### 2015 International Mechanical Code Errata

(Portions of text and tables not shown are unaffected by the errata)

#### 1<sup>ST</sup> PRINTING (September 10, 2015)

**403.3.2.1 Outdoor air for dwelling units.** An outdoor air ventilation system consisting of a mechanical exhaust system, supply system, or combination thereof shall be installed for each dwelling unit. Local exhaust or supply systems, including outdoor air ducts connected to the return side of an air handler, are permitted to serve as such a system. The outdoor air ventilation system shall be designed to provide the required rate of outdoor air continuously during the period that the building is occupied. The minimum continuous outdoor airflow rate shall be determined in accordance with Equation 4-9.

$$Q_{OA} = \frac{0.03 \, 1}{4} A_{floor} + 7.5 (N_{br} + 1)$$
 (Equation 4-9)

where  $Q_{OA}$  = outdoor airflow rate, cfm  $A_{floor}$  = floor area, ft<sup>2</sup>  $N_{br}$  = number of bedrooms; not to be less than one.

Exception; (unchanged)

## 2015 International Mechanical Code Errata

(Portions of text and tables not shown are unaffected by the errata)

### 1<sup>ST</sup> PRINTING (October 30, 2014)

# Table 403.3.1.1 MINIMUM VENTILATION RATES

OCCUPANCY CLASSIFICATION	OCCUPANT DENSITY #/1000FT <sup>2 a</sup>	PEOPLE OUTDOOR AIRFLOW RATE IN BREATHING ZONE, R <sub>p</sub> CFM/Person	AREA OUTDOOR AIRFLOW RATE IN BREATHING ZONE, Ra CFM/FT <sup>2 a</sup>	EXHAUST AIRFLOW RATE CFM/FT <sup>2 a</sup>
Hotels, Motels, Resorts and Dormitories				
Bathrooms/toilet - private <sup>g</sup>	-			
Bedroom/Living Room	<u>10</u>			
Conference/Meeting	<u>50</u>			
Dormitory sleeping areas	<u>20</u>			
Gambling Casinos	<u>120</u>			
Lobbies/prefunction	<u>30</u>			
Multipurpose assembly	<u>120</u>			

**404.3 Occupied spaces accessory to public garages.** Connecting offices, waiting rooms, ticket booths and similar uses that are accessory to a public garage shall be maintained at a positive pressure and shall be provided with ventilation in accordance with Section 403.3.1