

Near Zero Energy Building (NZEB) for Commercial and non-residential buildings is nearly here!

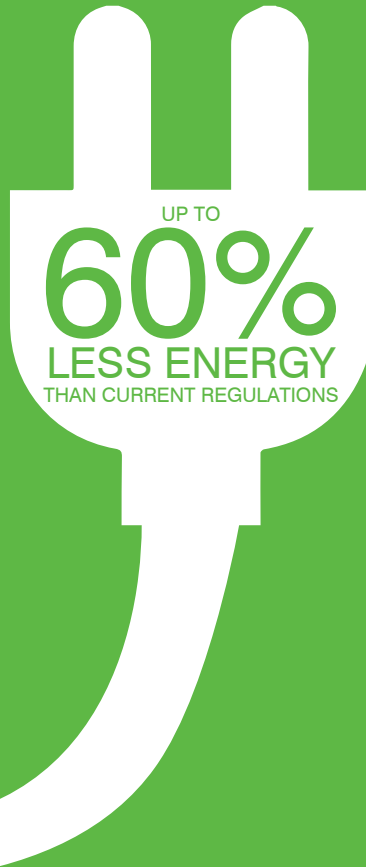
Are you ready?

What is the NZEB standard?

The European Energy Performance of Buildings Directive Recast (EPBD) requires all new buildings to be Near Zero Energy Buildings by 31st December 2020 and all buildings acquired by public bodies by 31st December 2018.

'Nearly zero-Energy Building' means a building that has a very high energy performance, as determined in accordance with Annex I. *"The nearly zero or very low amount of energy required should be covered to a very significant extent by energy from renewable sources, including energy from renewable sources produced on-site or nearby".*

In order to comply Government intends to move directly to the NZEB standard from the current regulations. A draft Part L Technical Guidance Document, Conservation of Fuel and Energy – Buildings other than dwellings is expected to issue this year, coming into force by early 2017. This is likely to be defined as using 40% to 60% less energy than current regulations.



Financial Institutions and Investors

Make sure your developer is building to meet the NZEB standard.



Property Advisors

Advise your clients about the NZEB standard.



Architects, Engineers, Construction Professionals

Skill up now to meet the requirements of the standard, and advise your clients.



Developers

Instruct your design team to design to NZEB now and make sure they have the required skills.

Still designing commercial or other non residential building to minimum energy efficiency regulations...

...you could be building a turkey!

Don't get left behind

The current standards are in place since 2008 and are now far behind good industry practice. Building to the minimum standard means real asset value risk for any new construction offered for sale or letting after 31st December 2018. Even a certified BREEAM or LEED building does not mean that you will comply with the new energy standard.

You must also demand an NZEB building.