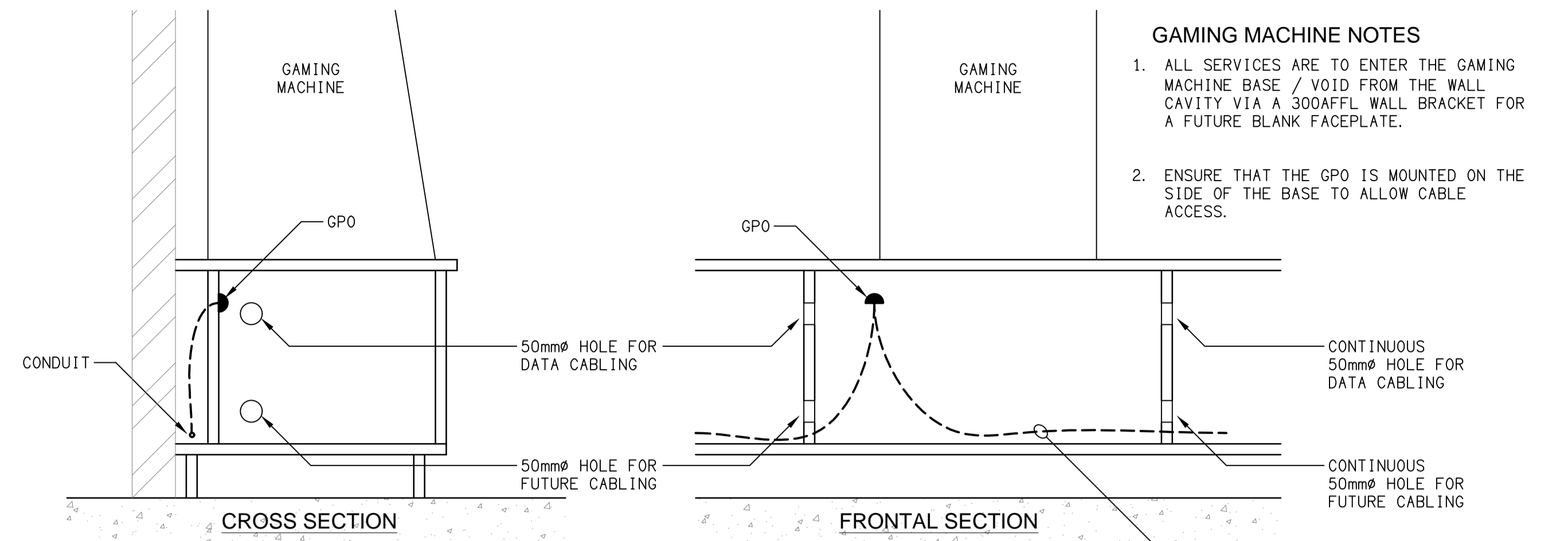
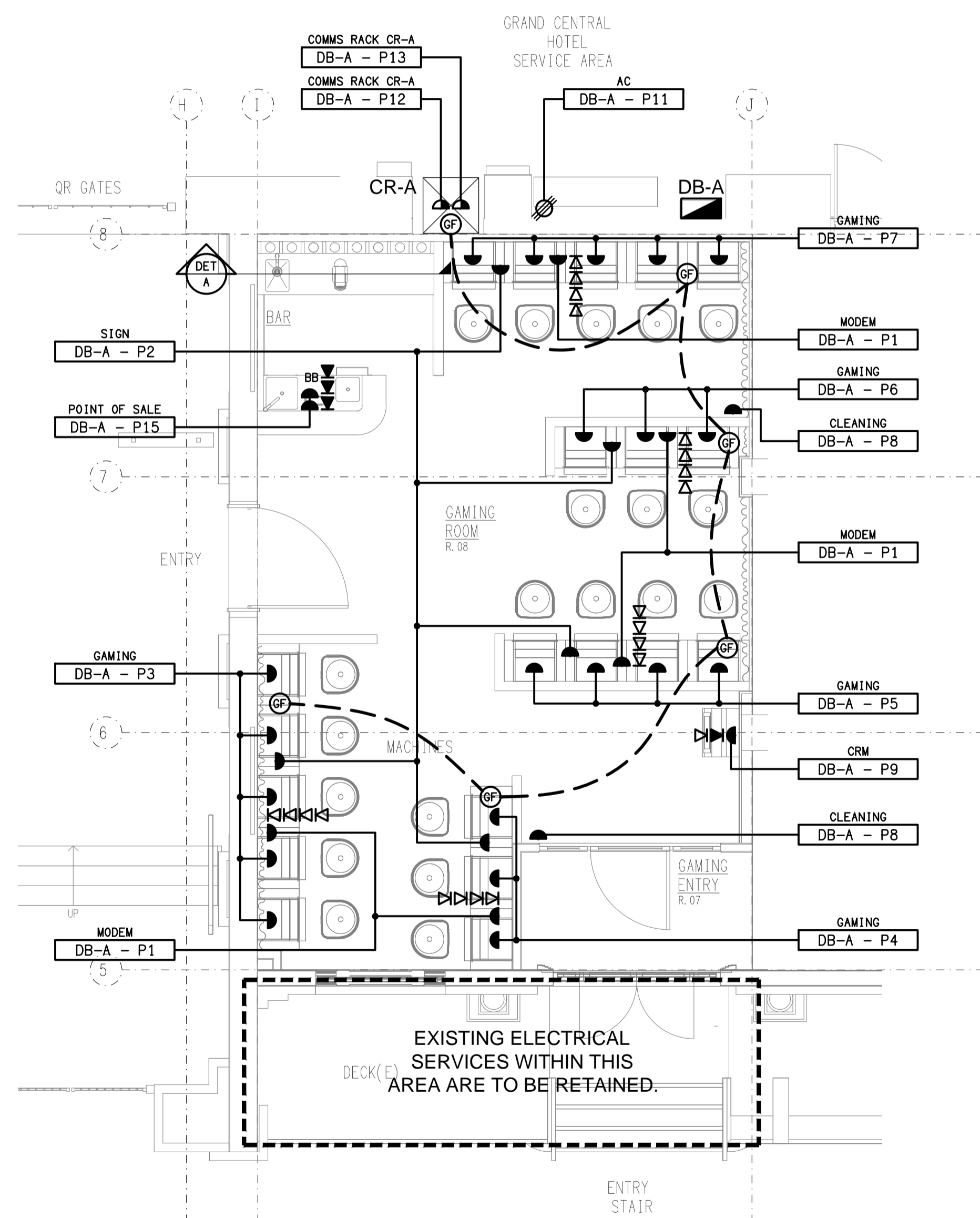


SITE PLAN
GAMING ROOM WORKS
SCALE 1:200

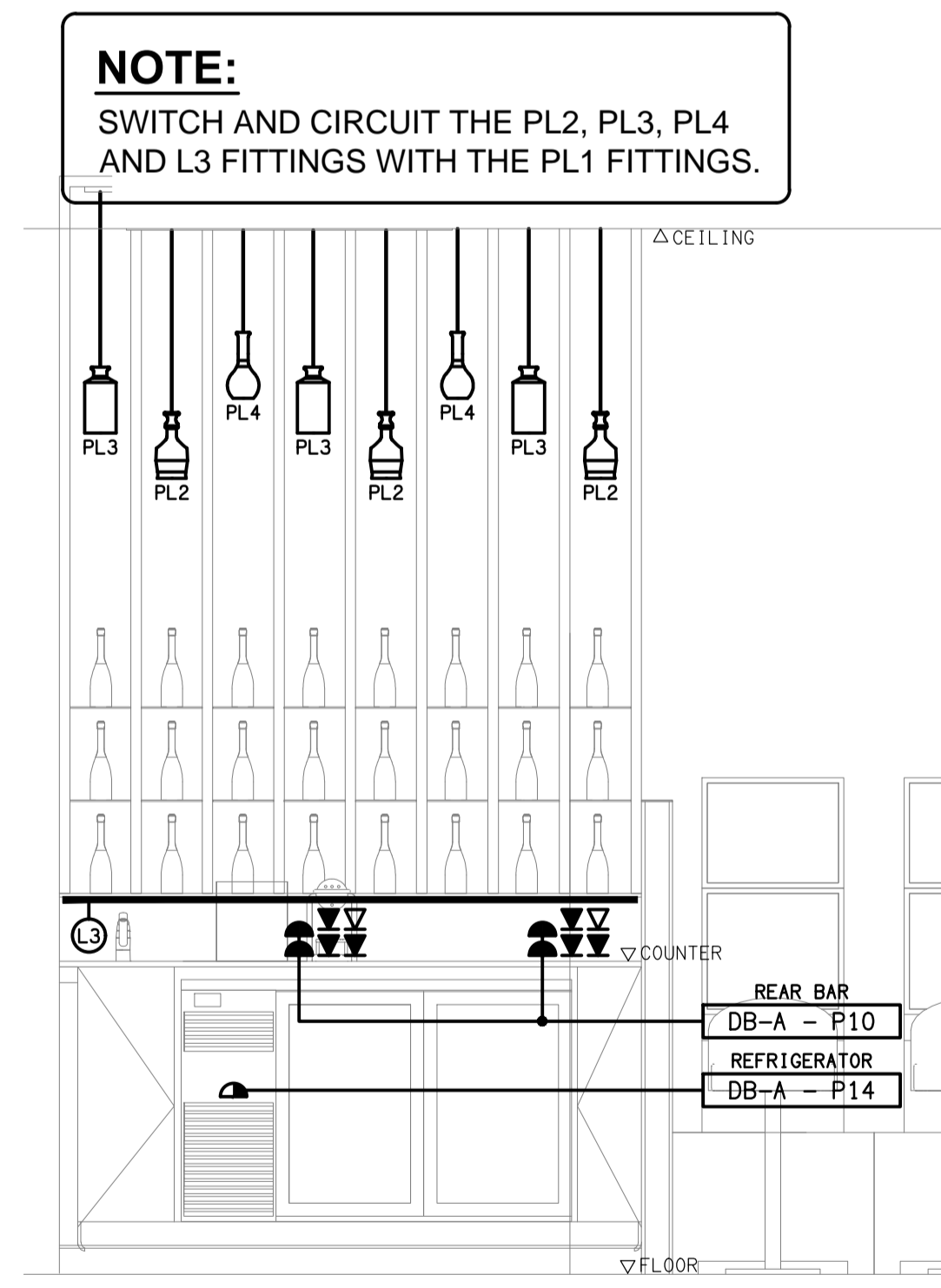


DETAIL
GAMING MACHINE BASE
NOT TO SCALE

- GAMING MACHINE NOTES**
1. ALL SERVICES ARE TO ENTER THE GAMING MACHINE BASE / VOID FROM THE WALL CAVITY VIA A 300AFFL WALL BRACKET FOR A FUTURE BLANK FACEPLATE.
 2. ENSURE THAT THE GPO IS MOUNTED ON THE SIDE OF THE BASE TO ALLOW CABLE ACCESS.

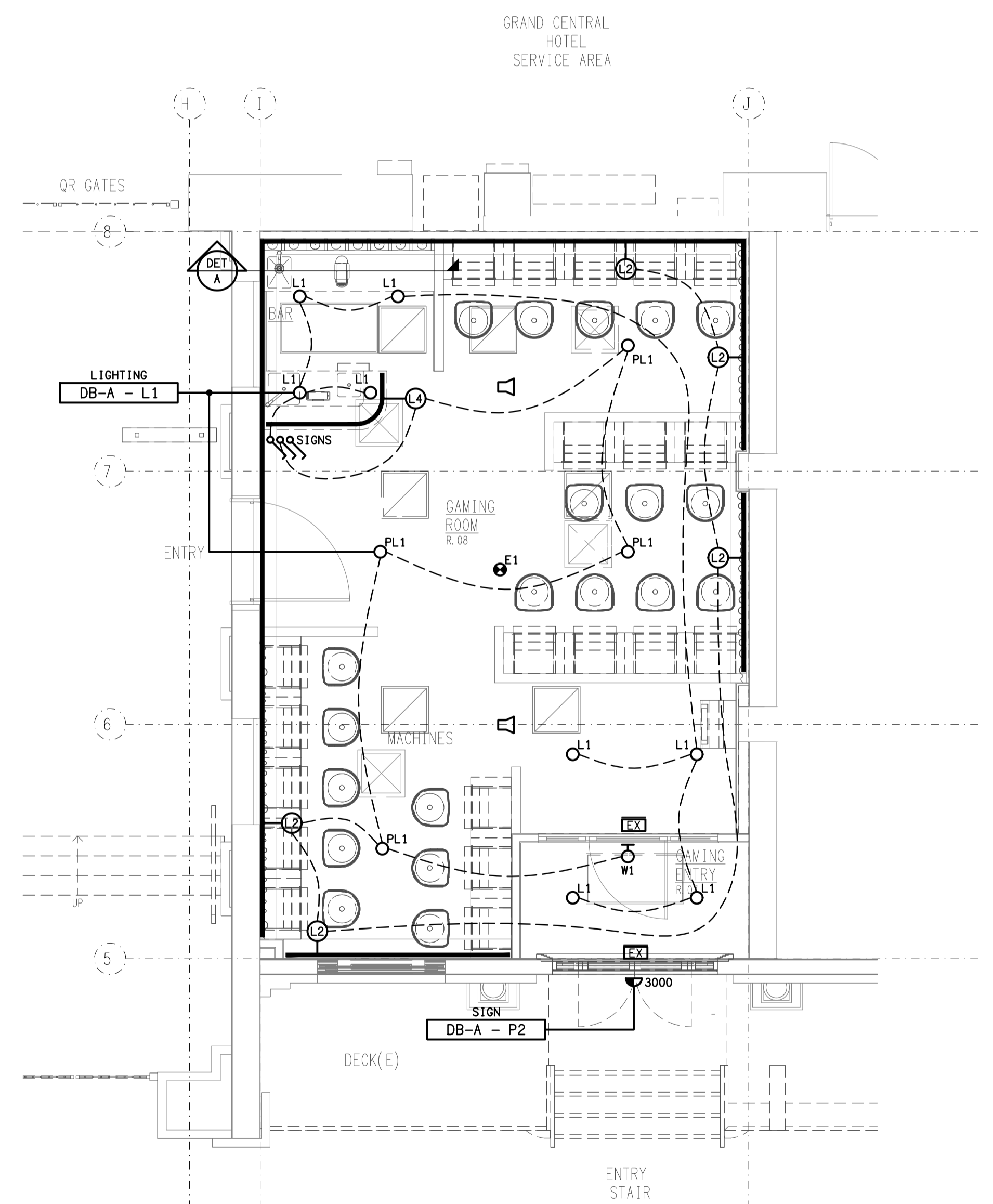


FLOOR PLAN
GAMING ROOM WORKS
SCALE 1:50



DETAIL A
REAR BAR ELEVATION
NOT TO SCALE

NOTE:
SWITCH AND CIRCUIT THE PL2, PL3, PL4 AND L3 FITTINGS WITH THE PL1 FITTINGS.



REFLECTED CEILING PLAN
GAMING ROOM WORKS
SCALE 1:50

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Web: www.edg.net.au

PROJECT:
**GRAND CENTRAL HOTEL, BRISBANE
GAMING ROOM**

270 ANN STREET, BRISBANE CBD

| | | |
|------|--------------|------------|
| B | TENDER | 14/08/2023 |
| REV: | DESCRIPTION: | DATE: |

DRAWING:
**ELECTRICAL SERVICES
FLOOR & REFLECTED CEILING PLANS**

| | | | | |
|--------------------|-------|------------------------------|---------------------------|-----------------------|
| SCALE: AS SHOWN | AT A1 | PROJECT NO: C2849a | DRAWING NO: E03 | REVISION: B |
|--------------------|-------|------------------------------|---------------------------|-----------------------|