

Wednesday	Crestone Peak	Humbolt Peak	Long's Peak	Blanca Peak	Maroon Peak	Pike's Peak (hands-on)
6:30 pm to 7:30 pm	<u>Yankee Girl (car): A Search for the Truth</u> - Todd Leftwich	<u>Scratch Building Board-on-Board and More</u> - Mike Engler	<u>Branch Out with Tree Prototypes</u> - Jacob Lofgren	<u>Up, Up and Away: Cog Railroads in the USA</u> - Tom Hoermann	<u>If It Ain't Dirty, It Ain't Done</u> - Duane Richardson	<u>Balsa Foam 101: A Hand's On introduction to Carving and Coloring, Part 1</u> - Kris Blackmarr
8:00 pm to 9:00 pm	<u>From Sea to Shining Sea: Dual Gauge in North America with Modeling Opprtunities</u> - Gerry Glancy	<u>Colorado & Southern: Inspiration for Modeling</u> - Mason Cutchin	<u>Scratchbuilding Using Free Government Sources</u> - Harold Huber	<u>Nn3: An Overview</u> - Tom Knapp	<u>Railfanning the Silverton Branch of the D&RGW and the RGS</u> - Dick Hunter	<u>Applications of Weathering Mix by Hunterline</u> - Maureen & Rick Hunter
9:30 pm to 10:30 pm	<u>Boulder County Narrow gauge</u> - Todd Hackett	<u>Kennebec Central: Smallest of the Main Two-Footers</u> - Jeff Schumaker	<u>Ghosts of Gasoline Alley</u> - Richard Wehr	<u>A Day in the Life of the Rio Grande Southern</u> - Jim Ferenc	<u>Modeling Light</u> - Nick Gully	<u>Applications of Weathering Mix by Hunterline (continued)</u> - Maureen & Rick Hunter
Thursday	Crestone Peak	Humbolt Peak	Long's Peak	Blanca Peak	Maroon Peak	Pike's Peak (hands-on)
8:00 am to 9:00 am	<u>Live Build of a Wood Frame HO3 Trestle</u> - Gerry Glancy	<u>Modeling Desert Scenery</u> - Travis Handschug	<u>Branch Out with Tree Prototypes</u> - Jacob Lofgren	<u>A Day in the Life of the Rio Grande Southern</u> - Jim Ferenc	<u>If It Ain't Dirty, It Ain't Done</u> - Duane Richardson	<u>Balsa Foam 101: A Hand's On introduction to Carving and Coloring, Part 2</u> - Kris Blackmarr
9:30 am to 10:30 am	<u>Handlaying Turnouts</u> - Randy Meyer	<u>Colorado & Southern: Inspiration for Modeling</u> - Mason Cutchin	<u>Geology of The Little Kingdom of Gilpin, So Many Mines In So Small A Sapce</u> - Monte Pearson	<u>Narrow Gauge in 3-D</u> - Todd Hackett	<u>Scale Illumination</u> - John Niemeyer	<u>Airbrush 101: Basics of Airbrush Operation and Maintenance</u> - Tom Grossman
11:00 am to 12:00 pm	<u>Yankee Girl (car): A Search for the Truth</u> - Todd Leftwich	<u>Kennebec Central: Smallest of the Main Two-Footers</u> - Jeff Schumaker	<u>DCC On-Board Animation</u> - Laurie McClean	<u>Fifty Years and Three Generations of Narrow Gauge</u> - Adolf Hungry Wolf	<u>Using 3 D Rapid Prototyping To Create Narrow Gauge Modelsq</u> - Jim Shiff	<u>Airbrush 101: Basics of Airbrush Operation and Maintenance (continued)</u> - Tom Grossman
Afternoon Break						
6:30 pm to 7:30 pm	<u>Live Build of a Wood Frame HO3 Trestle</u> - Gerry Glancy	<u>Top Adjustable Legs and Other benchwork Developments</u> - Dwight Roinestad	<u>Creative Structure Kitbashing</u> - Tony Koester	<u>Narrow Gauge in 3-D - Todd Hackett</u>	<u>Pan Pastels for Structures and Rolling Stock</u> - Pete Steinmetz and Roger Malinowski	<u>Airbrush 101: Basics of Airbrush Operation and Maintenance</u> - Tom Grossman
8:00 pm to 9:00 pm	<u>Tribute to Bruce Maxwell: C&S Up To and Including Scrapping Operations</u> - Rodney Guggenheim	<u>Achieving Realism through Details - Bob Rothgery</u>	<u>Building a turntable Without Breaking the Bank</u> - Paul Richardson	<u>D&RGW K-36 Locomotives</u> - Jerry Day	<u>Pan Pastels for Structures and Rolling Stock (continued)</u> - Pete Steinmetz and Roger Malinowski	<u>Airbrush 101: Basics of Airbrush Operation and Maintenance (continued)</u> - Tom Grossman
9:30 pm to 10:30 pm	<u>Tonopah Railroad</u> - Mike Lee	<u>Modeling Desert Scenery</u> - Travis Handschug	<u>Geology of The Little Kingdom of Gilpin, So Many Mines In So Small A Space</u> - Monte Pearson	<u>Nn3: An Overview</u> - Tom Knapp	<u>Scale Illumination</u> - John Niemeyer	<u>Weathering</u> - Joel Bragdon

Friday	Crestone Peak	Humbolt Peak	Long's Peak	Blanca Peak	Maroon Peak	Pike's Peak (hands-on)
8:00 am to 9:00 am	<u>Narrow Gauge and Shortline Railroads of Western Canada</u> - Gerald Harper	<u>Lubrication 101</u> - Harry Kannry	<u>Restoration of C&S Waycar #1008</u> - Farmer Brother's	<u>D&RGW K-36 Locomotives</u> - Jerry Day	<u>Pan Pastels for Structures and Rolling Stock</u> - Pete Steinmetz and Roger Malinowski	<u>Balsa Foam 101: A Hand's On introduction to Carving and Coloring, Part 1</u> - Kris Blackmarr
9:30 am to 10:30 am	<u>Building and Modifying Cars for performance and Accuracy</u> - David Varney	<u>Top Adjustable Legs and Other benchwork Developments</u> - Dwight Roinestad	<u>Creative Structure Kitbashing</u> - Tony Koester	<u>Up, Up and Away: Cog Railroads in the USA</u> - Tom Hoermann	<u>Pan Pastels for Structures and Rolling Stock (continued)</u> - Pete Steinmetz and Roger Malinowski	<u>Building Geodesic Foam Scenery</u> - Joel Bragdon
11:00 am to 12:00 pm	<u>Tribute to Bruce Maxwell: C&S Up To and Including Scrapping Operations</u> - Rodney Guggenheim	<u>Dead Rail: Or Battery Powered Radio Control for Model Trains</u> - Pete Steinmetz	<u>DCC On-Board Animation</u> - Laurie McClean	<u>Fifty Years and Three Generations of Narrow Gauge</u> - Adolf Hungry Wolf	<u>Using 3 D Rapid Prototyping To Create Narrow Gauge Modelsq</u> - Jim Shiff	<u>Building Geodesic Foam Scenery (continued)</u> - Joel Bragdon
Afternoon Break						
6:30 pm to 7:30 pm	<u>Handlaying Turnouts</u> - Randy Meyer	<u>Beginner's Guide to Two Foot Lines in the US and Modeling Them</u> - Bob Harper	<u>Scratchbuilding Using Free Government Sources</u> - Harold Huber	<u>Marshall Pass Part II</u> - Patrick Student	<u>Mines and Mining Along the Gilpin Tramway</u> - Keith Pashina	<u>Building Geodesic Foam Scenery</u> - Joel Bragdon
8:00 pm to 9:00 pm	<u>Building and Modifying Cars for performance and Accuracy</u> - David Varney	<u>Dead Rail: Or Battery Powered Radio Control for Model Trains</u> - Pete Steinmetz	<u>Restoration of C&S Waycar #1008</u> - Farmer Brother's	<u>Making Photorealistic Buildings Out of Cardstock Using a Computer</u> - Joe Crea	<u>Railfanning the Silverton Branch of the D&RGW and the RGS</u> - Dick Hunter	<u>Building Geodesic Foam Scenery (continued)</u> - Joel Bragdon
9:30 pm to 10:30 pm	<u>Narrow Gauge and Shortline Railroads of Western Canada</u> - Gerald Harper	<u>Lubrication 101</u> - Harry Kannry	<u>Prototypically Modeling a Mine Site</u> - Ed Freeman	<u>Rivers, Rapids and Rushing Waters</u> - Cameron Bryars	<u>Shooting Up the Place: Taking model Photographs for Publication</u> - George Riley	<u>Weathering</u> - Joel Bragdon
Saturday	Crestone Peak	Humbolt Peak	Long's Peak	Blanca Peak	Maroon Peak	Pike's Peak (hands-on)
8:00 am to 9:00 am	<u>Tonopah Railroad</u> - Mike Lee	<u>Achieving Realism through Details</u> - Bob Rothgery	<u>Ghosts of Gasoline Alley</u> - Richard Wehr	<u>Making Photorealistic Buildings Out of Cardstock Using a Computer</u> - Joe Crea	<u>Modeling Light</u> - Nick Gully	<u>Balsa Foam 101: A Hand's On introduction to Carving and Coloring, Part 2</u> - Kris Blackmarr
9:30 am to 10:30 am	<u>Boulder County Narrow gauge - Todd Hackett</u>	<u>Scratch Building Board-on-Board and More</u> - Mike Engler	<u>Building a turntable Without Breaking the Bank</u> - Paul Richardson	<u>Marshall Pass Part II</u> - Patrick Student	<u>Mines and Mining Along the Gilpin Tramway</u> - Keith Pashina	<u>Applications of Weathering Mix by Hunterline</u> - Maureen & Rick Hunter
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