(This foreword is provided for information only and is not part of the draft addendum.)

## **FOREWORD**

## **Draft Addendum 90.1y – Publication Draft.**

This proposed addendum clarifies the definition of "General Low Bay" and "General High Bay" under the heading of Industrial Buildings, Table 9.

## Addendum 90.1y

See attached Table 9.

## BSR/ASHRAE Addendum y to ASHRAE/IESNA Standard 90.1-1999

										Sp	ace	-by-	Spa	ice	Metl	hod	LPI	Os		
	Common Space Types and LPDs (watts/ft <sup>2</sup> )																			
Building Type	Officeenclosed	Officeopen plan	Conference Meeting //Multipurpose	Classroom/ Lecture/ Training	Audience/ Seating Area	Lobby	Atriumfirst three floors	Atriumeach additional floor	Lounge/Recreation	Dining area	Food Preparation	Restrooms	Corridor/Transition	Stairs - active	Active Storage	Inactive storage	Electrical/ mechanical	Building Specific Spac Types and LPD's (watts/		Additional Power Allowance (see 9.3.1.2.1)
Hospital/Healthcare Buildings										1							1			
HOSPITAL/HEALTHCARE	1.5					1.8	1.3	0.2	1.4									Emergency Recovery Nurse Station Exam/Treatment Pharmacy Patient Room Operating Room Nursery Medical Supply Physical Therapy Radiology Laundry-Washing	2.8 2.6 1.8 1.6 2.3 1.2 7.6 1.0 3.0 1.9 0.4 0.7	4
WORKSHOP			1.5															Workshop	2.5	
AUTOMOTIVE FACILITY MANUFACTURING		1.3	1.5				1.3	0.2	1.4	1.4	2.2	1.0	0.7	0.9	1.1	0.3		Garage Service/Repair  General Low Bay <u>&lt;25' Floor to Ceiling Height)</u> General High Bay <u>≥25' Floor to Ceiling Height)</u> Detailled  Equipment Room  Control Room	1.4 2.1 3.0 6.2 0.8 0.5	
Lodging Buildings																		010		
HOTEL MOTEL MULTI-FAMILY DORMITORY	1.5 1.5	1.3 1.3 1.3	1.5 1.5 1.5	1.6		1.8	1.3 1.3 1.3	0.2 0.2 0.2 0.2	1.4 1.4 1.4 1.4	1.0 1.2 1.4 1.4	2.2 2.2 2.2 2.2	1.0 1.0 1.0	0.7 0.7 0.7 0.7	0.9 0.9 0.9	1.1 1.1 1.1 1.1	0.3	1.3	Guest Rooms Guest Rooms Living Quarters	2.5	4 4 4 4
Museum Buildings MUSEUM	1.5	12	1.5	16		1.8	12	0.2				1.0	0.7	0.0	1.4	1.4	12	General Exhibition	1.6	
INIUSEUN	1.5	1.3	1.5	0.1		1.0	1.3	U.Z				1.0	0.7	0.9	1.4	1.4	1.3	Restoration	1.6 2.5	