

Coal-1

Powerhouse. - (destination)

Inbound cars =
hopper of power plant coal

Outbound cars =
occasional covered hopper for ash

Scene elements =
spur entering side of masonry building housing boilers and electrical generators

Older style rectangular three level masonry building with tall smokestack. Track will enter an opening built into the long side of building near the end, and building will be wide enough to accommodate a single coal hopper at first-floor level. Hopper will dump coal into basement-level where it is stored prior to being fed into boilers. Ash residue will be augured to second-floor level, where it is stored prior to being poured into top of covered hopper (spotted in same location as replaced coal hopper). Powerhouse will supply electricity, and optionally steam, to either the local area (i.e., municipal power plant), or a single customer (i.e., brewery, college campus, train station, etc.). Animated hoppers can be used to really dump coal while the train waits. However, hopper deliveries could also be staged so that an empty hopper is already there waiting to be removed when the full hopper arrives, and this full car would then remain there for the rest of the operating session. Alternatively, if the powerhouse was against a backdrop, and the back side of the backdrop accessible; a full hopper could be delivered, manually pulled through from behind the backdrop, dumped, then replaced empty and ready to be taken away by another train coming by later.