Calculation of Gross weight for residential units:

The Gross weight of any residential unit will be calculated as follows:

Gross weight = Carpet Area * (1+Loading Factor), rounded off to 0 decimals.

a) Loading Factor is determined as follows:

No. of Upper Floors	Loading Factor
Upto 30 m (low-rise)	49.9%
30-70 m (mid-rise)	54.9%
70-150 m (high rise)	59.9%
150 m+ (very high rise)	65%

In the event that the plan is such that there is only one unit per core, then the above loading %'s will stand increased by 5% and if there are two units per core, then the above %'s will stand increased by 2.5%.

b) Carpet Area = The entire carpet area within the unit from the main door onwards (inclusive), in which all accessible full height areas (eg. Dry balcony, utility, deck, balcony, easily accessible service slab which is useful to the owner etc.), are counted @ 100% - this shall also include any area which is deliberately kept outside the unit (wasted) when main door direction is changed due to Vastu reasons since customer can always take door to regular location (non-Vastu). However, any inaccessible/difficult to access areas (eg. Flower bed, a/c ledge, service slab which is not capable of being accessed on daily basis) are counted @ 0%. For accessible areas having less than full height (eg. Niche), same is to be counted @ 50%, if height is less than / equal to 2.1 m, else @ 100%.

Once the Gross weight is determined, it should be rounded off(up or down, whichever is nearer) such that the total of the digits adds up to 9 eg. Carpet area of 780 sq. ft. in a S+7 building will give a Gross weight of 1034 (1033.50 rounded off to 1034) sq. ft., which will be rounded off to 1035 sq. ft. (1+0+3+5 = 9)

Steps to Calculate efficiency and leasable area of an Office / IT development:

1	Calculate the usable carpet area of each habitable / usable floor assuming there is only one user per floor.
2	Calculate the sum of these viz. Total Carpet Area
3	Calculate the Built-up area of each leasable floor, including all areas (including refuge, Staircase, Lift, lift shafts and Staircase Lobby but not ducts). Include all services areas like STP, Water Tank, Pump Room, IBMS Room, Facility Management Room, D.G. Room, Fan Rooms etc. Niches have to be counted @ 50%. Also count the ground floor areas (excluding parking) eg. Atrium, Lobby, Service Cores, all access cores serving the parking levels etc.
4	Calculate the sum of these viz. Total Built-up area
5	Actual Efficiency of Building = Total Carpet Area of Building / Total Built-up Area of Building
6	Chief Architect to set the Leasable Efficiency as per market trends with min. 60% efficiency for Lodha Supremus brand, 70% efficiency for the Lodha Excelus brand and 70% efficiency for the iThink brand
7	Leasable Area = Carpet Area of that office or floor / Leasable Efficiency, rounded off(up or down, whichever is nearer) such that the total of the digits adds up to 9

Usable Carpet Area – Entire carpet area of floor, excluding lift shafts, ducts, staircase, staircase landing (upto width equivalent to that of one pair of step, side by side and upto depth equivalent to the width of one step), lift lobby (area directly in front of the lifts, upto a width equivalent to the depth of the lift shaft it serves. If a lift lobby has two lifts facing each other, combined depth of the two opposite lift shafts are to be considered). In the event that there is a refuge area on the same floor as an office, the carpet area falling in the portion earmarked for refuge and in the passage needed to access the refuge area is not be counted in the 'Usable Carpet Area'.

Built-up area of each floor – Total built-up area (calculated as per p-line), only excluding ducts.

While calculating carpet area of each floor, assume that there is only one office per floor, unless there are specific plans which show that there have to be more than one office on that floor (in which case the carpet areas of multiple offices has to be counted separately).

Calculation of Gross weight for Independent Units (bungalows/row houses):

The Gross weight of any residential unit will be calculated as follows:

Gross weight = Carpet Area * (1+Loading Factor), rounded off to 0 decimals.

Loading Factor is 49.9%.

For calculation of carpet areas, please see section titled 'Notes / Clarifications'.

Once the Gross weight is determined, it should be rounded off(up or down, whichever is nearer) such that the total of the digits adds up to 9 eg. Carpet area of 780 sq. ft. in a S+7 building will give a Gross weight of 1034 (1033.50 rounded off to 1034) sq. ft., which will be rounded off to 1035 sq. ft. (1+0+3+5 = 9)

Calculation of Areas in Retail Mall:

1. Calculate the built-up area of each shop viz. entire built-up area of the shop, excluding ducts, if any inside the shop area.
2. Based on the usable built-up area, classify the shops into the following categories:

Type	**Sub-Type**	**Typical Built-up Area Occupied (sq. ft.)**	**Loading (as % of Built-up Area)**
Anchor	Major I	50,001+	15%
	Major II	25,001-50,000	25%
	Mini	10,000 – 25,000	35%
Retail Brands	Large Format	5,001-10,000	45%
	Medium Format	2001-5000	65%
	Small Format	<2000	65%
F&B	Restaurants/Cafe		45%
	Food Court Outlers		400%
Entertainment	Gaming	3,000-10,000	40%
Multiplex*		35,000-60,000	25%
Other	Kiosks / ATM etc.	<375	60%

3. Based on the above, calculate the leasable area of each shop (built-up area * (1+Loading))
4. Calculate the total leasable area of the mall / shopping centre (Say X).
5. Calculate the total built-up area of the mall / shopping centre (Say Y).
6. If (X/Y) < 1, then proportionately increase the leasable area of each shop, such that X/Y = 1. (eg. If total leasable area of all shops is 93,000 sq. ft. and total built-up area of mall is 1,00,000 sq. ft., then X/Y = 0.93. Then leasable area of each shop to be increased by (1,00,000 – 93,000) / (93,000) = 7.53%, such that X/Y = 1)
7. If 1 <= (X/Y) < 1.15, then make no change in the leasable area of each shop. (eg. If total leasable area of all shops is 1,07,000 sq. ft. and total built-up area of mall is 1,00,000 sq. ft., X/Y = 1.07, hence no change)
8. If (X/Y) > 1.15, then proportionately decrease the leasable area of each shop, such that X = 1.15 Y. (eg. If total leasable area of all shops is 1,20,000 sq. ft. and total built-up area of mall is 1,00,000 sq. ft., then X/Y = 1.20. Then leasable area of each shop to be decreased by (1,20,000 – (1,00,000*1.15)) / (1,20,000) = 4.17%, such that X/Y = 1.15)
9. Based on 6,7,8 calculate the final leasable areas of each shop and the loading thereto.

* For Multiplex, even areas with height greater than 4.2 mtrs. are counted only once in built-up area.

Calculation of Area in Shopping Centre

1. Gross weight = Carpet Area of unit * 1.599.
2. After taking the Gross weight of the entire development, compare to the built-up area of the entire development and ensure that Gross weight of development >= Built-Up Area of development.
3. If Gross weight of development < Built-up area of development, increase loading to ensure that Gross weight >= Built-up area.

Notes / Clarifications(applicable to all types of units):

1. All areas which have a top and a bottom slab and FTF height greater than 2.1 m and less than 4.2 m (in case of retail, this shall be read as 5 m) to be counted @ 100% in carpet area / built-up area. However, all inaccessible (/difficult to access) areas inside a unit (eg. Flower bed, a/c ledge, service slab which is not capable of being accessed on daily basis) having top slab and bottom slab are counted @ 0%.
2. All areas which have a top and bottom slab but have FTF height lesser than 2.1 m to be counted @ 50% in carpet area / built-up area (eg. niche).
3. All areas which are enclosed (bottom slab, top slab, and full-height side enclosure on all sides) and have FTF height greater than 4.2 m (in case of retail, this shall be read as 5 m) to be counted @ 150% in carpet area / built-up area (eg. double height room).
4. All areas which have top and bottom slab but do not have full-height side enclosure on all sides, and have FTF height greater than 4.2 m, to be counted @ 125% in carpet area / built-up area (eg. double height terrace).
5. All areas which are exclusive to the unit, which have a bottom slab/natural ground and no top slab are to be counted @ 0% in carpet area / built-up area.
6. All areas which have finished bottom surface (bottom slab / PCC / flooring etc.) and top covering in the form of semi enclosed structure like a pergola / horizontal fins / glass roof to be counted 50 % in carpet area / built-up area.
7. Any areas related to parking shall not be used for purposes of calculation of carpet area of unit.
8. Lift shafts are to be counted in carpet / built-up area @ 100% for each level on which there is a landing. The area of any other void shall not be counted in carpet / built-up area.

Implementation Note:

a. The changes in loading made on 6.1.15 shall be applied as follows (MMR projects only):
    a. Buildings where no sales have been done to date – loading to be done as per new policy
    b. Buildings where sales have been done of<=80% of the Gross weight – loading as per new policy subject to a maximum increase of 10% over the loading last released to Marketing/Sales.
    c. Buildings where sales have been of >80% of the Gross weight – no change
    d. Any exception to be discussed with Director-Operations before implementation.
b. For projects outside MMR, the loading as per policy dated 29.6.2011 will continue to apply.
c. Changes made on 12.2.15 are only applicable to those marketing projects where sales have not commenced as on 12.2.15