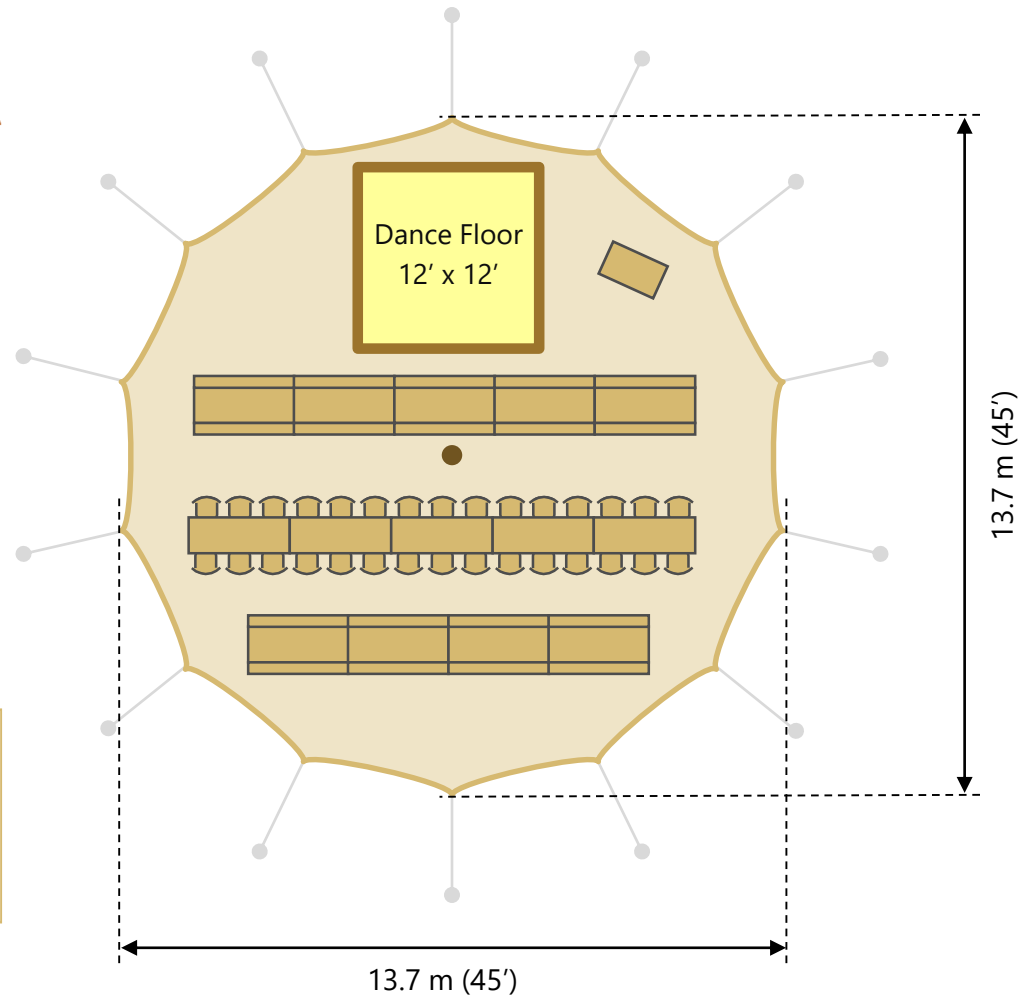


# Aurora 100 Rustic Tables

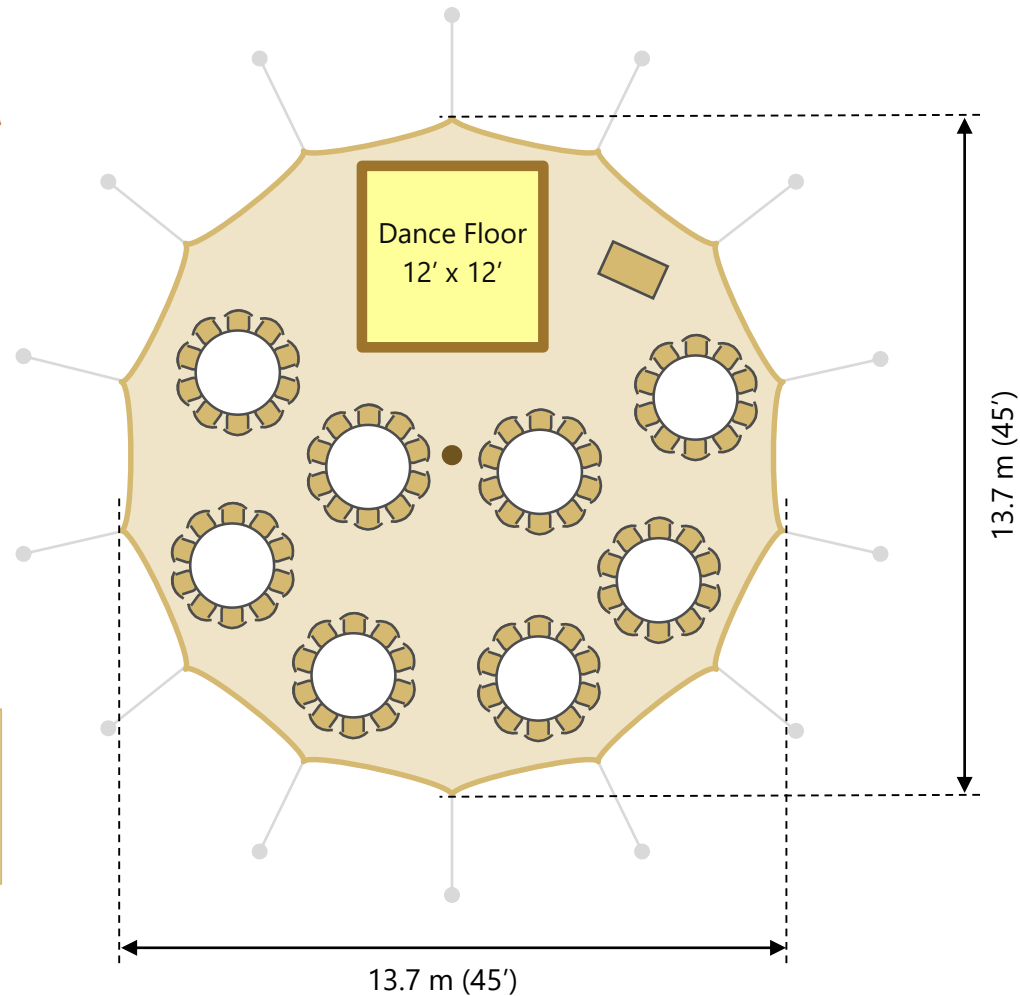
Capacity: 102



14 long tables, 30 on chairs  
and remainder on benches  
12' x 12' Dance floor  
1.2m Wooden Bar

# Aurora 100 Round Tables

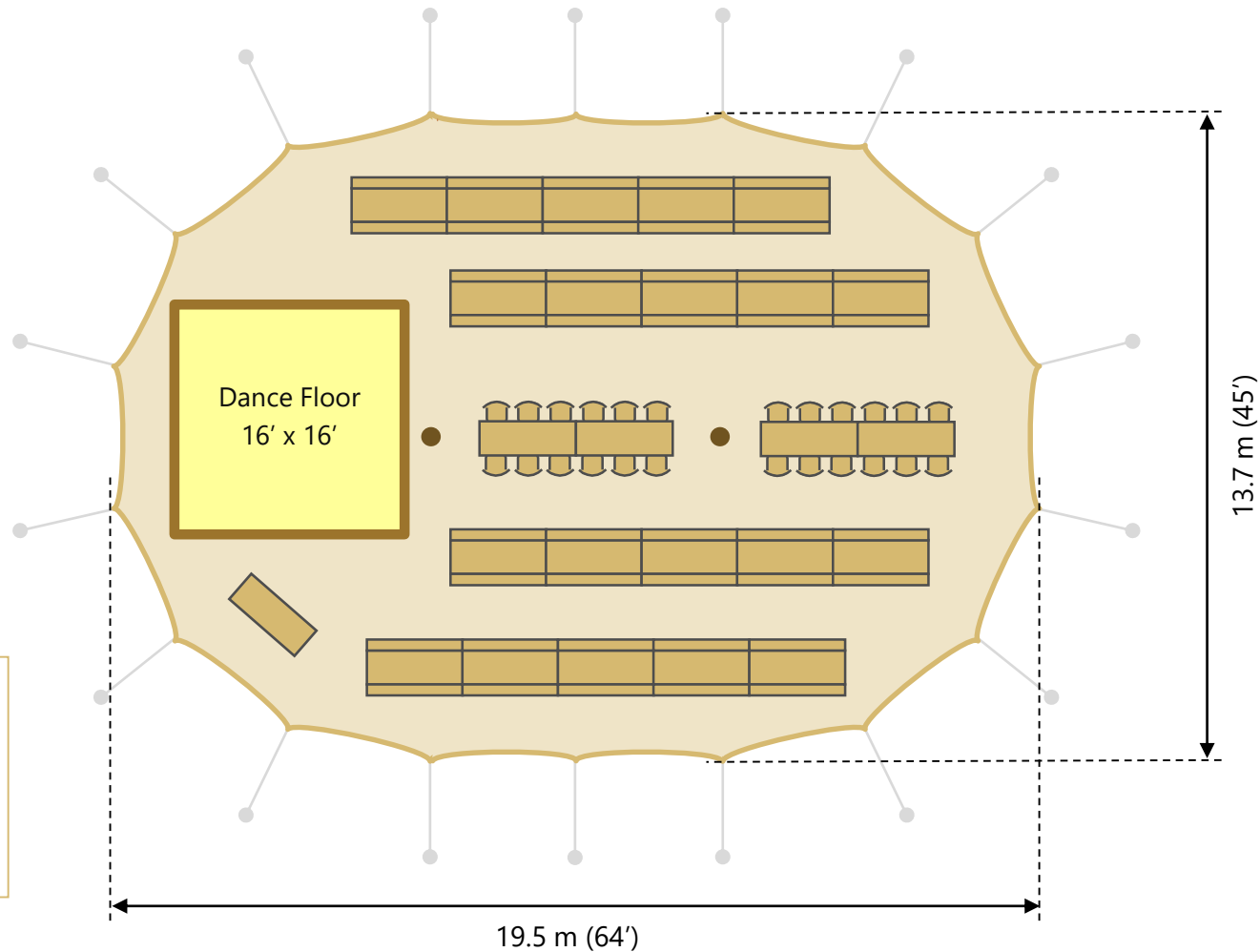
Capacity: 80



8 x Round Tables with chairs  
12' x 12' Dance floor  
1.2m Wooden Bar

# Aurora 180 Rustic Tables

Capacity: 184



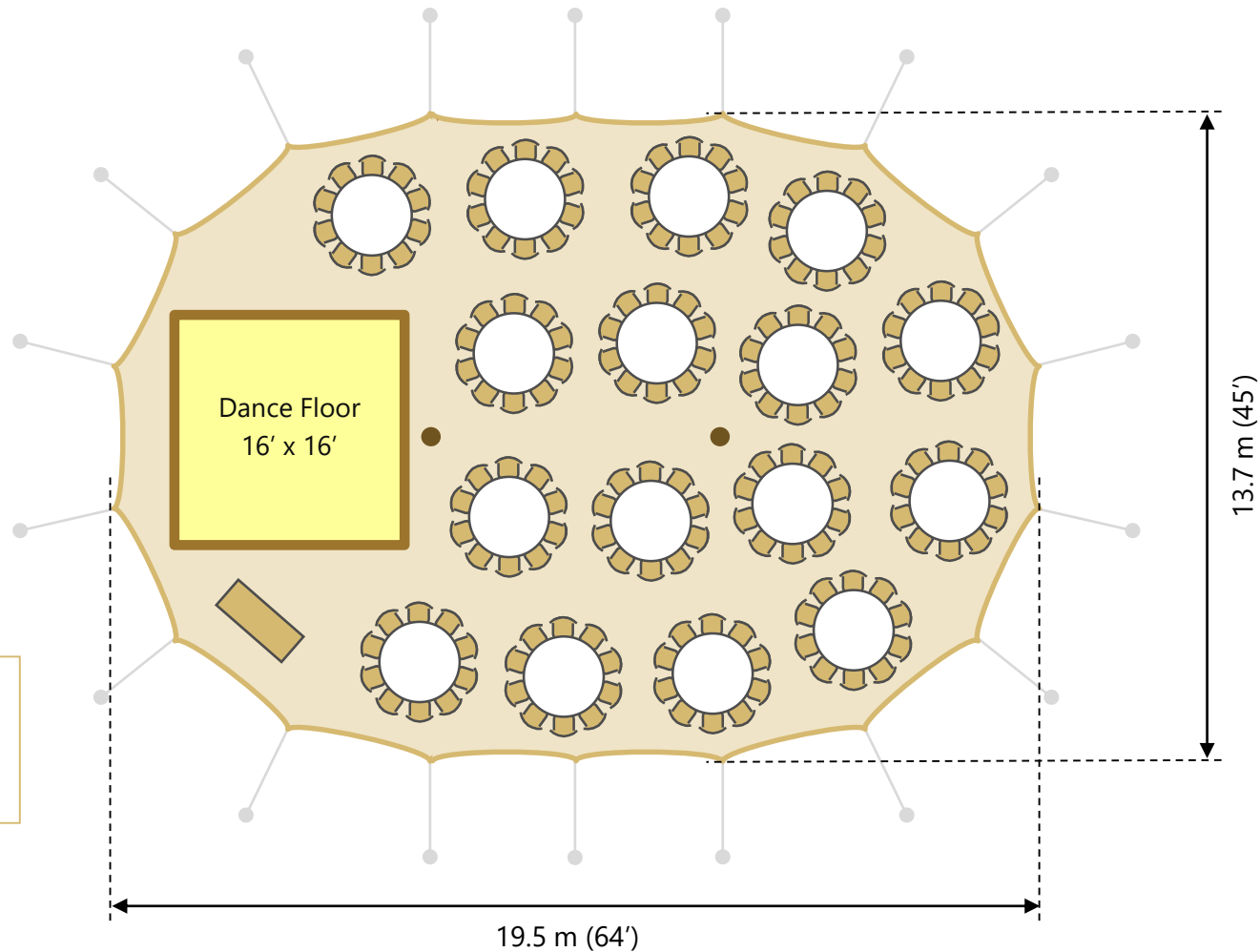
20 long tables with  
benches and 4 long  
tables with chairs

2m Wooden Bar.

16' x 16' dance floor

# Aurora 180 Round Tables

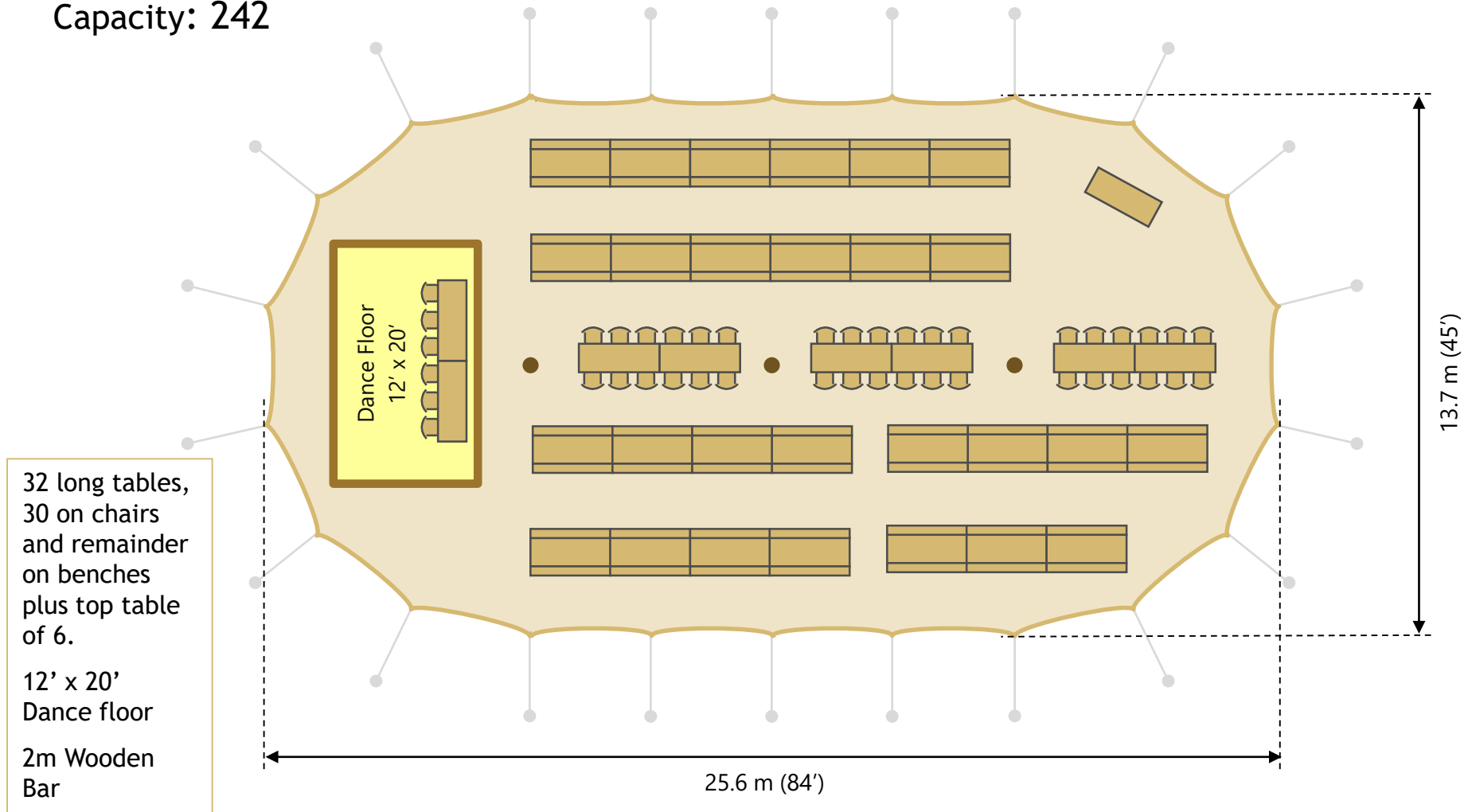
Capacity: 160



16 round with chairs  
2m Wooden Bar.  
16' x 16' dance floor

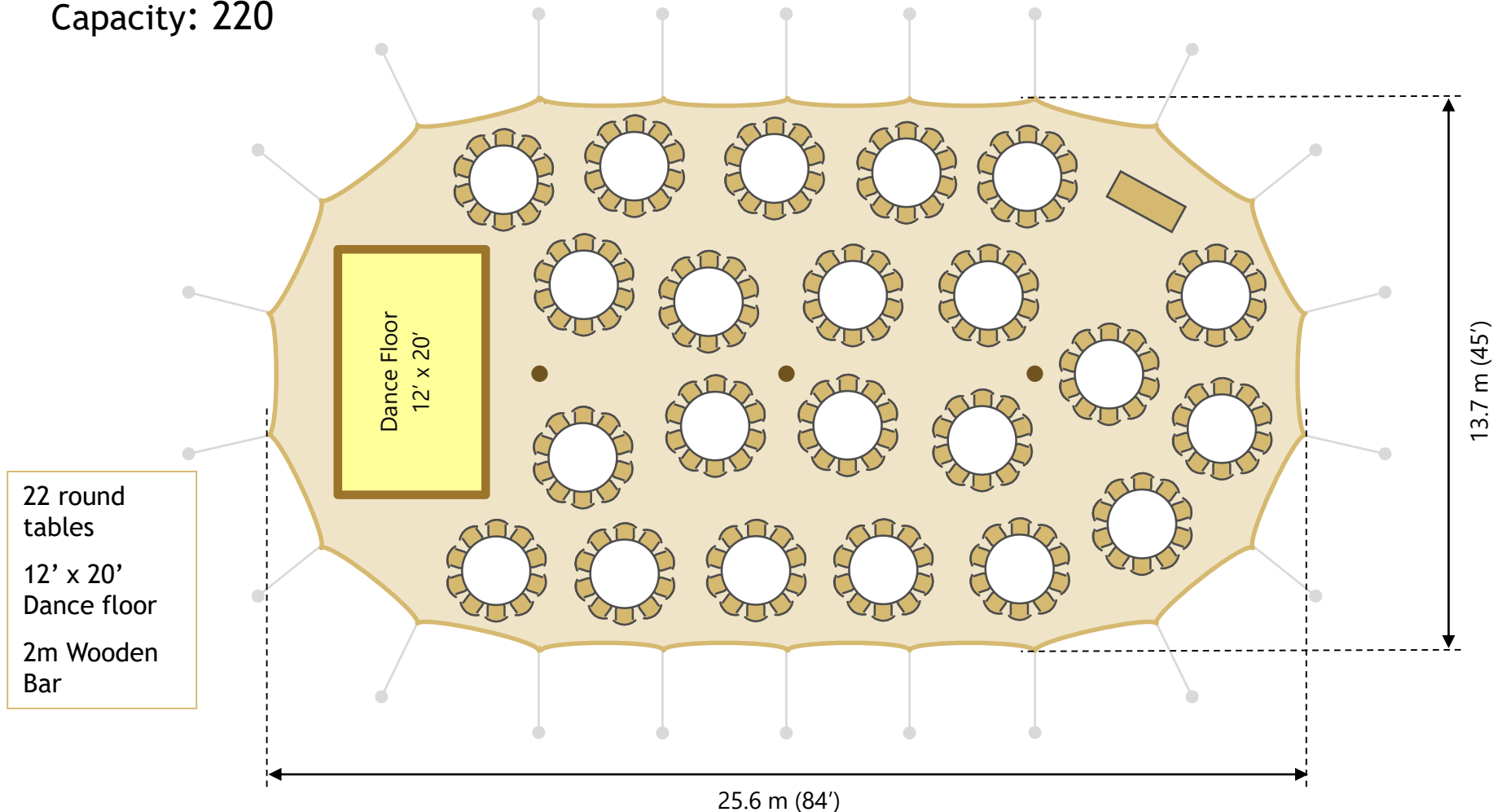
# Aurora 240 Rustic Tables

Capacity: 242



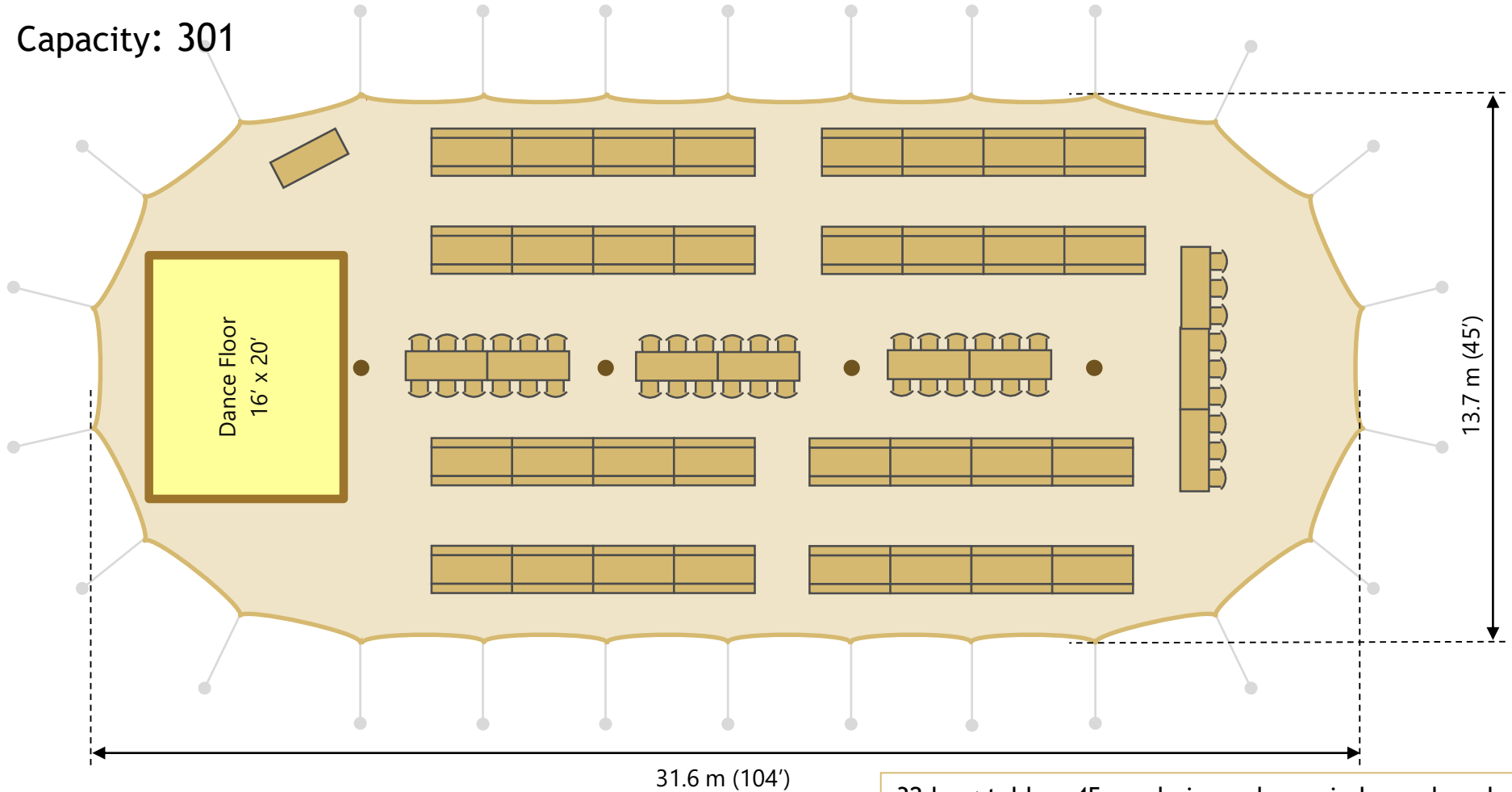
# Aurora 240 Round Tables

Capacity: 220



# Aurora 300 Rustic Tables

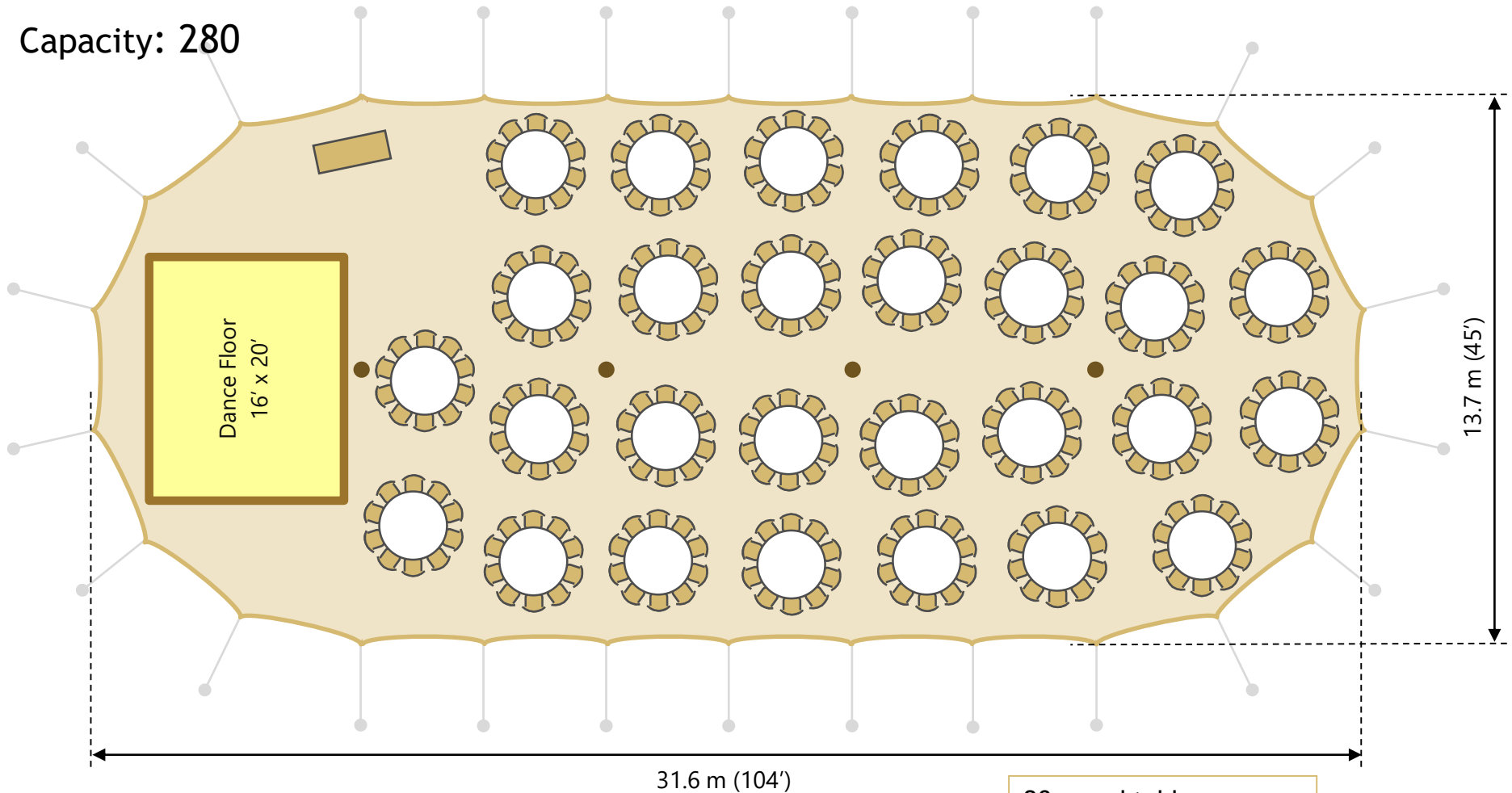
Capacity: 301



32 long tables, 45 on chairs and remainder on benches  
16' x 20' Dance floor  
2m Wooden Bar

# Aurora 300 Round Tables

Capacity: 280



28 round tables  
16' x 20' Dance floor  
2m Wooden Bar





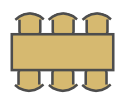
**Wooden table**  
(2.0m x 0.7m)



**Wooden bench**  
(2.0m x 0.3m)



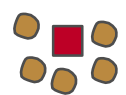
**Wooden table & 2 benches**  
(2.0m x 1.2m)



**Wooden table & 6 chairs**  
(2.0m x 1.5m)



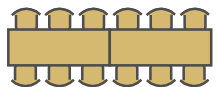
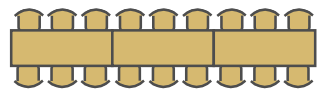
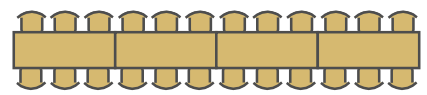
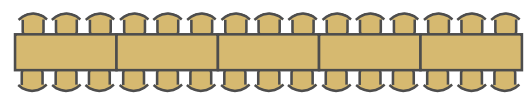
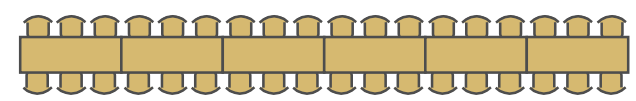
**Single chair**



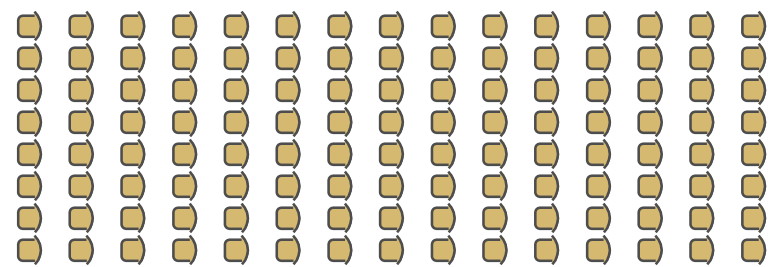
**5 Bearcubes & small coffee table**



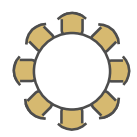
**Tables with benches**  
(in rows)



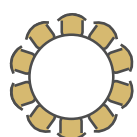
**Tables with chairs**  
(in rows)



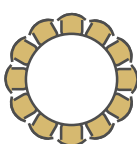
**Theatre chairs**  
(15 rows of 8)



**5' round table and 8 chairs**



**5'6" round table and 10 chairs**



**6' round table and 12 chairs**



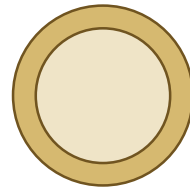
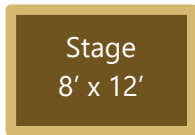
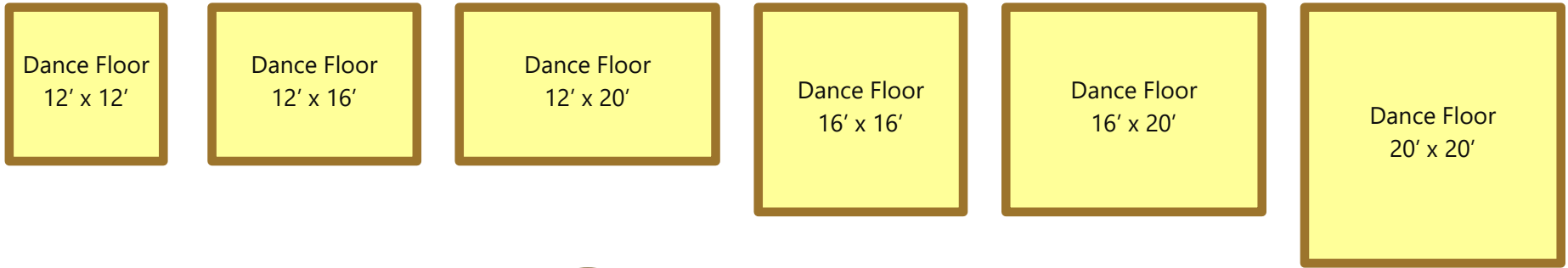
**Fire Safety Kit**



**Coffee table**



**2 & 3 seater Chesterfields**  
(3 seater = 2m x 1m approx)



**Round bar**  
(3.6m diameter)



**Wooden bar**  
(1.8m x 0.7m)



**Wooden bar**  
(1.2m x 0.7m)



**Barrel**  
(0.7m diameter)

**EXIT**



**Exit &  
Emergency Exit**



**Hanging rail**



**Main entrance  
indicator**

Text labels and notes. Copy and paste this onto your floor plan. Then edit accordingly.



**Label pointer**



**Mirror ball**