Gaming management development course

Leagues Club Association of Australia

DESIGN FUNDERMENTALS

Presented by Tony Fucile, Paynter Dixon, June 2022

Design

Why do people visit clubs?

- Spend time in a relaxed atmosphere

- Be entertained

- Enjoy the hospitality

- Enjoy the clubs' recreational activities

- Gamble in a clean and exciting environment

- Meet new friends

- Be amongst other people who are also having fun

- Safe place to meet

- Trusted community partner

- Food offerings

Design

Delivering a successful project

- Requires **integrating a clients brief** with all statutory requirements and physical constraints.

- When Paynter Dixon is involved, our role is to **project manage the design and approvals process** to achieve the brief and the statutory requirements by employing the necessary consultants, then there is an offer to build.
There are other options where a club can employ their own design team and go through a tender process.

Typically, a **Gaming Room or any area** within a club could require input from the following consultants to develop the design:

- Architect
- Interior Designer
- Mechanical Engineer
- Electrical Engineer
- Acoustic Engineer
- Food & Beverage Consultant
- Audio and Audio Visual Consultant
- BCA Consultant
- Security Consultant
- In some cases structural engineer

Approvals

Gaming room designs

Considerations by **Consultant Team**

- Development as *Exempt Development* is unlikely for most gaming room projects - consent by an authority is most likely

- Development Application (DA) and/or Complying Development (CDC) in NSW

- Building Approval (QLD) or Construction Certificate (NSW) once consent is achieved

- Building Certificate of Occupancy (QLD) or Occupation Certificate (NSW) on completion

- Liquor and Gaming approvals to permit operations

Design

Gaming room designs

Issues to be considered outside aesthetic appeal:

- Smoking V Non-smoking (NSW)
- Smoking Terrace / DOSA (Designated Outdoor Smoking Area)
- Access Requirements
- Spatial Planning

- Lighting Levels
- Gaming Data Space Requirements
- Money Handling / Security
- Food and Beverage Service

Design

Gaming room operations

Generally, every club manages gaming operations slightly differently, hence the **designer will need input** from the club in the following areas:

- Poker Machine Layout
- Poker Machine Bases / Locking Systems
- Data Retrieval Systems / General Power
- Surveillance Cameras
- Signage and Links

Every club manages gaming operations slightly differently

Design

Major consideration

When designing a Gaming Room in a club:

- Location
- Line of sight from other activity areas
- Player comfort and security
- Lighting
- Point of difference
- Privacy

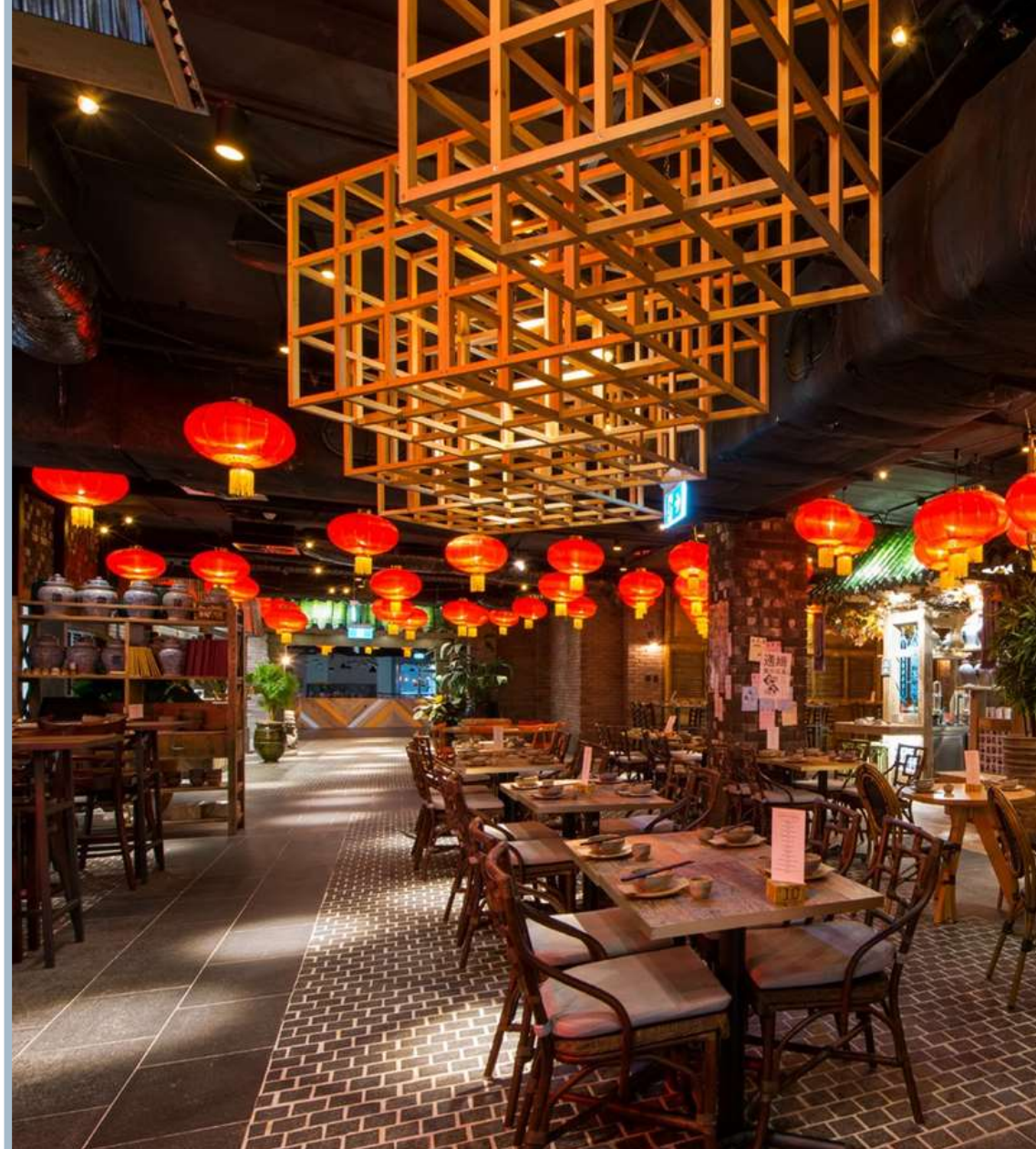Focus on the details when designing a gaming room

Conclusion

Club Design

A competent design must consider these main points:

- Good **operational layout**

- **Well planned integration** of each element of the Club

- The best venues have a **point of difference**

- **Compliance** with all codes and statutory requirements

A modern club is a complete entertainment venue

Thank you

paynter
dixon