

NEW ECOLOGY

Windsor Valley Apartments I and II

Location: Edgewood, MD • Units: 290 • Project Cost: \$10 million • Owner: Wishrock Investment Group • Architect: tat The Architectural Team • MEP: Melling Engineering PC
• Builder: The Whiting-Turner Contracting Co.

PROJECT BACKGROUND

Windsor Valley I and II comprise 290 affordable, occupied townhouses in Edgewood, Maryland. New Ecology conducted an ASHRAE II energy audit for the property, resulting in energy and water efficiency recommendations. NEI facilitated an integrated design process

for the project and conducted a detailed review of the design development set of plans and specifications for air sealing details and had engineering recommendations for new equipment.

Solutions

New Ecology completed energy modeling for the project and explored the alternative new equipment recommendations. Utility allowances were also modeled for the owner.

New Ecology reviewed the final set of plans, specifications, and the succeeding construction submittals. New Ecology also provided:



HIGHLIGHTS

- Enterprise Green Communities certified
- Audit for moderate rehab with energy upgrades
- Utility allowance calculations
- O&M manual
- Resident Green Guide
- Staff and resident training

- Testing and verification for the project, sampling the various apartment types for resulting HERS scores required for Enterprise Green Communities certification.
- An O&M manual and Preventive Maintenance plan for the owner's operations team. The maintenance staff was trained on-site by New Ecology technical staff with the manual in order to fully understand the new HVAC equipment, and the importance of fresh air ventilation of the newly air sealed apartments.
- A Resident Green Guide to help residents understand the high-performance systems and how to efficiently use their apartment features. NEI conducted a "Train the Trainer" session with the appropriate operations staff in order to prepare them to educate current and future residents about the operations of the development.