

VIDEO GAMING RESOURCE GUIDE FOR BUILDING PERMIT



VILLAGE OF SCHAUMBURG
COMMUNITY DEVELOPMENT

Permitting Division
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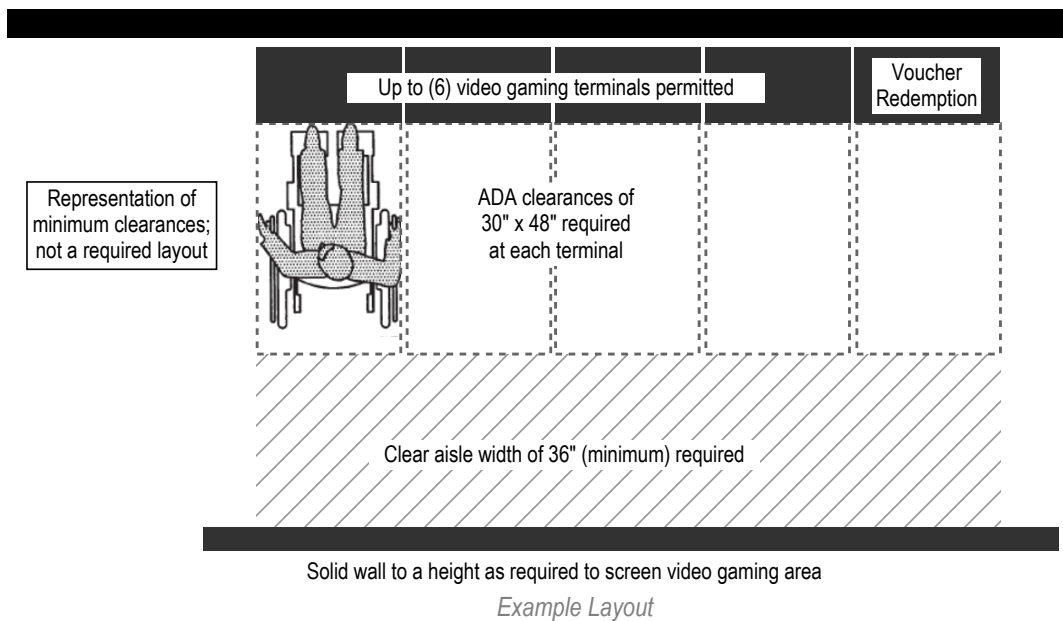
General Requirements

- The permit submittal shall include the number of video gaming machines, the number and size (in amperes) of circuits, number of voice data locations, and the number of cameras.
- The proposed space and layout must meet all applicable Village of Schaumburg codes and ordinances for interior environment: ventilation, lighting, sound transmission, clear paths of travel, and egress.
- The complete video gaming ordinance, including licensure requirements can be found within **Chapter 112** of our Village Ordinance.
- The Community Development Department requires digital (PDF drawing) submissions for all plans, applications and supporting documents. Building permit documents may be dropped off or submitted electronically to planreview@schaumburg.com

Permit Submittal Requirements

Applicants shall submit a drafted, scaled floor plan clearly depicting the following:

- Overall floor plan of the establishment with location of the gaming area clearly defined.
- Enlarged floor plan of video gaming area and adjacent seating, walls, casework, aisles, doors, and other building features.
- The floor plan must clearly indicate the proposed location of all video gaming terminals and voucher redemption machine.



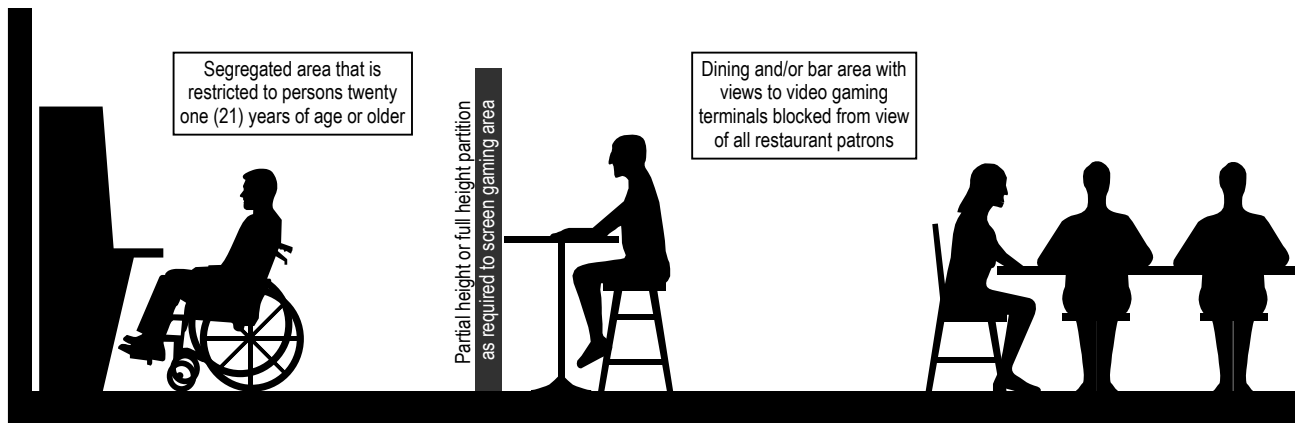
- The total segregated video gaming area shall be no more than 300 square feet or twenty-five percent (25%) of the gross floor area of the premises, whichever is less.
- The electrical device layout relative to terminal locations and panel location with circuiting identified.
- A reflected ceiling plan must be submitted showing lighting fixture locations, ventilation locations, cameras, existing emergency egress lighting, smoke alarms, CO2 detectors, and heat detectors.
- Accessibility routes for the facility must be shown. All interior floor areas shall be accessible to reach the gaming area as well as within the gaming area. An accessible route shall directly connect the gaming area to the assembly seating area.

Please note: This is a resource guide intended to highlight typical items. The omission of any comments or requirements on this sheet does not relieve the applicant, designer, owner or contractors from their obligations to comply with all ordinances, rules, and adopted codes of the Village of Schaumburg.

- Submittal must include the current building classification, to ensure construction of screening is in accordance within the existing building construction type (I, II, III, IV, or V).

Applicants shall submit a section plan view of the proposed wall/screening to include the following:

- Screening to be utilized to segregate the area; the screening shall be a minimum of a solid wall that is at least forty-two inches (42") in height, but not less than the actual height of the video gaming equipment, lights, accessories, etc. and shall surround the entire video gaming area with the exception of appropriate entrance/exits. At a minimum, the wall shall be braced at the ends and designed to resist a combined lateral load of 200 pounds if it is not constructed full height and braced to the structure above.
- Such screening shall not obstruct the view of the video gaming area which shall be visible to an employee (21 or over) at all times.
- Solid wall shall screen the video gaming area from view of all patrons outside of the video gaming area.
- The screen wall partition shall be constructed, to the extent possible, so that no lighting or sounds from the gaming machines shall be visible or audible outside the segregated area; include the height of the screen wall and machines within a detailed wall section.



Example Screen Wall Section

- Wall construction and finishes shall be in accordance with the existing building construction type.
- Video gaming terminal area is to be restricted to persons twenty one (21) years of age or older and must be appropriately signed with ADA compliant signage.

General Electrical Requirements

Applicants shall submit an electrical floorplan drawing and schedule showing:

- Location of all receptacle and low voltage devices.
- Location of the existing electrical panels and/or subpanels providing service to added equipment.
- An electrical load calculation showing existing capacity and final capacity with added loads.
- If a business is missing any of the required exit signs or emergency lights, they must be installed under this permit and shown in the electrical floorplan. Provide product cut sheets of any new exit / emergency lighting. New fixtures must be listed by a nationally recognized testing laboratory.
- All electrical raceways must be concealed in wall or neatly configured with pre-finished raceway.
- Include cut sheets of the video gaming terminals, voucher redemption machine and any added electrical devices.
- Illumination shall be 10 foot/candles per of average illumination at a height of 30" above the floor.
- All electrical work must conform to NEC 2014 code and Village of Schaumburg amendments to that code.

State Requirements

(230 ILCS 40/) Video Gaming Act: <http://www.ilga.gov/legislation/ilcs/ilcs4.asp>