## **OTTV** of Resident's Recreational Facilities Summary Sheet

Building Address: Com	posite Development at	2 Tak Shing Street, Tsim Sha Tsui, Kowloon (RRF)					BD Ref. No.	2/4069/14		
Building Type / Use:		Resident's Recre	eational Facilities	S						
OTTV Calculated by:		☑ 1. Registered Professional Engineers Thomas Anderson & Partners Consulting Engineers Ltd.								
		2. Architect								
		3. Others, please specify:								
Classification:		Podium / □ Tower								
No. of Storeys (RRF)		1								
Gross Floor Area		153,50 m <sup>2</sup>								
Usable Floor Area		153,50 m <sup>2</sup>								
Total External Wall Area (including Windows)		1	03.36	m <sup>2</sup>	Window to Wall Ratio =			0.183		
Total Window Area			18.90	m <sup>2</sup>						
Total Skylight Area				m <sup>2</sup>						
** Weighted Average U-value	Opaque Wall		2.19	W/m <sup>2</sup>						
	Window	5.68 W/m <sup>2</sup>								
	Opaque Roof	0.36 W/m <sup>2</sup>								DBC-9000
	Skylight			W/m <sup>2</sup>						
Window	Glass Type	Reflective	Area =	m2	SC =		VLT =	%	ER =	%
		☐ Tinted	Area =	18.90 m2	SC =	0.66	VLT =	50 %	ER =	6 %
		Clear	Area =	m2	SC =		VLT =	%	ER =	%
	Double Glazing					Yes	✓No			
	External Shading				Overhang	Yes	Ø No			
					Sidefin	Yes	✓ No			
Skylight	Glass Type	Reflective	Area =	m2	SC =		VLT =	%	ER =	%
		☐ Tinted	Area =	m2	SC =		VLT =	%	ER =	%
		☐ Clear	Area =	m2	SC =		VLT =	%	ER =	%
	Double Glazing					Yes	☑ No		-	
	External Shading				Overhang	Yes	No			
					Sidefin	Yes	No			
** Weighted Average Absorptivity	Wall	0.58				ar a saidh a s				
	Roof	0.65								
Density	Wall	282.3		kg/m <sup>2</sup>						
	Roof	1644.95		kg/m²						
OTTV <sub>RRF</sub>	Wall	21.42		W/m <sup>2</sup>						*****
	Roof	0.00		W/m <sup>2</sup>			300			
	Overall Average	-	21.42	W/m <sup>2</sup>						

 $ER = External \ Reflectance; \ SC = Shading \ Coefficient \ \& \ VLT = Visible \ Light \ Transmittance$ 

\*\* Weighted by area

Notes :

- Please tick in the box as appropriate.
- 2. Window and skylight data should represent the major proportion of its use in the development