

Specifications for new "Chamber 6A" sound booth
in Room 441 front,
Mass. Eye & Ear Infirmary
Preliminary: Mike Ravicz 5/16/12

1. Physical:

Dimensions: 10'-0" wide x 9'-0" deep x 7'-10" high per drawing

Double-wall

No RF shielding

Floor: tile

Door: Double opening out.

No window

Penetration locations and size as shown on sketch

Outlet and switch locations still to be determined.

Refer to Eckel spec and sketch; *NOTE* that, in case of conflict, this sheet supersedes the spec and drawing.

NOTE: It is essential that we be consulted for final design before the booth is ordered.

2. Connections:

a) Ventilation: Connect input filters and fans (see drawing) to hospital fresh air supply; output filters and fans to typical exhaust.

Provide means to regulate flow.

Maybe a thermostat is not necessary?

Provide a means to heat supply air to booth?

b) Compressed air: Supplied where shown on sketch.

Flexible tube through booth wall to minimize mechanical coupling.

c) Vacuum: Supplied where shown on sketch.

Flexible tube through booth wall to minimize mechanical coupling.

d) Electrical:

i. Ground strap to building steel as close to the booth as practicable.

ii. Two Topaz ultra-isolation transformers mounted to wall shown on sketch (avoid other walls because other sound booths abut them). Prefer step-down from 440 main supply.

Is it possible to install over the sink? or in the ceiling?

iii. Plastic conduit through booth wall to minimize electrical and mechanical coupling.

iv. Separate grounds for booth interior and exterior power.

v. Outlet from booth interior circuit on outside of booth.

vi. Double-pole couple-throw switches for power.

vii. Master power switch on outside of booth.

e) Fire alarm: Plastic conduit, minimize coupling as above.

f) Sprinkler: Flexible tubing, minimize coupling as above.

3. Other peripheral equipment:
Sink - where shown on sketch.

4. Electrical outlets and data-phone drops in room:
See sketch.

Please inform us of any changes required to meet hospital or building safety codes.