LIFE CYCLE COST BENEFITS OF DISTRICT COOLING

The total life cycle costs of utilizing Austin Energy's District Cooling System are less than that of constructing, operating, maintaining, repairing and eventually replacing a standalone chilled water plant. Total reliability of cooling is increased and the profitability of the facility improves.

The initial costs of construction are much lower without the need to obtain capital equipment such as chillers, cooling towers, condensing water pumps and all the associated ancillary equipment. Electrical requirements are reduced due to the absence of power intensive electric motors for the chillers, etc. Structural cost savings may occur.

Centrifugal chillers lose efficiency during part load conditions and District Cooling avoids these wasted dollars because your building incurs no such financial penalty during part load conditions.

District Cooling avoids the need to operate, maintain, repair, and eventually replace expensive chillers, towers and pumps. The unexpected expense of a sudden accidental failure of your critical cooling equipment is not present with District Cooling. Associated downtime is avoided and even scheduled shutdowns become unnecessary.

The total reliability of the cooling actually taking place when required is increased with District Cooling. Experts in reliability analysis recognize the design philosophies inherent in Austin Energy's plant (redundancy, thermal storage, N+2, Nine 9's, etc.) exceed that of even a well-designed and well-run standalone chiller plant.

Income producing ability of a building is increased with District Cooling in concrete as well as somewhat abstract ways. Income related to tenant retention resulting from cooling problems that do <u>not</u> occur is impossible to calculate but should be acknowledged as a benefit.

Initial capital savings, lower the total operating costs, near zero maintenance and repair cost and industrial levels of reliability all indicate District Cooling is a better solution to you cooling needs.

