in the 1960's (with a modeler's liberty to float a little on either side). The three class 1 roads in Southern California of the day, Santa Fe, Southern Pacific, and Union Pacific are represented and have their own yards and customers and interchange with each other. There is a focus on the Los Angeles Harbor where the Harbor Belt Line, which was jointly owned by all three, handles the wharfs. Rail shippers include industries that were found in So. Cal: Citrus Packing, Petroleum Refineries, Cement, Sugar Beets and traffic that would typically be seen in the LA Harbor.

## NEIL MAHONEY (N)



Neil's layout is a proto-freelanced version of Soldier Summit that sits at the crest of east- and west-bound 2% grades on the former Denver & Rio Grande Western. The era is set in the 1950's when the town had a stock yard, passenger/freight depot, and spur for coal hoppers. It will also have a rail-served ozokerite mine and mill (that sat a quarter-mile from the tracks in real life) plus four fictional industries and a small engine terminal to add extra operating interest. Neil will add the DRGW's Vernal Branch (planned but never built) to serve the Utah towns of Duchesne, Myton, Roosevelt and Vernal. This branch line (represented by staging) will add significant additional traffic to the action at Summit.

Soldier Summit's mainline and yard are operational. Next up are industry tracks, scenery and buildings, which are planned for completion before the convention.