

SUMMARY

Over the last year, Glasgow City Council led a competitive Dialogue process to appoint a preferred Bidder with the appropriate resources, knowledge, skills and experience to deliver the masterplanning and construction of the Games Village. In any Commonwealth Games, the Athletes Village is one of the largest projects undertaken and is often the venue by which the success of the Games is judged. The Games Village must be developed in a way that minimises its environmental impact throughout its lifecycle, considers the potential impacts of climate change and enables future residents to adopt a low to zero carbon lifestyle.

BACKGROUND

Objectives:

The Glasgow 2014 bid was built around the delivery of a sustainable, low carbon Games Village. To meet these commitments, the Village must be developed to a certifiable, low carbon standard across all permanent buildings. When the brief was prepared, the best available guidance on the evolution of future standards was the Sullivan Report to Scottish Ministers. This recommended that the 2013 change in energy standards for domestic buildings should deliver carbon dioxide savings of 60% more than May 2007 standards.

As the Games Village is required to be low carbon by its design and function, the viability of delivering heat and power via a local distributed energy network is being considered.

In addition, to comply with the sustainability benchmarking for the Village, all permanent residential buildings will require to achieve an EcoHomes "Excellent" rating. Similarly, all other non-residential permanent buildings are also required to meet a BREEAM standard of "Excellent". The pre-assessments submitted with the final bids indicated that these targets can be achieved

Procurement:

As part of the competitive dialogue process, which met EU procurement rules, Glasgow City Council and the 2014 Games Organising Committee, enlisted the Carbon Trust to define and support the delivery and measurement of energy efficiency and carbon emissions reduction for the Village.

Design Workshops:

Through a series of workshops facilitated by the Carbon Trust, the house builders and architectural practices within each consortium were able to take advantage of the Low Carbon Building Design Advice provided, prior to the submission of their final bids.

The workshops included information on the use of the PassivHaus and Carbonlite standards to help achieve the 60% reduction in carbon dioxide emissions and advice on the infrastructure requirements associated with the provision of a local distributed energy network.

KEY CONTACTS

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LOOKING AHEAD

The Next Steps:

During the next year, the site for the Games Village will be remediated, while the Preferred Bidder will be in discussions with Statutory Consultees and the local community on the Environmental Assessment to accompany the planning application. Work on providing the facilities for the approx 6,500 athletes and officials will, thereafter, commence on site by Autumn 2010.

The Council will continue to work with the Preferred Bidder to ensure that the objectives of a 60% carbon dioxide reduction and the required "Excellent" ratings are achieved in practice.

Future Benefits:

In addition to using the Low Carbon Building Design Advice for the Athletes Village, it is expected that one of the major legacy benefits of the 2014 Games will be that the house builders and architects involved with the competitive dialogue process will use the experience and the knowledge gained to help inform the design decisions taken on future non-Games related projects.

In legacy, future residents of this unique regeneration opportunity will be able to see the cost benefits of adopting a low carbon lifestyle through the provision of smart meters.

Overall the Low Carbon Building Design Advice provided by this project will help reduce Glasgow's Carbon Footprint.

