

Appendix C, Electronic Gambling Lab and Data Center Unique Requirements

Electronic Gambling Lab

Power

- Prefer suspended cable raceways to carry power, as well as wall mounted outlets
- 46 x 4-plex 120V clean power Receptacles
- 10 x 210V clean power Receptacles
- Dedicated electrical distribution panel with emergency shutoff

Physical space

- Ground floor location
- 4' doors
- 1 exterior door for equipment delivery
- A loading dock may be advantageous to the AGENCY
- 10' ceilings
- Non-carpeted (potential acceptable finishes include: VCT, Sheet vinyl, polished concrete, etc.)

Fire Suppression

- A clean agent fire suppression system may be advantageous to the AGENCY (double interact system)
- Pre-action system
- An early warning smoke detection and alarm (VESDA) system may be advantageous to the AGENCY

Dedicated HVAC Cooling

- Required Sensible Cooling BTU\H – 249,200
- 31 approximate nominal tons required to produce sensible cooling using a sensible to total cooling ratio of 0.68 (Lessors Contractor to verify and submit on proposed equipment to show compliance with Sensible Cooling requirement)

Data Center

Power

- Prefer suspended cable raceways to carry power, in addition to wall mounted outlets
- 12 x L5-30P 120V Receptacles
- 1 x L6-30 208/230V Receptacles
- Dedicated electrical distribution panel with emergency shutoff

Physical Space

- 4' entrance door
- Non-carpeted (potential acceptable finishes include: VCT, Sheet vinyl, polished concrete, etc.)

Fire Suppression

Appendix C, Electronic Gambling Lab and Data Center Unique Requirements

- A clean agent fire suppression system may be advantageous to the AGENCY (double interact system)
- Pre-action system
- Early warning smoke detection and alarm (VESDA) system

Dedicated HVAC Cooling

- Required Sensible Cooling BTU\H – 139,915
- 18 approximate nominal tons required to produce sensible cooling using a sensible to total cooling ratio of 0.68 (Lessors Contractor to verify and submit on proposed equipment to show compliance with Sensible Cooling requirement)