7.1 Commissioning















The Basic Commissioning aims to ensure that the building performs as designed to protect occupant health, provide comfort and ongoing building efficiency. An independent commissioning agent, reporting to the project owner, with at least 2 years commissioning experience, should be engaged as part of the project design team throughout the design stages.

The commissioning process must cover, at a minimum, the following systems:

- Heating, ventilation, air conditioning, refrigeration
- On-site energy generation (including co-generation)
- Building Management System
- Lighting and lighting controls
- Domestic hot and cold water systems
- On-site water treatment systems including swimming pools (if applicable)
- Automated control features such as blinds

Within the building log book the following sections would be normally expected:

- Annual review & updates to the log book
- Purpose & responsibilities
- Links to other key documents
- Main contacts
- Commissioning, handover & compliance
- Overall building design
- Summary of areas / occupancy
- Summary of main MEP plant
- Overview of controls / BEMs
- Builder user information (requirement dependent on building typology)
- Metering, monitoring & targeting strategy
- Building performance records
- Summary of maintenance requirements
- Major alterations
- Results of in-use investigations (requirement dependent on building typology)
- Appendices All relevant certificates / tests (requirement dependent on building typology).

A commissioning plan should include the following

- Commissioning program overview
- List of systems and assemblies included in commissioning process and activities
- Commissioning team and responsibilities
- Management, communication and reporting of commissioning process
- Overview of commissioning process activities through the design including:
 - Design and construction document review
 - Basis of Design review
 - Owner's project requirements
 - Submittals documentation and process
 - Functional performance test development and implementation



