



Table 403.01(3): Internal Noise Criteria from Mechanical and Electrical Sources (Maximum)

Location	Residential		Educational	Hospital		Commercial
	NR L _{Aeq} (0700 - 2300)	NR L _{Aeq} (2300 to 0700)	NR L _{Aeq} , 1 hr	Day NR L _{Aeq} , 1 hr	Night NR L _{Aeq} , 1 hr	NR L _{Aeq} , 1 hr
Habitable Rooms	30	25	-	-	-	-
Non Habitable Rooms	40	35	-	-	-	-
Office (Cellular)	_	-	35	35	35	35
Office (Open Plan)	-	_	35	35	35	38
Teaching Room (Standard)	_	-	30	30	30	30
Meeting Room (Small)	-	_	35	35	35	40
Meeting Room (Large)	-	-	30	30	30	35
Board Room	-	_	25	25	25	35
Hospital Ward (Single bed)	-	-	-	35	30	-
Hospital Ward (Multiple bed)	-	_	_	40	30	-
Operating Theatres	-	_	_	35	35	-
Plant Room	75	70	75	75	75	75

Notes:

 The criteria in Table 403.01(3) refer to the total noise from mechanical and electrical services (including rainwater pipes draining under "moderate" rainfall conditions, noise from plant rooms and from plant areas in other parts of the building or site). The noise rating (NR) should take into account, the noise in the octave band range from 63 Hz to 4 kHz.

The building should also be designed such that airborne insulation values of walls and airborne and impact insulation values of floors achieve the following minimum in-situ performance criteria as specified in Table 403.01(4) and Table 403.01(5).

Table 403.01(4): Internal Airborne Sound Insulation Guidance Values (Minimum)

Location	Residential	Educational	Hospital	Commercial
	$D_{nTw} + C_{tr}$	D_{nTw}	D _{nTw}	D _{nTw}
Habitable Rooms	45	-	-	-
Non Habitable Rooms	45	40	-	-
Office (Cellular)	-	40	42	40
Office (Open Plan)	-	40	47	40
Teaching Room (Standard)	-	45	42	45
Meeting Room (Small)	-	45	47	45
Meeting Room (Large)	-	50	52	50
Board Room	-	50	47	50
Hospital Ward (Single bed)	-	-	47	-
Hospital Ward (Multiple bed)	-	-	42	-
Operating Theatres	-	-	47	-

Notes:

 The minimum sound insulation requirement depends on the activities in adjacent spaces. The levels specified above must be checked against the relevant documents (ADE, BB93, HTM 08-01 and BS8233)