



Emerald People's Utility District Shade Effect Evaluation Form

(c) Univ. of Oregon SRML
 Sponsor: EPUD
 Lat: 44.12; Long: -123.22
 (Solar) time zone: -8
 Tilt: 0 Aspect: 240
 Eugene, OR

Estimated annual AC output:
 1.01 kWh/Watt DC per year

Job Name: _____
 Contractor: _____
 Date: _____
 Array Tilt: _____
 Array Orientation: _____
 Zip Code of Site: _____

The sun path chart to the right is for a solar electric system located in Eugene, Oregon tilted 0 degrees with a 240 degree azimuthal orientation. The annual AC output for a system with these characteristics is about 1.01 kWh/Watt DC per year.

For comparison, annual production capacity per Watt of an optimally oriented system (30 degree tilt and 190 degree azimuth) is 1.14 kWh/Watt DC per year.

Local Production Capacity = 1.14 kWh/Watt DC per year.

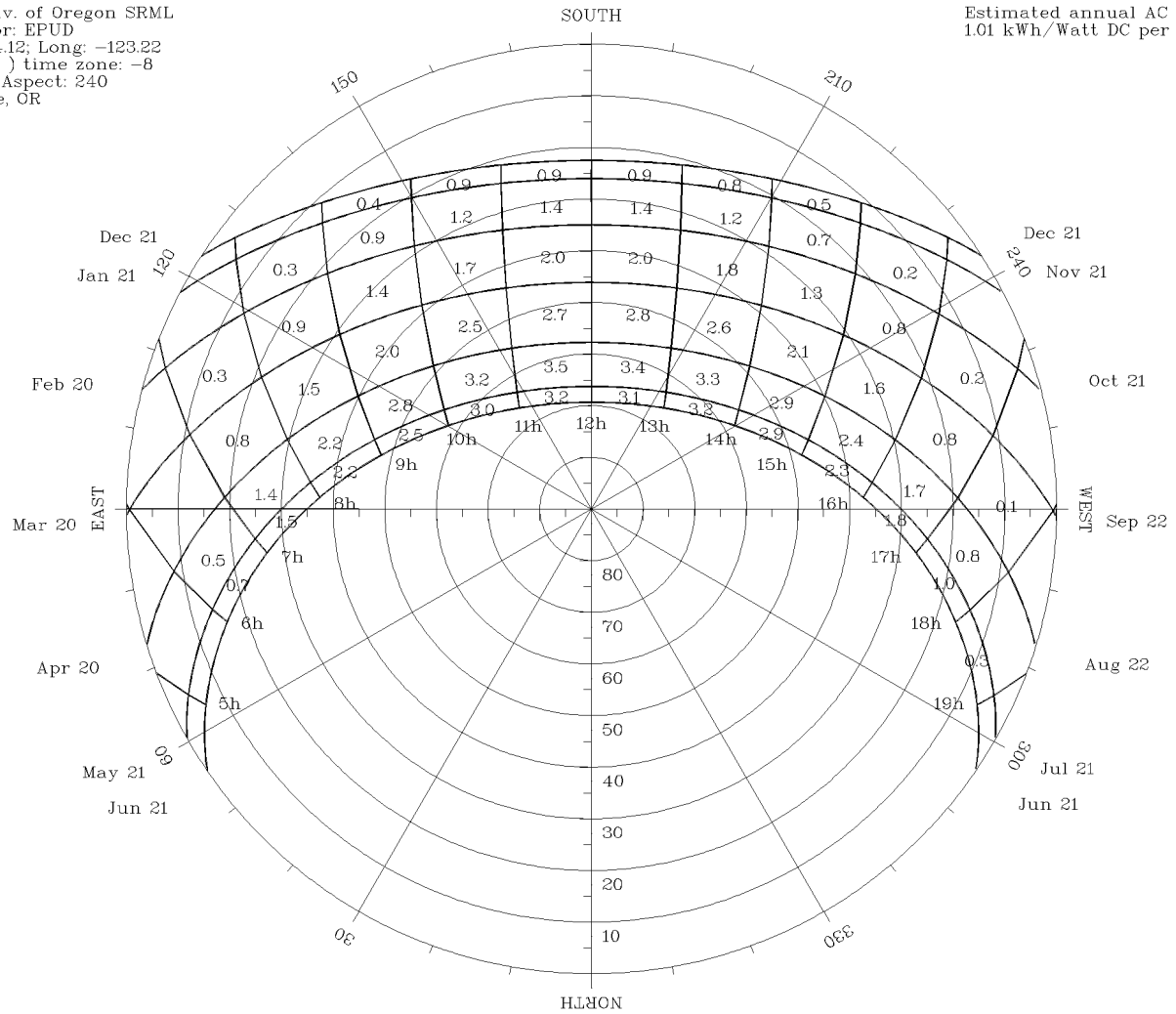
At Eugene, a system oriented as in the sun path chart to the right will produce 89% of the annual electricity produced by an optimally oriented system.

Draw the horizon on the sun path chart and shade obstructed areas. To calculate the percent reduction due to shading, enter the percentage of system power output shown on the sun path chart for areas shaded by obstructions into the table on the right.

For example, assume the percentage of system power output from 7:00 to 8:00 between September 22 and October 21 is 0.4%, and 50% of that period is shaded. Enter 0.2% in the column under 7-8 and the row labeled Feb-Mar on one side and Sep-Oct on the other. Enter zero for each box where there is no shading. Note that hours are in solar time.

Sum the shading values in each column and enter the total in the bottom row. Sum the bottom row to determine the percent annual shading.

Percent Annual Shading: _____



Period/Hr	5-6	6-7	7-8	8-9	9-10	10-11	11-12	12-13	13-14	14-15	15-16	16-17	17-18	18-19	Period/Hr
May-Jun															Jun-Jul
Apr-May															Jul-Aug
Mar-Apr															Aug-Sep
Feb-Mar															Sep-Oct
Jan-Feb															Oct-Nov
Dec-Jan															Nov-Dec
Sum of Hourly Shading															Sum of Hourly Shading