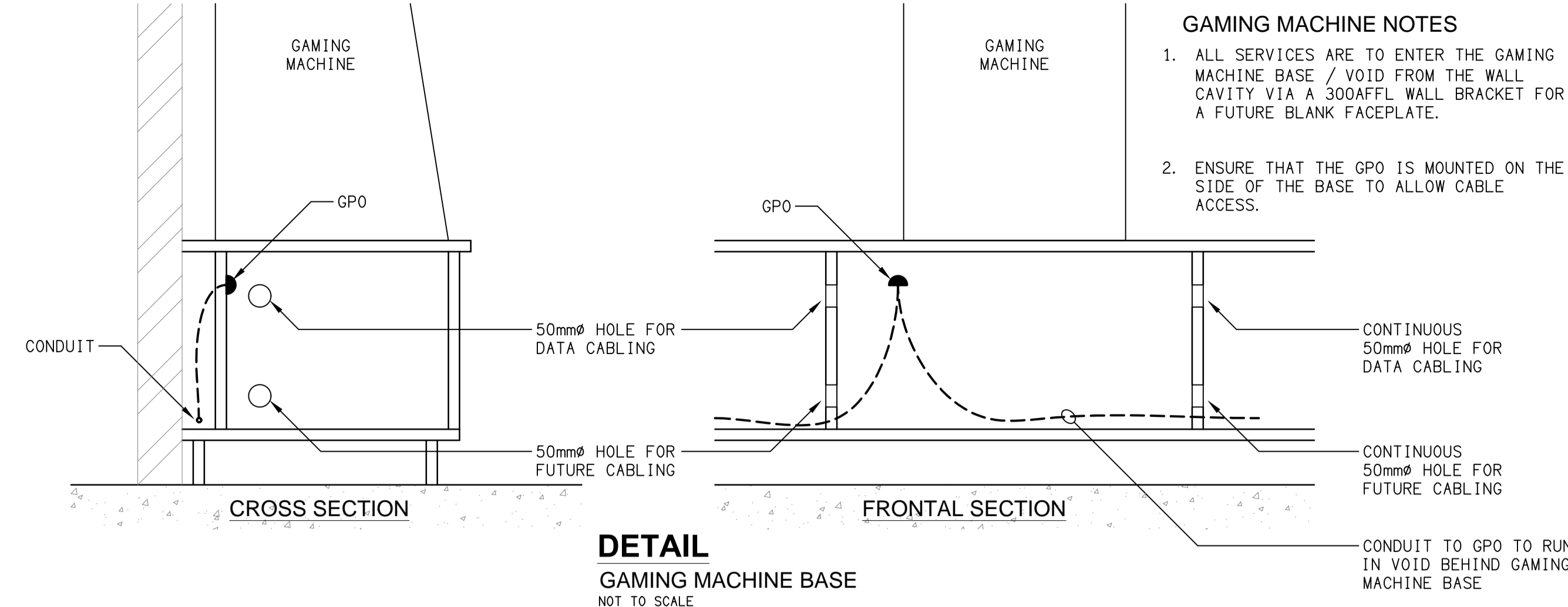
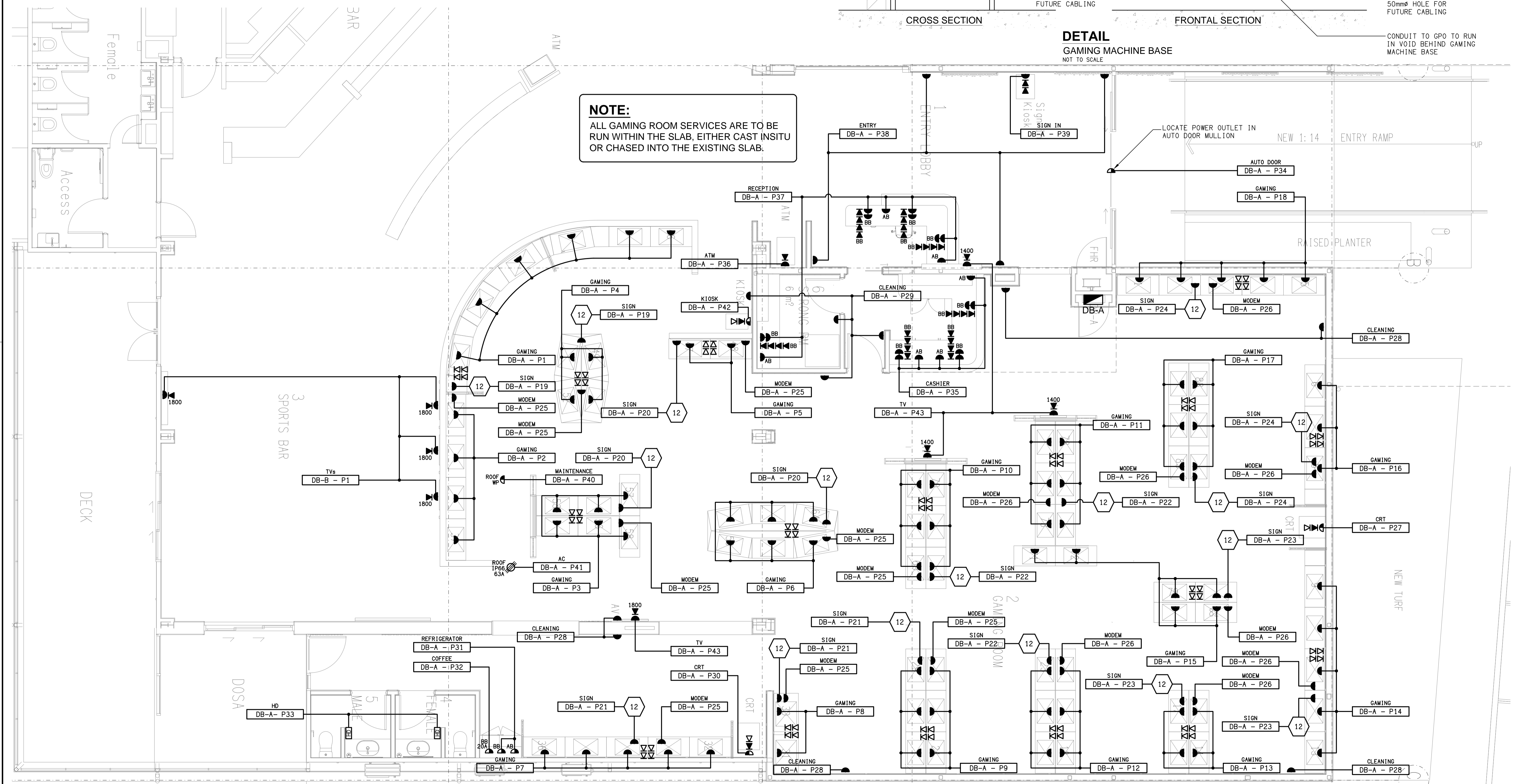


NOTE:
REFER TO DRAWING C2933a-E05.dwg FOR
THE ADDITIONAL GAMING ROOM FIBRE PLAN.

- 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.



NOTE:
ALL GAMING ROOM SERVICES ARE TO BE
RUN WITHIN THE SLAB, EITHER CAST INSITU
OR CHASED INTO THE EXISTING SLAB.



C	CONSTRUCTION	10/04/2024
REV.	DESCRIPTION:	DATE:

ELECTRICAL DESIGN GROUP BRISBANE
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PROJECT:
**ZILLMERE SPORTS CLUB
GAMING EXTENSION**
340 ZILLMERE ROAD, ZILLMERE

DRAWING:
**ELECTRICAL SERVICES
FLOOR PLAN**
SCALE:
1:50
AT A1
PROJECT NO:
C2933a
DRAWING NO:
E03
REVISION:
C