

# Golden Nugget Hotel

## Lake Charles, LA



Facades 

Project Details

**Owner**  
Landry's Inc.

**General Contractor**  
Whiting Turner

**Architect**  
Abel Design Group

**Wall Panel Engineer**  
Georgia Panel

**Building Type**  
Hotel

**Onsite Assembly Date**  
May 2017

**Panel Type**  
StoPanel Classic NEXt ci

### Project Overview

In this high-stakes project, FL Crane & Sons worked closely with the design team throughout the entire process in order to complete the Golden Nugget Hotel in Lake Charles, LA. They designed, fabricated and installed a total of 90,000 sq.ft. of StoPanel Classic NEXt ci panels.

### Job Requirements

In business, it's always true that time is money. And in the casino game, it's especially true. Empty hotel rooms and dormant slot machines don't generate profits so condensing the construction timeline to open as soon as possible was top priority. The design, however, was created for a traditional construction approach and FL Crane & Sons would need to make adjustments. In addition, the casino's location adjacent to the Mississippi River meant that debris mitigation efforts were required to prevent contaminants from reaching the water.

### Smart Solution

After FL Crane & Sons was contracted for the job, they provided an estimate to complete the job through traditional construction methods and via a StoPanel solution. The time savings and resulting cost savings of the StoPanel system proved to be the winning hand. FL Crane & Sons, working along side their sister company, FLC Off-Site Construction, then redesigned the structure geometrically to work within the prefabricated system while keeping the existing footprint. The use of prefabricated panels allowed them to skip debris mitigation efforts and they were able to install 90,000 sq.ft. of finished outer wall in only 40 days, saving months of construction time. Three years after completion, the Golden Nugget was put through a category 4 test in the form of Hurricane Laura and came through it looking, well, golden.

