

## Brian C. Whiton MMR #170

Master Model Railroader No. 170 is Brian C. Whiton. Brian came by his interest in the model railroading hobby in a very "unclassic" way. He went straight into HO when his friends were dabbling in Lionel and American Flyer. Even at the age of 12 he recognized the availability of materials.

After several years of fighting for freedom from parental and brotherly controls, a serious layout emerged and lasted him through college and the military. He applied his civil engineering skills learned in college to prototype railroading, albeit part-time, and has had a happy mix of mechanical design, civil design, and model railroading ever since. He is now the chief of design for A. J. Bellivieu Railroad Construction, on his third and last layout, and working days as chief draftsman for a manufacturer of surface acoustic wave devices. "What a wild mix," remarks Brian.

Big influences on his modeling were John Allen, whom he had the opportunity to meet and whose layout, the Gorre & Daphetid, he actually got to see, and Ed Lewis, the general manager of the Arcade and Attica Railroad, with whom he had his

first railroad job. Finally he notes the incredible energy source of the New England, Berkshire & Western Railroad of the Rensselaer Model Railroad Society.

Brian's prototype interests are the Rutland Railroad, greatly reinforced by the RPI club and the Rutland Historical Society, and other coal roads. He is helping two friends build coal roads and loves every minute of it. "Its like having three model railroads," he says.

Many years in the NMRA and the Northeastern Region in various capacities from model contest chairman to vice president and permanent convention committee chairman have been most rewarding. The best of all is the exposure to excellent modeling through the contest and Achievement Programs.

Brian reports that from time to time his modeling energy level has ebbed, but never subsided completely. Presently, and for the foreseeable future, it's at maximum. He's rebuilding parts of his layout to "dead-ringer prototype", and finding it the goal he has always sought, even though it is a bit limiting at times.

