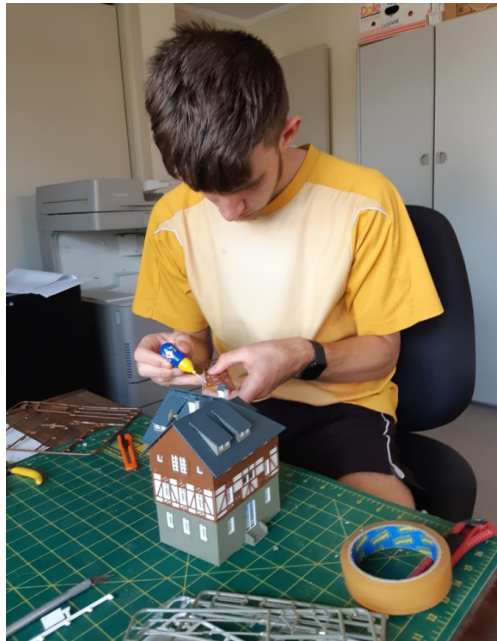


## ***Andrew's Musings Part 10***

In doing all this model railroading (when I get the time), I enjoy the creativity of it all, the skills I have developed with tools as a result, the enjoyment that it gives to the public, but also it is something that I want to do with my boys before they fly the nest. Unfortunately, we are always busy with too many other things to get sorted first.

So a few years ago I decided that I better get my eldest son more involved, and given that everything else we have is modular, then he could come up with some modules for himself. So what does Benjamin want to do? I've already mentioned that he had bought a Faller Car starter set (truck and trailer), but since then he also purchased the Bonn Station kit set as well. So are we looking at another city scene with a more extensive network of roads for the cars to run around on? Admittedly it has become a bit of a joke in our household with the number of station modules that we have built. From what is 12 scenes over about 22 module equivalents, 8 of them have stations. Hey the idea is that I don't bring 8 stations to each exhibition, but instead swap them out each time so you get to see something different from one exhibition to another.



Anyway, Benjamin is building a grand station. He has got around to naming his station (unlike the other 7), Holzstadt, which you can understand is a derivation on our surname. However it is not just the station, but the full size city surrounding it which adds to the whole look. The Faller car system runs back and forth 6 times across the 3 module length before returning to the start again.

I'm trying to remember where the inspiration came from for Benjamin, but the final look has some similarities to Paris or other river cities . . . there's a bit of Berne and other places that we visited when in Europe a few years ago. So two levels down from the train lines is a river, busy with barge traffic narrowly gliding under the road bridges and other merchant activity. From the wharf you step up into the old part of the city and the town square with a home-made fountain (and actual water!). I'm just hoping it won't flood the surrounding area. Beyond that the city morphs into a more modern metropolis with apartment buildings, motorways and all the other features we see in today's world.



Above the main road level, carving through the scene is the station proper, with 5 platforms/tracks and an extensive array of overhead wires (the picture below is from the early days of building the modules but gives a clear view of the trackwork without the overhead being in the way). I've actually made the wiring as two solid soldered pieces so they can lift out in case one needs to get to the tracks. It needs a bit more work to make it look better but it will do for the moment. The Bonn Station stands in all its glory, but as times have progressed, the platforms in front have been upgraded to modern ICE "gull wing" versions. Admittedly the platforms are short . . . to fit, a full length train is only the loco and 3 x 26cm coaches, but this accounts for most of our rolling stock so not a problem.



Progress has been slow due to a lot of work needing to happen below the tracks. However, I believe the street lights have finally arrived in NZ, so there may be some frantic activity to get this ready to

debut at the next exhibition. I just need to improve the transition of the Faller car system across the module joins. As Benjamin says, next time we should try and avoid going over the join. However, just like my sons don't always listen to my good advice 😊, I've ignored this advice as well by doing an extreme Faller Car installation (in more ways than one) on Matthew's module (to be discussed in a couple of articles).

The final picture is also from a few years ago, showing the river and wharf, the road bridge above it and the train tracks up another level again (and the clutter that is our garage above that – please ignore!). It just happens that the Faller truck that started all of this is in the middle of the picture. Something so small ends up as something so big!

