

Statement of Building Code compliance



VELUX Skylights sold in New Zealand comply with the performance requirements of New Zealand Building Code Clauses as shown below.

VELUX Skylights must be used as directed in VELUX Technical Information available in [product brochure](#), [CAD/PDF drawings](#), [specification clauses](#), [installation instructions](#) and [maintenance guide](#). Additional resource: [Test Results](#).

New Zealand Building Code Clauses		Compliance Documents	Updated: 01 September 2019
B1	Structure	B1.3.1, B1.3.2, B1.3.3	VELUX Skylights meet the requirements for loads arising from snow, wind and impact. <ul style="list-style-type: none"> • BRANZ Appraised
B2/AS1	Durability	B2.3.1(b) AS4285	15 years. VELUX Skylights satisfy the durability requirements specified for Non-structural Roof Cladding elements and External Window/Door Joinery. <ul style="list-style-type: none"> • BRANZ Appraised.
C3*	Protection from Fire	AS1530	VELUX Skylights have been classified as “non-combustible” according to AS 1530 test methods.
E2	External Moisture	AS4285	VELUX Skylights have passed tests for weather tightness, concentrated load, non-cyclonic and cyclonic wind pressures according to Australian Skylight Standard AS4285 test methods. <ul style="list-style-type: none"> • BRANZ Appraised.
F2	Hazardous Building Materials	NZS4223 AS/NZS4666	VELUX Skylights comply with requirements for sloped Insulating Glass Units. <ul style="list-style-type: none"> • BRANZ Appraised.
G4/AS1	Natural Ventilation (1.2, 2.1)		VELUX Opening Skylights can be used to meet the G4 Natural Ventilation requirements. <ul style="list-style-type: none"> • BRANZ Appraised.
G7	Natural Light		VELUX Skylights can be used to meet the G7 Natural Light requirements. <ul style="list-style-type: none"> • BRANZ Appraised
H1	Energy Efficiency	NZS4218	VELUX Skylights exceed the minimum R-value requirements for skylights in all climate zones. <ul style="list-style-type: none"> • BRANZ Appraised.

*C3 excludes VELUX Sun Tunnels and Low Pitch Opening Skylights