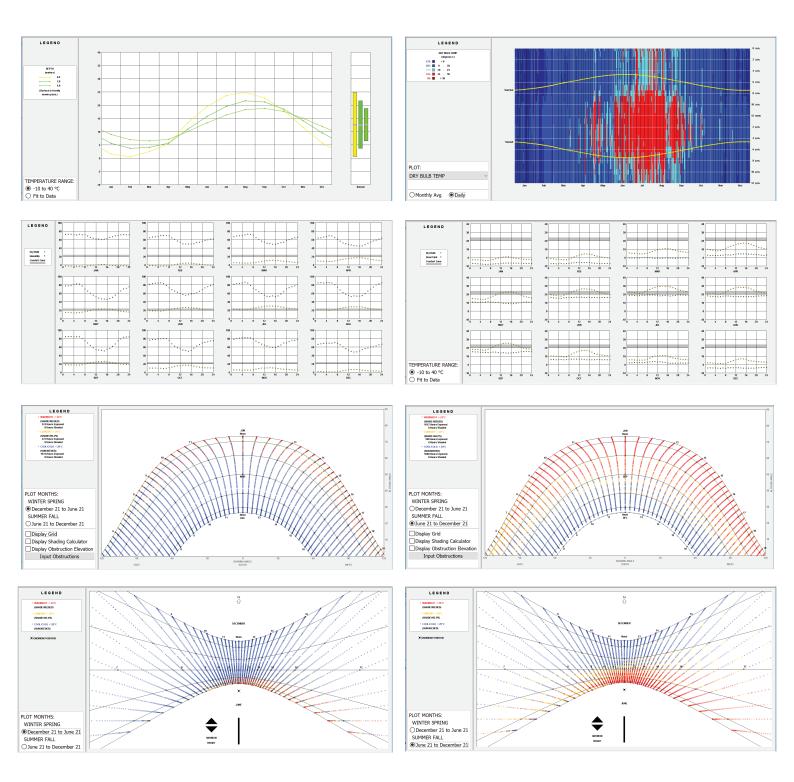
MONTHLY MEANS	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	
Global Horiz Radiation (Avg Hourly)	212	260	323	364	398	422	394	416	354	299	227	191	Wh/sq.m
Direct Normal Radiation (Avg Hourly)	326	332	332	330	310	324	277	346	338	354	295	296	Wh/sq.m
Diffuse Radiation (Avg Hourly)	94	104	137	152	182	187	196	180	145	126	109	90	Wh/sq.m
Global Horiz Radiation (Max Hourly)	505	710	859	924	954	978	928	911	845	722	545	458	Wh/sq.m
Direct Normal Radiation (Max Hourly)	930	930	905	953	847	882	845	923	857	936	923	916	Wh/sq.m
Diffuse Radiation (Max Hourly)	274	361	404	462	454	495	477	453	481	336	286	240	Wh/sq.m
Global Horiz Radiation (Avg Daily Total)	2016	2730	3819	1779	655	5252	5714	626	1365	3269	<u> 2224</u>	.766	Wh/sq.m
Direct Normal Radiation (Avg Daily Total)	3085	3491	3922	1324	1385	1791	1026	1681	1169	3847	2889	<u>2</u> 732	Wh/sq.m
Diffuse Radiation (Avg Daily Total)	902	.082	.622	.994	2603	<u> 2775</u>	2851	<u>2</u> 447	.788	.382	.073	834	Wh/sq.m
Global Horiz Illumination (Avg Hourly)	2669	⁷ 899	1669	330	2874	654	2650	ł596	3121	.956	1083)394	lux
Direct Normal Illumination (Avg Hourly)	342	.402	.978	2382)664	2309	⁷ 804	1524	358	3695	<mark>'124</mark>	5246	lux
Dry Bulb Temperature (Avg Monthly)	-1	0	7	12	18	22	25	23	20	12	7	3	degrees (
Dew Point Temperature (Avg Monthly)	-7	-6	0	3	10	15	18	17	14	5	2	-4	degrees (
Relative Humidity (Avg Monthly)	68	59	60	56	64	70	69	70	71	67	72	60	percent
Wind Direction (Monthly Mode)	310	300	300	310	70	240	240	230	0	240	280	300	degrees
Wind Speed (Avg Monthly)	5	3	4	4	3	3	3	4	3	3	4	4	m/s
Ground Temperature (Avg Monthly of 3 Depths)	4	3	4	5	11	15	19	21	20	17	13	8	degrees (



WIND VELOCITY: ● 0 to 27 m/s ○ Fit to Data



Three Passive Design Strategies

- -Passive Cooling with Solar Shading in the Summer months
- -Passive Cooling with Natural Ventilation (Wind Speed always howel at comfortable range for outside, relatively high humidity level requires more natural ventilation. Not so cold winter allows for more opportunities)
- -Passive Heating and Nautral Light with Solar Lights