

Appendix B
(PNAP APP-156)

OTTV of Resident's Recreational Facilities Summary Sheet

Address: RESIDENTIAL DEVELOPMENT AT TAI PO TOWN LOT NO. 221, SHANG TONG ROAD, LAI CHI SHAN, TAI PO, NEW TERRITORIES					BD Ref. No.	
Building Type / Use :		Resident's Recreational Facilities				
OTTV calculated by		<input checked="" type="checkbox"/> 1. Registered Professional Engineers <input type="checkbox"/> 2. Architect <input type="checkbox"/> 3. Others, please specify :				
Classification		<input checked="" type="checkbox"/> Podium / <input type="checkbox"/> Tower				
No. of Storeys (RRF)		1				
Gross Floor Area		m ²				
Usable Floor Area		m ²				
Total External Wall Area (including windows)		960.63 m ²		Window to Wall Ratio		
Total Window Area		488.22 m ²		= 0.51		
Total Skylight Area		0 m ²				
**Weighted Average U-value	Opaque Wall	2.38 W/m ²				
	Window	2.24 W/m ²				
	Opaque Roof	0.39 W/m ²				
	Skylight	0 W/m ²				
Window	Glass Type	<input type="checkbox"/> Reflective	Area= m ²	SC=	VLT= %	ER= %
		<input checked="" type="checkbox"/> Clear	Area= 322.39 m ²	SC= 0.72	VLT= 78 %	ER= 7 %
		<input checked="" type="checkbox"/> Clear	Area= 165.83 m ²	SC= 0.92	VLT= 87 %	ER= 8 %
	Double Glazing	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No				
	External Shading	Overhang <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No Sidefin <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No				
Skylight	Glass Type	<input type="checkbox"/> Reflective	Area= m ²	SC=	VLT= %	ER= %
		<input type="checkbox"/> Tinted	Area= 0 m ²	SC=	VLT= %	ER= %
		<input type="checkbox"/> Clear	Area= 0 m ²	SC=	VLT= %	ER= %
	Double Glazing	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No				
	External Shading	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No				
**Weighted Average Absorptivity	Wall	0.75				
	Roof	0.65				
**Weighted Average Density	Wall	1120 kg/m ²				
	Roof	1120 kg/m ²				
OTTV _{RRF}	Wall	66.78 W/m ²				
	Roof	2.50 W/m ²				
	Overall Average	22.71 W/m ²				

ER = External Reflectance; SC = Shading coefficient & VLT = Visible Light Transmittance

** Weighted by area

Notes :

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