

# Cables Into & Out of Panel

v52

## Yellow/CB-Panel/Line

No Connection    <b>X</b>	Cable Label	Cable Class	Cable Style	Circuit Name(s)	Circuit ID & Load / Source Location - or - Panel or Device
1	1C-07	Power	2-3	1C-07, Mains Feed	Red/CB-Panel
2	1E-05	Power	14-2	1E-05, Outlets - Hall & Lobby	1E-05 Long Hall 1E-05 Lobby
3	1E-06	Power	12-2	1E-06, Outlet - West A	1E-06 Lobby 1E-06
4	1E-07	Power	12-2	1E-07, Outlets - West B	1E-07 Lobby
5	1F-14	Power	2-3	1F-14, Mains Feed	Green/CB-Panel
6	1G-23	Power	2-3	1G-23, Mains Feed	Blue/CB-Panel
7	1K-19	Power	2-3	1K-19, Mains Feed	Brown/CB-Panel/Line
8	1L-17	Power	14-2	1L-17, (Lobby: Marquee)	Yellow/XL-HVRB
9	1L-18	Power	12-2	1L-18, (Kitchen Prep Sink: Instant Hot Outlet)	Yellow/XL-HVRB
10	1L-20	Power	12-2	1L-20, (Open Deck: Outlets)	Yellow/XL-HVRB
11	1L-21	Power	12-2	1L-21, (Walkout Patio: Outlets)	Yellow/XL-HVRB
12	1L-22	Power	14-2	1L-22, Blower & Fan Group	Yellow/XL-FSCB White/GP-Panel/1
13	1L-26	Power	12-2	1L-26, General Use Outlets (North)	1L-26 Mech Room
14	1L-28	Power	4-3	1L-28, Mains Feed	Yellow/Gen-Xfer-Switch
15	1L-37	Power	14-2	1L-37, White & Yellow Panels - Line Power	White/XL-Dim Yellow/XL-FSCB Yellow/XL-HVRB Yellow/XL-LVRB White/CN-Panel/1 White/CN-Panel/3 White/CN-Panel/2 White/CN-Panel/5 White/CN-Panel/6 White/CN-Panel/7 Yellow/CN-Panel/2
16	1L-39	Power	2-3	1L-39, Mains Feed	White/CB-Panel
17	1L-70	Power	14-2	1L-70, Hydronic Heat Controls & Pumps	1L-70 Mech Room (@Back Snow Melt Boiler) 1L-70 Mech Room (@Front Snow Melt Boiler) 1L-70 Mech Room (@Garage/Shop Floor Heat) 1L-70 Mech Room (@House Floor Heat Boiler)
<b>X</b>	1L-82	Power	10-2	1L-82, spare (Yellow/CB to White/GP 1)	White/GP-Panel/1
<b>X</b>	1L-83	Power	10-2	1L-83, spare (Yellow/CB to White/GP 1)	White/GP-Panel/1
20	2L-36	Power	14-3	2L-36, Off-Peak Control Receivers	2L-36 North Yard
21	2M-13	Power	12-3	2M-13, BBQ Power	2M-13 Outdoor Kitchen Area
22	2M-14	Power	12-3	2M-14, Outlets	2M-14 Covered Deck
23	2M-16	Power	6-3	2M-16, Hot Tub	2M-16 Hot Tub Area
24	2M-18	Power	2-3	5A-01, Panel Feed	5A-01 Boathouse