Produce broker. - (destination)

Inbound cars =
    produce reefers of all types from everywhere

Outbound cars =
    N/A

Scene elements =
    wide trackside unloading tarmacs, so food trucks can back up to the reefer car doors
    building for broker to display samples from the reefers, and process resale paperwork
    truck access way that connects all the paved unloading areas and the broker building
    a small food truck getting ready to leave

Here are two suggested ways to model the industry, either near and paralleling the front edge or near and paralleling the rear edge of the layout. At least TWO paralleling stub tracks must be modeled, with each one holding at least THREE reefers. In the foreground design, it is implied that several more parallel stub tracks lie beyond the front edge of the layout. The two modeled paralleling stub tracks should be close to each other, with a wide paved unloading tarmac on the rear side of the rearmost track, and just a slice of a wide paved unloading tarmac on the front side of the front most track (the rest of this paved area will be chopped off by the front edge of the layout). A truck access way will cross the ends of the stub tracks, connecting the unloading tarmacs. On the opposite side of the truck access way will be an exotic architecture broker building, paralleling the access way (that is to say, "T"-ing long ways across the ends of the stub tracks). If built near the side of the layout, this building (and possibly the truck access way) could just be a side wall background painting. In the background design, there will also be at least TWO paralleling stub tracks holding at least THREE reefers. However, these two tracks will be separated from each other by a wide paved unloading tarmac. The rearmost track will lie close to the background wall, where a third paralleling track will be painted on the background wall so it appears to lie close to the rearmost track. On the rearmost side of this painted track will be painted a wide paved unloading tarmac. Additional paralleling tracks can continue to be painted on the background wall if desired, so that they appear in a two tracks together, separated by a paved tarmac, then two more tracks together again pattern. Like with the foreground design, there will be a truck access way long ways across the ends of the stub tracks connecting the paved unloading tarmacs. The exotic architecture broker building however will instead be painted on the background wall, paralleling the track farthest in the distance. For scene-setting purposes on either of the models; on the paved tarmac a stake-truck with produce will be parked as if it had just recently unloaded a reefer.