TABLE 4-5.2. GAME AREA

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| **Description/ Usage** | This area is used for table games such as pool, ping pong, foosball, or air hockey. May also be used for board and video games. The Game Area may be a part of the Commons, but some passive separation should be provided to give this area a unique feel. |
| **Min. Ceiling Ht.** | 2.44 m (8 ft.) minimum. Provide at least 3.35 m (11 ft.) above pool tables. |
| **Finishes** | **Walls.**  Painted gypsum wallboard or vinyl wall covering. Provide a wainscot if budget permits. |
|  | **Floor.** Consider varying floor finishes to help define zones within the game area. Consider VCT with vinyl or rubber base and carpet for acoustical protection. |
|  | **Ceiling.** ACP or painted gypsum board ceiling may be used to help define this area from the Commons. |
| **Plumbing** | None required. |
| **HVAC** | 20 C (68 F) minimum, 26 C (78 F) maximum. |
| **Fire Protection** | Provide system per paragraph 3-5.3. |
| **Power** | Provide outlets per code and for games that require electricity. |
| **Lighting** | Provide lighting levels appropriate to the individual games. |
| **Communication** | **CCTV.** Provide sufficient quantity to allow adequate coverage.  **CATV/Internal Video.** One or two outlets.  **PA/Audio.** Provide at least one speaker.  **Telephone.** None required.  **Data.**  None required.  **Security.** None required. |
| **Casework** | Consider providing a game cabinet. If provided, consider its location with respect to how it may limit the flexibility of the room. |
| **Furnishings Fixtures & Equipment (FF&E)** | Table games such as pool, ping pong, foosball, or air hockey.  Board games and video games.  Chairs, tables, and stools. |
| **Special Requirements** | Consider the acoustics of this area as games can get noisy. |
| For use during project execution by the appropriate Service agency | |
| **Occupancy** | Staff. |
|  | Patrons/Youth. |
| **Min. net m2 (ft2)** |  |