

Automotive-1

Transloading facility that unloads and holds autos for dealer pickup. -
(destination)

Inbound cars (*choice* - each performs same auto transport job) =

- double door automobile boxcar
- automobile flatcar
- autorack car (double-deck or tripple-deck, with or without sides)

Outbound cars =

N/A

Scene elements =

- roofed platform, with ramp at one end emptying into a holding lot
- mobile unloading ramp stationed in the parking lot for end-unloading autorack cars
- a new or restored-vintage automobile for dealer pickup

This industry is ideal for placement near the front edge of a layout. A short spur angles away from the main line. A covered platform long enough for TWO double-door automobile boxcars, which is open along its side to accept autos driven sideways off automobile boxcars (or optionally automobile flatcars sideways-unloaded), sits in the "crotch" of the spur (spur will be on layout front edge side of platform), wedged in as close to the main line as practical. Optionally a second spur could be added to the other side of the platform. A fixed exit ramp on the end of the platform empties into an inferred secure automobile holding lot, which either just reaches the end of the ramp, or may continue on as far as to the end of the platform (meaning some/all of the fixed ramp will actually be in the holding lot tarmac). As the spur end can be very close to the layout edge, only a very tiny slice of the holding lot needs to be modeled, and even the platforms exit ramp can be diagonally chopped off by the layouts front edge (we are assuming in this example that the layout edge is paralleling the main line). The spur terminates at the holding lot edge so that a mobile unloading ramp (which optionally can be unmodeled, and just assumed to be parked nearby) can be butted up against the end of the spur for end-unloading autorack cars (or optionally automobile flatcars endways-unloaded). For scene-setting purposes, an auto is parked askew on the platform, as if it had just recently been sideways-unloaded.