

# Thermal Performance Data

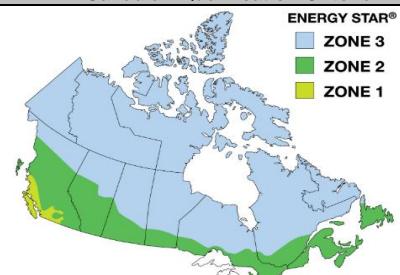
Premium Wood Double Hung Transom Windows (6121)

**WEATHER SHIELD.**

WINDOWS & DOORS

US Qualification Criteria		Climate Zone	U-Value	SHGC	
		Northern	<=0.27	Any	Prescriptive
			=0.28	>=0.32	Equivalent Energy Performance
			=0.29	>=0.37	
			=0.30	>=0.42	
		North-Central	<=0.30	<=0.40	
		South-Central	<=0.30	<=0.25	
		Southern	<=0.40	<=0.25	
As of January 2016					

Canadian Qualification Criteria		Climate Zone	U-Value	or	Energy Rating
		Zone 1	<=1.60		>=25
		Zone 2	<=1.40		>=29
		Zone 3	<=1.20		>=34
Air Leakage <= 0.3 cfm/ft <sup>2</sup>					
As of February 2015					

## U-Value

A measurement of how much energy a material conducts. The lower the U-Value, the greater the insulating effect.

## Solar Heat Gain Coefficient (SHGC)

Measures how well a window or door prevents heat from passing through it.

The lower a window or door's SHGC, the less heat it allows to pass through it.

## Visible Light Transmittance

The amount of light in the visible portion of the spectrum that passes through a glazing material.

## Condensation Resistance Rating

Measures how well a window resists the formation of condensation on the inside surface.

The higher the number the better resistance to condensation.

## Energy Rating

A value demonstrating the balance between U-Value, SHGC and air leakage.

The higher the number, the more efficient the product.

## R-Value

A measurement of how much a material resists heat transfer.

A higher R-Value means a greater insulating effect and a lower rate of heat flow out of the home.

While **R-value** measures resistance to heat transfer, **U-value** measures the rate of heat transfer.

In simple terms, **U-value** is the mathematical reciprocal of **R-value**; that is, **U = 1/R and R = 1/U**.

<sup>a</sup> Total Unit calculations are derived from computer simulations that are then verified by 3rd party testing in accordance with NFRC 100, NFRC 200, and NFRC 500.

<sup>b</sup> Published values reflect 3mm/3mm glass lite thicknesses.

