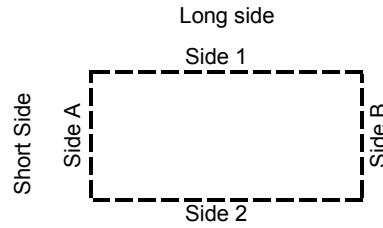


Prerequisites	
Max 2 story	Y - N
Wall height ≤ 10'	Y - N
Eave to ridge ≤ 15'	Y - N
GB on inside of B.U.s	Y - N
Wind ≤ 90 mph	Y - N
Exposure B	Y - N
SDC A,B,C (no C townhouses)	Y - N
Cripple walls: one story building	Y - N
two story building	NP
Prerequisites Pass	Y - N

Circumscribed Rectangle



Include:
Attached garages
Sunrooms
Enclosed Structures

Exclude:
Decks/porches
Chimneys
Carports
Open structures

Ratio of long side to short side:

$$\frac{\text{Long Side}}{\text{Short Side}} = \frac{\text{ft.}}{\text{ft.}} = \text{ } \leq 3.0$$

Required B.U. Table R602.12.4; interpolation prohibited		Required B.U.s on each LONG Side						Required B.U.s on each SHORT Side					
Story Level	Eave-to-Ridge Ht.	SHORT Side Dimension (A&B) (rounded-up)						LONG Side Dimension (1&2) (rounded-up)					
		10'	20'	30'	40'	50'	60'	10'	20'	30'	40'	50'	60'
	≤10'	1	2	2	2	3	3	1	2	2	2	3	3
		2	3	3	4	5	6	2	3	3	4	5	6
	≤15'	1	2	3	3	4	4	1	2	3	3	4	4
		2	3	4	5	6	7	2	3	4	5	6	7

Actual Wall Segments	Long Side 1		Long Side 2		Short Side A		Short Side B	
	method/length(ft)	B.U.s	method/length(ft)	B.U.s	method/length(ft)	B.U.s	method/length(ft)	B.U.s
B.U. wall length equivalents: 3' fully sheathed = 1 B.U. 4' intermittent = 1 B.U.								
Methods B.U. equivalents: PFH = 1 B.U. PFG = 0.75 B.U. CS-G = 0.5 B.U. CS-PF = 0.5 B.U.								
Total actual B.U.s provided								
Actual B.U.s ≥ Required B.U.s	Y - N		Y - N		Y - N		Y - N	

Distribution	Long Side 1	Long Side 2	Short Side A	Short Side B
Walls >8' have at least 1 B.U.	Y - N - NA	Y - N - NA	Y - N - NA	Y - N - NA
B.U. within 12' of each corner	Y - N	Y - N	Y - N	Y - N
B.U. within 20' edge to edge	Y - N - NA	Y - N - NA	Y - N - NA	Y - N - NA
PASS / FAIL	PASS FAIL	PASS FAIL	PASS FAIL	PASS FAIL