

Mechanical 5/11

1. SHOW VENTILATION CALCULATIONS AND HOW VENTILATION IS PROVIDED TO EACH SPACE.
Ventilation tables are being updated now. We are replacing existing equipment, except for the (2) gym A/C units (RTU/GPU-1/2) so all outdoor air ducts/louvers are existing.
2. THE RTU ARE SPECIFIED WITH ECONOMIZERS. INDICATE IF YOU ARE USING A BAROMETRIC OR POWERED EXHAUST TO CONTROL ROOM PRESSURE.
RTU/GPUs will include barometric relief for space pressure control.
3. INDICATE THAT THE OUTSIDE DAMPERS FOR EACH UNIT WILL BE CLOSED DURING UNOCCUPIED HOURS. HOW DO YOU PLAN TO DO THIS? MOTORIZED DAMPERS OR BACKDRAFT DAMPERS?
Ventilation tables are being updated now. We are replacing existing equipment, except for the (2) gym A/C units (RTU/GPU-1/2) so all outdoor air ducts/louvers are existing.
4. THE MECHANICAL SYSTEM MUST BE COMMISSIONED IN ACCORDANCE WITH C408.2
Confirmed.
5. M1.0: SSU-1 & 2 ARE INDICATED IN THE SCHEDULE TO SERVE AN OFFICE AREA. SHOW THE OUTSIDE AIR DUCT AND INDICATE WHAT THE OUTSIDE NEEDS TO BE BALANCE TO.
Units are existing and have existing outdoor air connections that tie into the return ductwork which will remain.
6. M1.1: SHOW OUTSIDE AIR CALCULATIONS FOR EACH SPACE AND INDICATE THE OUTSIDE AIR REQUIRED FOR EACH UV, DSS, FC, AND AHU.
Outdoor air tables are being updated now. We are replacing existing equipment so all outdoor air ducts/louvers are existing.
7. M1.2: SHOW OUTSIDE AIR CALCULATIONS FOR EACH SPACE AND INDICATE THE OUTSIDE AIR REQUIRED FOR EACH SSU.
Outdoor air tables are being updated now. We are replacing existing equipment so all outdoor air ducts/louvers are existing.
8. M1.3: SHOW OUTSIDE AIR CALCULATIONS FOR EACH SPACE AND INDICATE THE OUTSIDE AIR REQUIRED FOR EACH CPU AND RTU.
Outdoor air tables are being updated now.
9. PROVIDE RETURN AIR SMOKE DETECTORS ON ALL UNITS CAPABLE OF 2,000 CFM OR MORE.
Existing smoke detectors will be reconnected to new equipment. RTU/GPUs serving gym should fall under the below exception since they both serve a single space. Please advise.