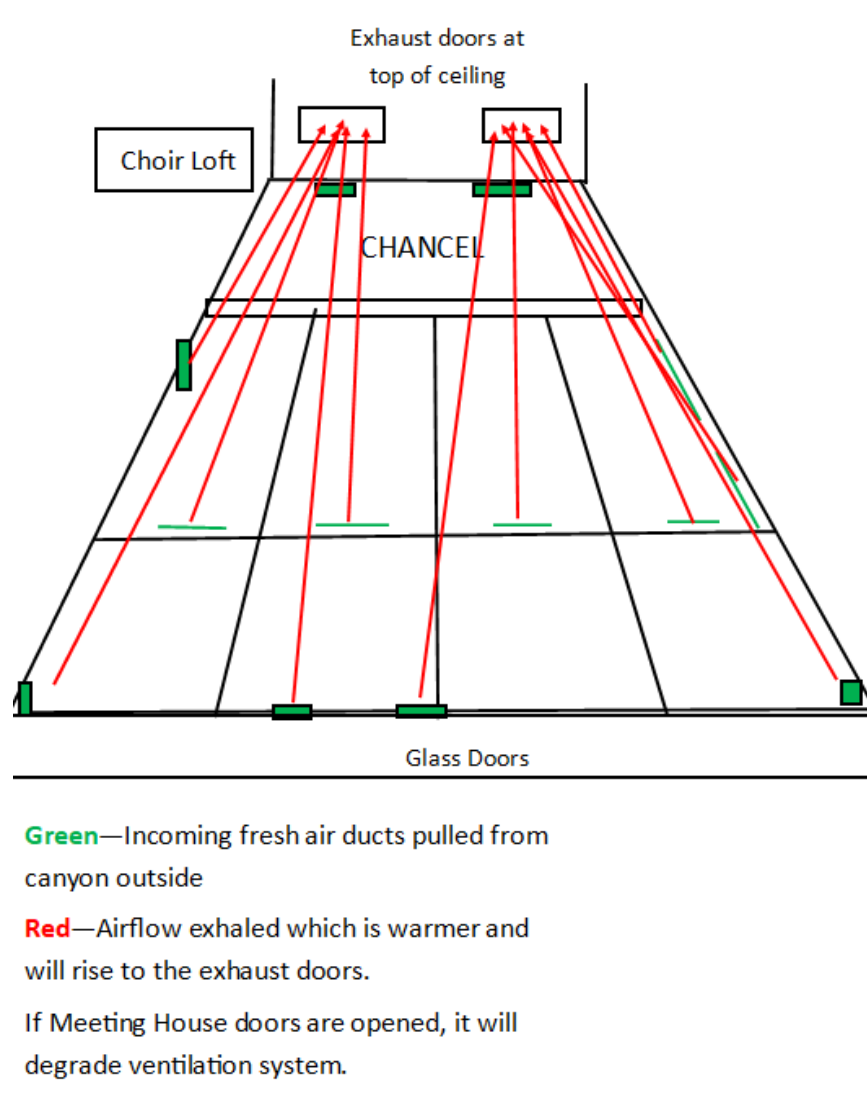


Meeting House Ventilation System



- Green - Incoming air ducts. Currently all air is pulled from the canyon outside pushed into the building through ducts at the front sides back and across the middle of the Meeting House. This air is under pressure and will take the easiest path to get out of the building.
- Black - Exhaust/Return vents are at the roof line (top of ceiling) in the middle of the chancel. The Meeting House circulated air will be under pressure and will exit where it can, however exhaust is passive. In order to have an organized air flow where it's coming in and then being exhausted toward the outgoing passive air vent, keeping the doors closed makes the air flow pattern less complicated. Having the doors open can cause areas of the Meeting House to experience lack of air flow/circulation. Having all doors

closed allows the pressure to push the rising air out through the 5' x 8' vent on west side of Meeting House near upper choir loft door.

- Red - Airflow exhaled air is warmer and will be rising. With doors closed most of the time air flow will gather and move toward the exhaust. If doors are propped open the organized circulation of air will get muddied and “bad air” will sweep back over the seating area to get to the doors. The side door by the chapel does not change airflow much but it makes it easier for “bad air” to travel to choir loft. And opening the upper choir door allows more of the “bad air” to sweep across choir loft or with a change of wind direction, blow the exhausted air back into the building.

Ray Evans has added little ribbons (tattle tails) to air vents in the back (four), some in the middle and sides. This will allow at a glance verification that air is flowing, since the Meeting House fan is on a timer system.

“Bad Air” is not necessarily bad but for safety purposes air that has been breathed should be treated as if it could be infected and everything possible shall be done to exhaust it and replace it with fresh incoming air from the outside.