

## Monthly Summary Waste Flow Table for 2015



Month	Actual Quantities of Inert C&D Materials Generated Monthly						Actual Quantities of C&D Wastes Generated Monthly				
	a.Total Quantity Generated (see Note 8)	b. Hard Rock and Large Broken Concrete (see Note 9)	c. Reused in the Contract	d. Reused in Other Projects	e. Disposed as Public Fill (see Note 10)	f. Imported Fill	g. Metals (see Note 5)	h. Paper / Cardboard Packaging (see Note 5)	i. Plastics (see Note 3) (see Note 5)	j. Chemical Waste	k. Others, e.g. general refuse
	(in '000m <sup>3</sup> )	(in '000m <sup>3</sup> )	(in '000m <sup>3</sup> )	(in '000m <sup>3</sup> )	(in '000m <sup>3</sup> )	(in '000m <sup>3</sup> )	(in '000kg)	(in '000kg)	(in '000kg)	(in '000kg)	(in '000m <sup>3</sup> )
January	24.799	0.000	0.000	12.018	12.781	0.000	29.910	0.314	0.000	1.440	0.044
February	12.073	0.000	0.000	5.159	6.914	0.000	20.850	0.473	0.003	0.000	0.022
March	15.990	0.000	0.000	4.489	11.501	0.000	90.810	0.673	0.000	2.400	0.047
April	7.596	0.000	0.000	1.606	5.990	0.000	79.070	0.669	0.000	0.000	0.066
May	14.012	0.000	3.608	6.521	3.883	0.000	8.630	0.000	0.000	2.560	0.048
June	58.988	0.000	0.010	56.981	1.997	0.000	154.600	0.586	0.000	0.000	0.057
Sub-total	133.458	0.000	3.618	86.774	43.066	0.000	383.870	2.715	0.003	6.400	0.284
July											
August											
September											
October											
November											
December											
Total	133.458	0.000	3.618	86.774	43.066	0.000	383.870	2.715	0.003	6.400	0.284

Total C&D waste generated = a+b+f+g+h+i+j+k

Total C&D waste generated (excluded excavated material) = g+h+i+j+k

Total C&D waste recycled = c+d+g+h+i

% of recycled C&D waste = (Total C&D waste generated - Total C&D waste recycled) / Total C&D waste generated



<b>Forecast of Total Quantities of C&amp;D Materials to be Generated from the Contract*</b>										
<b>a.Total Quantity Generated</b> (see Note 8)	<b>b. Hard Rock and Large Broken Concrete</b> (see Note 9)	<b>c. Reused in the Contract</b>	<b>d. Reused in Other Projects</b>	<b>e. Disposed as Public Fill</b> (see Note 10)	<b>f. Imported Fill</b>	<b>g. Metals</b> (see Note 5)	<b>h. Paper / Cardboard Packaging</b> (see Note 5)	<b>i. Plastics</b> (see Note 3) (see Note 5)	<b>j. Chemical Waste</b>	<b>k. Others, e.g. general refuse</b>
<b>(in '000m<sup>3</sup>)</b>	<b>(in '000m<sup>3</sup>)</b>	<b>(in '000m<sup>3</sup>)</b>	<b>(in '000m<sup>3</sup>)</b>	<b>(in '000m<sup>3</sup>)</b>	<b>(in '000m<sup>3</sup>)</b>	<b>(in '000kg)</b>	<b>(in '000kg)</b>	<b>(in '000kg)</b>	<b>(in '000kg)</b>	<b>(in '000m<sup>3</sup>)</b>

- Notes: (1) The performance target are given in PS Clause 6(14)
- (2) The waste flow table shall also include C&D materials that are not specified in the Contract to be imported for use at the Site
- (3) Plastics refer to plastic bottles/containers, plastic sheets/foam from packaging material
- (4) The Contractor shall also submit the latest forecast of the amount of C&D materials expected to be generated from the Works, together with a break down of the nature where the total amount of C&D materials expected to be generated from the Works is equal to or exceeding 50,000m<sup>3</sup>.
- (5) All recyclable materials, including metals, paper / cardboard packaging, plastics, etc. will be collected by registered collector for recycling.
- (6) Conversion factors for reporting purpose:  
 in-situ: rock = 2.5 tonnes/m<sup>3</sup>; soil = 2.0 tonnes/m<sup>3</sup>  
 excavated: rock = 2.0 tonnes/m<sup>3</sup>; soil = 1.8 tonnes/m<sup>3</sup>; broken concrete and bitumen = 2.4 tonnes/m<sup>3</sup>  
 C&D Waste = 0.9 tonnes/m<sup>3</sup>; bentonite slurry = 2.8 tonnes/m<sup>3</sup>  
 Diesel density: 0.8kg/l
- (7) Numbers are rounded off to the nearest three decimal places
- (8) The "Total Quantity Generated" equals to the sum of "Reuse in the Contract", "Reuse in Other Projects" and "Disposed as Public Fill"
- (9) The "Hard Rock and Large Broken Concrete" were disposed as public fill
- (10) The amount in "Disposed as Public Fill" included the "Hard Rock and Large Broken Concrete" disposed as public fill