

CONTRIBUTES TO 18 LEED® POINTS

DRENING for the creation of rainwater accumulation and draining system helps you achieve up to 18 points for LEED certification.
Potential points available:

SUSTAINABILITY OF THE SITE		Contributes with 3 points
Credit 2	Building Density & Proximity to Services (contributes to the development of construction in urban areas where services and infrastructures are already present, protecting green areas and preserving habitat and natural resources)	1
Credit 6.1	Storm Water: Control of Quantity (contributes to limiting the alterations of the natural dynamics of the hydrological cycle by increasing the infiltration on the site and management of rainwater runoff).	1
Credit 6.2	Storm Water: Quality Control (contributes to reducing or eliminating water pollution by reducing impervious surfaces, increasing infiltration on the site).	1
EFFICIENT WATER MANAGEMENT		Contributes with 5 points
Credit 1.1	Efficient Water Management for Irrigation purposes: 50% Reduction in Consumption (contributes to limiting or avoiding the use of potable water, surface or subsoil water, for irrigation purposes).	1
Credit 1.2	Efficient Water Management for Irrigation purposes: Eliminating the use of Water or Irrigation (contributes to avoiding the use of potable water, surface or subsoil water, for irrigation purposes).	1
Credit 2	Innovative Waste Water Technologies (contributes to reducing the production of waste water and the demand for potable water in order to increase aquifer water levels).	1
Credit 3.1	Reduction of Water Use within the Building: 20% reduction (contributes to minimizing water consumption in buildings in order to reduce the load on public water supply and purification systems).	1
Credit 3.2	Reduction of the Water Use within the Building: 30% reduction (contributes to minimizing water consumption in buildings in order to reduce the load on public water supply and purification systems).	1
MATERIALS AND RESOURCES		Contributes with 6 points
Credit 2.1	Construction Waste Management: Reduce Landfilling of 50% (contributes to re-injecting recyclable resources back into the production process).	1
Credit 2.2	Construction Waste Management: Reduce Landfilling of 75% (contributes to re-injecting recyclable resources back into the production process).	1
Credit 3.1	Reuse of Materials: 5% (contributes to reducing the demand for Virgin materials and the production of waste, thus limiting the environmental impacts associated with the processing of primary resources).	1
Credit 3.2	Reuse of Materials: 10% (contributes to reuse materials and construction products in order to reduce the demand for Virgin materials and the production of waste, thus limiting the environmental impacts associated with the extraction and the processing of primary resources).	1
Credit 4.1	Recycled Content: 10% (Post- consumption + 1/2 pre-consumption) (contributes to increasing the demand for construction materials and products containing recycled material, thereby reducing impacts from extraction and processing of Virgin materials).	1
Credit 4.2	Recycled Content: 20% (Post- consumption + 1/2 pre-consumption) (contributes to increasing the demand for construction materials and products containing recycled material, thereby reducing impacts from extraction and processing of Virgin materials).	1
INNOVATION & DESIGN PROCESS max 4 points available per project		Contributes with 4 points
ID Credit	Supplement to Efficient Water Management - Credit 1 (contributes 100% to the reduction of potable water use for irrigation purposes).	1
ID Credit	Supplement to Efficient Water Management - Credit 2 (contributes 100% to reducing the production of waste water and the demand for potable water in order to increase aquifer water levels).	1
ID Credit	Supplement of Materials and Resources Credit - Credit 3.2 (contributes 100% to the reduction of demand for Virgin materials and waste production).	1
ID Credit	Supplement of Materials and Resources Credit - Credit 4.2 (contributes 100% to increasing the demand for products that contain recycled material).	1