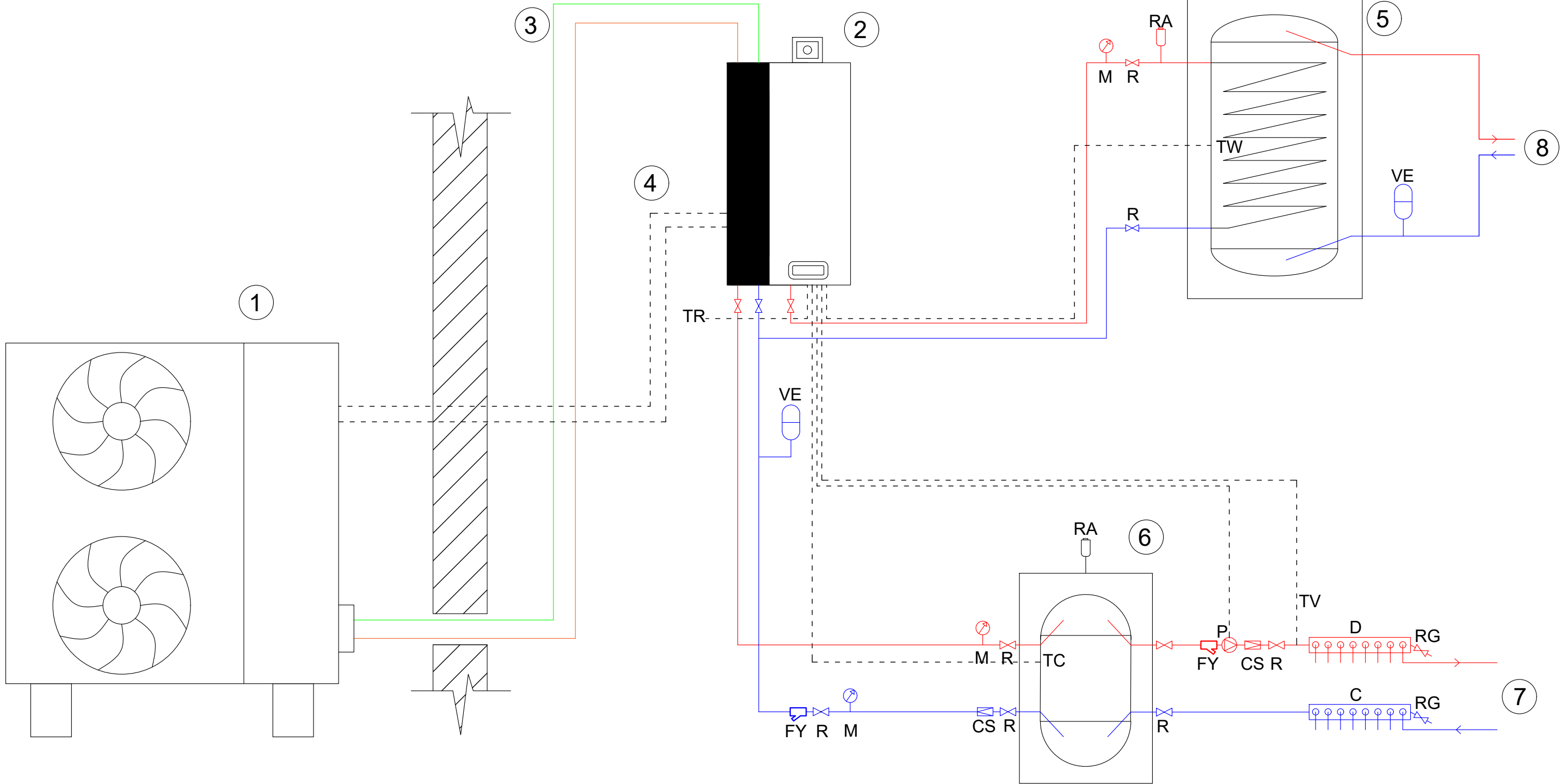




LEGENDA/LEGEND

- 1 Unitate externa HPS / External HPS unity
2 Unitate interna HPS / Internal HPS unity
3 Tevi cupru conectare unitate exterioara - unitate interioara / Copper pipes connecting outdoor unit - indoor unit
4 Cabluri electrice alimentare si comunicare / Electric power and communication cables
5 Boiler
6 Puffer / Buffer
7 Tur/retur instalatie incalzire / To and from heating installation
8 Tur/retur apa calda de consum / To and from domestic hot water
VE Vas de expansiune / Expansion tank
CS Clapeta de sens / Check valve
RG Robinet de golire / Drain valve

- RA Robinet de aerisire / Vent valve
R Robinet de inchidere/sectorizare / Shut-off/Sectoring valve
FY Filtru Y / Y filter
M Manometru / Manometer
TC Senzor citire temperatura apa puffer / Buffer water temperature reading sensor
TW Senzor citire temperatura apa boiler / Boiler water temperature reading sensor
TR Senzor temperatura ambient / Room temperature sensor
TV Senzor citire temperatura instalatie incalzire / Heating system temperature reading



ENTITATE CONTRACTANTA
CONTRACTING ENTITY

C.N.C.F. "C.F.R." - S.A.



CONTRACTANT
CONTRACTOR

Asocierea S.C. ISPCF S.A. - S.C. BAICONS IMPEX SRL

	Nume Name	Data Date	Semnatura Signature
Aprobat Approved	ing. Viorel GORGONETU	11.2024	
Verificat Checked	ing. Crina GHEORGHE	11.2024	
Proiectat Designed	ing. Marius NIȚĂ	11.2024	

"Modernizarea liniilor și instalațiilor din
Complexul Feroviar București"
Studiu de fezabilitate

"Modernization lines and installations in the
Bucharest Railway Complex
Feasibility Study

Proiect / Project
38 / 2022

Faza / Phase
S.F.
F.S.

Denumire / Title Schema functionala a sistemului de incalzire/racire cu
pompa de caldura - Statia C.F. Chitila - Cladire de Calatori
Functional scheme of the heating/cooling system with
heat pump - Chitila Station - Passenger Building

Scara / Scale

-

Codificare / Codification System

COBU SF ITV DTH 29 02 001 R00

Istoricul reviziilor / Revision History

Rev.	Data/Date	Descriere Modificare / Modification description
1		
2		
3		
4		