

Our mission is to identify and incorporate energy efficient methods to improve building operational efficiency, control utility costs and conserve natural resources for a sustainable future for all Ada County residents.

PROJECT PROFILE



ADA COUNTY LED LIGHTING UPGRADE

OVERVIEW

The purpose of this project is to upgrade the exterior lighting and selected interior fixtures at the Public Safety Building complex and portions of Expo Idaho by installing energy-efficient LED lighting. The goal is to control costs by purchasing the LED lamps and fixtures needed for the project and use qualified in-house County staff for the installation.

Ada County is committed to minimizing its impact on the environment by operating buildings efficiently and using lighting effectively. Ada County will only purchase lighting products that meet our specifications, in order to provide a safe and functional facility in the most economical and environmentally friendly manner.



HIGHLIGHTS

Locations:	Public Safety Building, 7200 Barrister Rd. Boise, Idaho
	Expo Idaho 5610 Glenwood Boise, Idaho
Project Cost:	\$120,734
Utility Incentives:	\$18,580 (estimated)
Annual Savings:	240,763 kWh
Completion:	September 2013

INFO CONTACT

Ada County Operations Dave Logan, Director Selena O'Neal, Energy Specialist Telephone: (208) 287-7100 Email: <u>soneal@adaweb.net</u>

MAIN FEATURES

- Upgrade 35 exterior incandescent lights to 15w LEDs
- · Replace 175w and 250w metal halide wall packs with 48w LED wall packs
- Replace 400w and 1,000w metal halide shoebox fixtures with 288w LED pole lights
- Install high-bay LED lights in a Jail dayroom, intake area, and vehicle shop
- Replace 150-watt high pressure sodium pole lights at Expo Idaho with 65watt LED pole lights
- Replace difficult to reach canopy lights in the Grandstands with LED lamps that have 100,000 hour life that's over 50 years at 5 hours per day!

PROJECT BENEFITS

- Improve lighting and increase safety
- Reduce energy costs
- Longer lamp life reduces risks and staff time spent replacing lights

