

RGS Galloping Goose 2, 4, 7



Prototype information

RGS built its first motor in 1913, as a track maintenance crew vehicle. This was wrecked in 1925, but inspired the idea of using motors for scheduled service.

All of the "geese" were built in the railroad's shops at [Ridgway, Colorado](#). The first was built in 1931 from the body of a [Buick](#) "Master Six" four-door sedan. It was more conventional in its construction than the later geese, though it had a two-axle [truck](#) in place of the front axle. Part of the rear of the car was replaced by a truck stake-bed for carrying freight and mail; this was later enclosed and partially fitted with seating. It was used for two years to carry passengers, US Mail, and light freight before being scrapped. A second "goose" was built in the same year from another Buick, but later versions used [Pierce-Arrow](#) bodies except for #6, which was constructed partly out of parts taken from the scrapped #1.

No. 2 and No. 6 were constructed with two trucks, with the rear truck powered on both axles. #2 had an enclosed freight compartment (like a very short [boxcar](#)), while #6 had a larger open bed similar to #1. It was used only for work train service. The other four had three trucks and were articulated in the same manner as a [tractor-trailer truck](#). In these, the second truck was powered, and the freight compartment was essentially a conventional boxcar.

Initially, the "geese" were painted in black and dark green. In 1935 they were all painted in a silver scheme which they retain to this day, though the style of lettering and heralds changed over the years. In 1945, #3, #4, and #5 were rebuilt with [Wayne](#) bus bodies (at least the front half) replacing the old Pierce-Arrow bodies. This provided more passenger seating and comfort. A year later they also received new war surplus GMC engines.

In 1950, when the railroad finally lost its mail contract (in favor of highway mail carriers), #3, #4, #5, and #7 were converted for tourist operations, and the "Galloping Goose" name was officially recognized by the railroad. Large windows were cut in the sides of the freight compartments, and seating was added. A figure of a running goose and the words "Galloping Goose" were added to the car body doors. The service lasted only two years, and the last work of the "geese" was to salvage the rails.

It is unclear exactly where the name "Galloping Goose" comes from. It is mostly commonly suggested that it referred to the way the car body and the freight compartment tended to rock back and forth on the line's sometimes precarious track. It is also suggested, though, that the name arose because the "geese" were equipped with air horns rather than the whistles of the steam locomotives. The name was used informally for years before the tourist operations, though the railroad officially referred to the units as "motors".

Preserved today at Colorado RR Museum

Wikipedia

Sound project information

This sound project is recorded and dedicated for Goose 7, but is also useable for the similar Goose 2 and the old goose 4.

The sound operates both the noisy motor sound and the light coasting on flat areas where the motor is just idling. Use function key F14 to switch between the modes.

The wining of the axle gear at faster speeds is clearly audible

While the goose is running the clickety-click on the fish-plated rail joints can be heard. This nice feature especially comes to the fore during coasting.

The function outputs are all disabled except FA0 for a headlight and Fa5 for an interior light. Both are dimmed with CV60 to 90%

The sound project is based on the Zimo Advanced Standard - US.

The decoder must have SW Version 33.18 or higher.

The sound project works well on all Zimo sound decoders, except the old MX 690 series, which cannot handle complex sounds with coasting.

CVs 3, 4, 5 and 57 very are important values for the sound project. Changing the CVs 3 and 4 will change the number of gears you hear! Lower values in CV5 will cut away the wining of the axle gear and the clickety-click sound at speed will malfunction. The top speed is adjusted by CV 57 and not CV5. Please change any of these values very carefully!

Please note that there are other Galloping Goose sound projects too, for the open bed Geese 1 and 6 and the Silverton Rail bus.

By default the function number is the same as function key. All the functions can easily be assigned to other keys, using the Zimo function key mapping. Program the desired key number as your value in the CV 400+Fu number and the whole function is mapped to another key. Please take care, as it is possible to map multiple functions to the same key! Please read the instruction sheet <http://sound-design.white-stone.ch/Information.html>

Function	Installation	Function output	Sound effect
F0	Headlight on	FA 0v+0r	
F1	Bell		Bell
F2	Horn l-l-s-l		Highway crossing signal
F3	Horn l		Playable as long as the key is pressed
F4	Horn s		Short horn
F5	Cab light	FA 5	
F6	Horn for run-by operation		Horn with Doppler effect
F7	Unsuccessful engine start		Electric starter
F8	Sound on / off		Starter and idle sound
F9	Wheels screeching on curves		Sound of Wheels screeching on curves
F10	Conductor		„All aboard! “
F11	Door closing		Door slams
F12			
F13			
F14	Full power / coasting		Switch between 2 sound modes
F15			
F16	Tunnel fader (muting)		Sound fades in or out in 2,5 sec
F17			
F18			
F19			
F20			

Random effect	sound	
Z1		
Z2		
Z3		
Z4		
Z5		
Z6		
Z7		
Z8		

input	sound	
1	bell	
2	whistle	
3		

Changing CVs values used by the reset

CV# 3 = 38
CV# 4 = 18
CV# 5 = 254
CV# 6 = 200
CV# 35 = 0
CV# 36 = 0
CV# 37 = 0
CV# 38 = 0
CV# 40 = 0
CV# 41 = 0
CV# 42 = 0
CV# 43 = 0
CV# 44 = 0
CV# 45 = 0
CV# 46 = 0
CV# 57 = 90
CV# 60 = 226
CV# 95 = 50
CV# 114 = 188
CV# 136 = 24
CV# 152 = 63
CV# 154 = 2
CV# 158 = 8
CV# 286 = 240
CV# 289 = 2
CV# 290 = 20
CV# 291 = 60
CV# 293 = 180
CV# 294 = 180
CV# 295 = 180
CV# 296 = 230
CV# 297 = 210
CV# 298 = 4
CV# 299 = 90
CV# 311 = 0
CV# 312 = 0
CV# 313 = 116
CV# 314 = 25
CV# 351 = 0
CV# 352 = 0
CV# 362 = 65
CV# 372 = 230
CV# 373 = 230
CV# 374 = 14
CV# 376 = 181