

Grain-1

Lakeside rail-to-ship corn collection elevator. - (destination)

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

- boxcar fitted with grain doors
- special plugdoor grain boxcar
- 3-bay PS-2 covered grain hopper with trough-shaped roof hatch

Outbound cars =

occasional flatcar to remove the stacks of grain doors

Scene elements =

waiting area for grain cars awaiting unloading
concrete holding silos (false-fronts with unseen warfside barge loading spouts)
covered unloading area on visible silo side
sweepout area for grain cars that have been unloaded
stacks of wooden grain doors awaiting returns
office for customs paperwork

Corn elevator should be built as a building flat against a wall behind, and paralleling, the main line. On the wall is a background painting of the lake, with a side view of a docked great-lakes barge bow and stern. Hiding the barge middle is a false front of the corn silos and office. A long single spur runs in front of the corn silos, passing through an enclosed unloading shed. Stacks of removed grain doors will be piled on the sheds sweepout side for eventual recycling. Strings of full cars are spotted with first car shoved inside the unloading shed (shed need only be one car long). The spur must support unloading at least TWO cars, which in this case means that there must be space for 1 filled car on the waiting side of a single car unloading shed; and also space for *both* emptied cars to be pushed through to the opposite side of the shed, where emptied car sweepout is performed.