hepworth acoustics

REEL TIME, 1 – 3 EUSTON ROAD, LONDON NW1 2SA

PROPOSED EXTENDED TRADING HOURS NOISE ASSESSMENT

On behalf of:

City Gaming Limited

Report Number P23-343-R01v2
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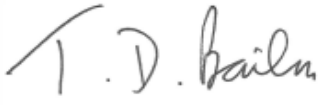
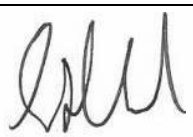
Report prepared by:
Hepworth Acoustics Ltd
Hamilton House
Mabledon Place
London
WC1H 9BB

On behalf of:
City Gaming Limited

Report prepared by: Thomas Bailess MEng MIOA – Principal Consultant	
Report checked by: Graham Bowland BSc MIOA – Technical Director	

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1.0 INTRODUCTION

1.1 Hepworth Acoustics Ltd has been commissioned by City Gaming Limited to carry out a noise assessment in connection with an application seeking to extend the trading hours of the existing adult gaming centre located on the ground floor and basement at 1 – 3 Euston Road, London NW1 2SA.

1.2 We understand that the Client is seeking planning consent to vary the venue's trading hours. The approved trading hours are currently 08:00 to 02:00 daily. The Client seeks approval to trade 24 hours a day, seven days a week.

1.3 The noise assessment has included the following:

- A site inspection;
- Discussion of applicable noise criteria;
- A survey of the prevailing night-time environmental noise levels at the site;
- Measurement of indoor activity noise at the premises;
- Discussion of building envelope noise breakout;
- Assessment of noise from the external condensers;
- Separating floor sound insulation assessment;
- Outdoor customer noise prediction;
- Prediction of overall noise impact on adjacent noise-sensitive premises.

1.4 The gaming area is at the front of the building, adjacent to Euston Road and Birkenhead Street, on the ground and basement levels. The rear of the venue has a fire exit route from the basement. Storage and staff facilities are in the basement. There is a flat roof above the front of the ground floor gaming area.

1.5 The site is bounded to the north by Euston Road (A510), with King's Cross Station beyond. To the east is Birkenhead Street, with The Carlton Hotel on the opposite site of the road. To the south and west are commercial premises. The King's Cross Inn Hotel, which is the nearest noise-sensitive premises, is on the first floor of the building, directly above the rear of the ground floor trading area. The site

location is shown in Figure 1. This is an extremely busy area both for vehicular traffic and pedestrian traffic.

1.6 There are three existing Mitsubishi FDC140VS condensers on the flat roof at the front of the building. These serve the climate control system for the premises. The condensers can potentially switch on at any time the venue is open. We understand that, to date, the site has never received any complaint regarding plant noise.

1.7 All recommendations are given for acoustics reasons only. Compliance with other requirements (e.g. fire, structural, thermal, etc.) must be checked by others.

1.8 The various noise units and indices referred to in this report are described in Appendix I. All noise levels mentioned in the text have been rounded to the nearest decibel, as fractions of decibels are imperceptible.

2.0 ACOUSTIC DESIGN CRITERIA

Camden Council Planning Policies

2.1 Camden Council has the following guidance in *Camden Planning Guidance: Amenity*, dated March 2018:

> *Developments proposing plant, ventilation, air extraction or conditioning equipment and flues will need to provide the system's technical specifications to the Council accompanying any acoustic report. 'BS4142 Method for rating Industrial and Commercial Sound'* [sic] *contains guidance and standards which should also be considered within the acoustic report.*

2.2 BS 4142: 2014 '*Methods for rating and assessing industrial and commercial sound'* provides methods for rating and assessing sound of an industrial and/or commercial nature. The current version of the standard is BS 4142: 2014 + A1: 2019, which is the version we have used in preparing this assessment. This will be referred to as BS 4142 from here on for brevity.

2.3 BS 4142 requires the 'rating' noise level for the operation to be compared with the background (L_{A90}) noise level in the absence of the operational noise being assessed.

2.4 The 'rating' level is derived based on the 'specific' L_{Aeq} noise level attributable to the operation with an *'acoustic feature'* penalty added for any noise sources that give rise to tonal, impulsive, intermittent, or other characteristics readily distinctive against the residual acoustic environment.

2.5 Camden's Development Policy 28 (Noise and Vibration) recommends that the 'rating' noise levels from plant and machinery outside a sensitive façade should be no more than 5 dB(A) below background noise levels.

National Planning Policy and London Plan

2.6 The *National Planning Policy Framework* (NPPF) 2023 states at paragraph 174 that "*Planning policies and decisions should contribute to and enhance the natural and local environment by: … e) preventing new and existing development from contributing to, being put at unacceptable risk from, or being adversely affected by, unacceptable levels of … noise pollution …*".

2.7 Further, paragraph 185 states that "*Planning policies and decisions should also ensure that new development is appropriate for its location taking into account the likely effects (including cumulative effects) of pollution on health, living conditions and the natural environment, as well as the potential*

sensitivity of the site or the wider area to impacts that could arise from the development. In doing so they should: a) mitigate and reduce to a minimum potential adverse impacts resulting from noise from new development – and avoid noise giving rise to significant adverse impacts on health and the quality of life …".

2.8 Paragraph 187 states that: "*Planning policies and decisions should ensure that new development can be integrated effectively with existing businesses and community facilities (such as places of worship, pubs, music venues and sports clubs). Existing businesses and facilities should not have unreasonable restrictions placed on them as a result of development permitted after they were established. Where the operation of an existing business or community facility could have a significant adverse effect on new development (including changes of use) in its vicinity, the applicant (or 'agent of change') should be required to provide suitable mitigation before the development has been completed.*

2.9 In addition to the above, Policy D14 of the London Plan, dated March 2021, includes the following guidance on noise, which has been followed in this assessment:

"In order to reduce, manage and mitigate noise to improve health and quality of life, residential and other non-aviation development proposals should manage noise by:

1) avoiding significant adverse noise impacts on health and quality of life

2) reflecting the Agent of Change principle

3) mitigating and minimising the existing and potential adverse impacts of noise on, from, within, as a result of, or in the vicinity of new development without placing unreasonable restrictions on existing noise-generating uses

4) improving and enhancing the acoustic environment and promoting appropriate soundscapes

5) separating new noise-sensitive development from major noise sources (such as road, rail, air transport and some types of industrial use) through the use of distance, screening, layout, orientation, uses and materials – in preference to sole reliance on sound insulation

6) where it is not possible to achieve separation of noise-sensitive development and noise sources without undue impact on other sustainable development objectives, then any potential adverse effects should be controlled and mitigated through applying good acoustic design principles

7) promoting new technologies and improved practices to reduce noise at source, and on the transmission path from source to receiver."

2.10 Policy D14 encourages the use of BS 8233 and BS 4142, where appropriate.

2.11 For the internal noise limits for the adjacent hotel, we have referred to the guidance in British Standard 8233: 2014 *Guidance on sound insulation and noise reduction for buildings*.

2.12 BS 8233 recommends guidance on acoustic design criteria for acceptable noise levels within residential accommodation. BS 8233 guidelines for the daytime (07:00 – 23:00) and night-time (23:00 – 07:00) periods are summarised in Table 1.

Table 1: BS 8233 recommended acoustic design criteria

Activity	Location	Internal Noise Levels	
		Daytime 07:00 – 23:00	Night-time 23:00 – 07:00
Resting	Living room	35 dB $L_{Aeq,16hr}$	-
Dining	Dining room / area	40 dB $L_{Aeq,16hr}$	-
Sleeping (daytime resting)	Bedroom	35 dB $L_{Aeq,16hr}$	30 dB $L_{Aeq,8hr}$

2.13 BS 8233 clarifies that the above guidance relates only to noise without 'specific character' (e.g. such as that which has a distinguishable, discrete and continuous tone, is irregular enough to attract attention, or has strong low-frequency content) and that where such characteristics are present, lower noise limits might be appropriate.

2.14 The type of noise associated with the gaming machines has 'specific character'. To account for this, we recommend that noise intrusion from the ground floor trading area to the adjacent hotel should be controlled to be within NR 15. This is equivalent to no more than around 23 dB L_{Aeq} and is therefore well within the BS 8233 design limits stated in Table 1.

2.15 BS 8233 also recognises that regular individual noise events at night can cause sleep disturbance. Peaks of noise from individual events are usually described in terms of L_{Amax} values and these can be highly variable and unpredictable. Research described in WHO *Community Noise Guidelines* states, "*for a good sleep, it is believed that indoor sound pressure levels should not exceed approximately 45 dB* L_{Amax} *more than 10-15 times per night*". That threshold is therefore 22 dB(A) above the night-time L_{Aeq} criterion value as stated above.

3.0 NOISE SURVEYS

Environmental Noise

3.1 Environmental noise measurements were carried out at the site to determine the prevailing ambient noise levels of the area during the proposed extended operational hours. Noise was measured at Location 1, on the flat roof at the front of the building, adjacent to the nearest habitable room windows. The location is indicated on Figure 1.

3.2 The noise measurements were taken from 02:00 to 08:00 on Monday 30th October 2023, in line with the proposed extended operating hours. Measurements were taken in sequential 15-minute samples. The condensers serving the premises were switched off at the time of the survey.

3.3 The measurement microphone at Location 1 was mounted on a tripod, in 'free-field' conditions, around 1.5 metres above first-floor roof level.

3.4 The weather conditions throughout the noise survey were mild, dry, and overcast, with wind speeds below 5 m/s. Wind was from the south-west. These were considered suitable conditions for the noise survey.

3.5 The results of the noise survey are detailed in Appendix II. The measured noise levels are summarised in Table 2. The average L_{Aeq} value in Table 2 is the logarithmic average of the samples. The average L_{A90} value in Table 2 is the arithmetic average of the samples.

Table 2: Environmental noise levels summary (dBA)

Location	Noise levels		
	$L_{Amax,f}$	$L_{Aeq,T}$	$L_{A90,T}$
1	70 – 90	63 (average)	56 (average) 52 (lowest)

3.6 The main noise source during the survey was road traffic using Euston Road. Some noise from mechanical plant associated with other nearby commercial premises was audible in lulls between traffic.

Reference Noise Levels

3.7 Noise measurements were taken inside the existing Reel Time premises from 20.00 to 21.00 on Saturday 14th October 2023. This time was selected following consultation with staff to be representative of a typical busy period. The measurement microphone was moved around the gaming area to obtain an average reading, at around 1.5 metres above local floor level.

3.8 The results are shown in Appendix II and are summarised in Table 3.

Table 3: Typical Reel Time internal trading noise levels (dB)

Description	Octave Band Centre Frequency (Hz)								A
	63	125	250	500	1k	2k	4k	8k	
L_{eq}	66	64	63	65	63	59	54	49	67
Typical $L_{max,f}$	83	77	75	73	71	66	71	62	77

3.9 Therefore, the trading noise is characterised by fairly modest average noise levels interspersed with occasional periods of more elevated levels of noise.

Sound Level Meter Details

3.10 Noise measurements inside Reel Time were carried out using a Brüel & Kjær Type 2250 sound level meter (serial no. 3011626).

3.11 Environmental noise measurements at Location 1 were carried out using a NTi XL2-TA 'Class 1' sound level meter (serial no. A2A-20294-E0).

3.12 Both meters were fitted with microphone windshields.

3.13 The calibration levels of the meters were checked before and after the surveys with a Brüel & Kjær Type 4231 sound calibrator (serial no. 2412667). No significant calibration deviation was observed.

4.0 ASSESSMENT

Noise Break Out

4.1 We understand that the existing double-glazed frontage and glass entry door for the ground floor will not be altered. We would expect this to provide sound reduction of at least 20 dB R_w.

4.2 The rear of the building currently comprises a brick façade, and a heavy steel security door with seals. We understand this will not be altered. We would expect this to provide sound reduction of at least 30 dB R_w.

4.3 Based on the above, and on the internal trading noise levels shown in Table 3, the breakout noise levels from use of the gaming centre to outside during the extended trading hours will be well below the measured background noise levels outside the nearest residences. Any noise transfer into nearby residences will also be within the internal limits stated in Section 2 of this report, assuming habitable room windows are open.

4.4 We therefore do not anticipate any issues of noise impact associated with break out of noise to outside through the building envelope.

Internal Sound Insulation

4.5 Based on the reference noise levels shown in Table 3 and the recommended night-time noise intrusion limits stated in Section 2, we recommend airborne sound insulation performance for the construction between the ground floor gaming area and the hotel above to achieve at least 43 dB $D_{nT,w} + C_{tr}$.

4.6 We understand that the separating construction between the first-floor hotel and the ground floor trading area is as follows:

- Existing floor finish on timber floorboards in the first-floor hotel.
- Timber joists.
- 19 mm thick plywood
- 150 mm deep void, filled with 100 mm thick mineral insulation.
- Two layers of 15 mm thick Fireboard on a fixed metal frame.

- Decorative suspended ceiling with sound absorptive tiles on a suspended metal frame.

4.7 Using Insul version 9.0.23 sound insulation prediction software, and our experience testing similar constructions, we predict that the construction described above is capable of achieving airborne sound insulation performance of at least 43 dB $D_{nT,w}$ + C_{tr}. This therefore meets the sound insulation requirements, and no changes are necessary.

4.8 We do not anticipate there to be potential for noise disturbance to or from the adjacent retail premises through the party walls.

External Plant Noise

4.9 The three existing external condensers serve the climate control system for the gaming centre.

4.10 It was not practical to measure the condensers noise directly on site due to the high ambient noise levels in the area. However, the manufacturer's data states that the sound pressure level measured at 1 metre horizontally from the unit is 51 dB(A). For three units running simultaneously, this would therefore be 56 dB(A) at 1 metre.

4.11 The distance between the condensers and the nearest habitable room window is 6 metres. This distance results in a reduction of at least 13 dB(A) for the sound pressure levels measured @ 1 metre.

4.12 The condenser noise levels incident on the nearest habitable room window are shown in Table 4. This calculation assumes all condensers are operating simultaneously at full speed to consider a worst-case scenario.

4.13 Based on our observations on site and on the manufacturer's data, the condensers do not feature tonal or impulsive characteristics that are readily distinctive against the residual acoustic environment. The condensers operate on demand and are therefore intermittent. As such, we have applied a +3 dB acoustic feature correction for intermittency when calculating the rating level of sound from the condensers in accordance with the guidance in BS 4142.

Table 4: Estimated Condenser Noise at Nearest Habitable Room Window

Description	dB(A)
Sound pressure level for 3no. condensers operating simultaneously @ 1 metre (dB L_p)	56
Distance attenuation to nearest habitable room window (6 metres)	-13
Acoustic feature correction	+3
Rating level outside nearest habitable room window (dB $L_{Ar,15mins}$)	46
Lowest measured night-time background noise level (dB $L_{A90,15mins}$)	52
Difference (dB $L_{Ar,15mins}$ – dB $L_{A90,15mins}$)	-6

4.14 As shown in Table 4, the rating level is 6 dB(A) below the lowest measured night-time background sound level outside the nearest noise-sensitive façade. This therefore meets Camden Council's policy for noise described in Section 2 of this report.

4.15 On this basis, we conclude that the operation of the condensers during the proposed extended trading hours will not have any adverse noise impact on the adjacent hotel and thus no specific noise mitigation measures are required.

Outdoor Customer Noise

4.16 We have been asked to consider the potential noise impact at night from customers arriving at or leaving from the premises. Based on our experience of monitoring the Reel Time premises, customers mostly arrive and leave alone or in pairs, and do not make significant noise. Based on expected occupancy levels during the extended operating hours, around two to three customers are likely to arrive or leave in a 15-minute period at the start of the extended operating hours, becoming less as the night goes on.

4.17 If customers have a conversation when leaving, typical speech noise levels for an adult are around 65 dB(A) @ 1 metre. Taking into consideration the distance to the nearest residential windows, this will reduce to 48 dB(A) at the first-floor windows. This is at least 12 dB(A) below the night-time L_{Aeq} level measured outside. It would also not be distinguishable from other conversing passers-by. Based on this, noise impact from customers arriving at or leaving from the premises at night is predicted to be low.

5.0 CONCLUSIONS

5.1 A noise assessment of the existing Reel Time adult gaming centre at 1 – 3 Euston Road, London has been carried out in connection with an application for permission to extend the approved operating hours to allow 24-hour trading.

5.2 This assessment has involved carrying out a baseline noise monitoring survey to establish the existing night-time noise climate of the area during the extended operating hours.

5.3 Noise measurements have been made inside this Reel Time during a typical busy period to provide reference internal noise levels for the gaming activities in the venue.

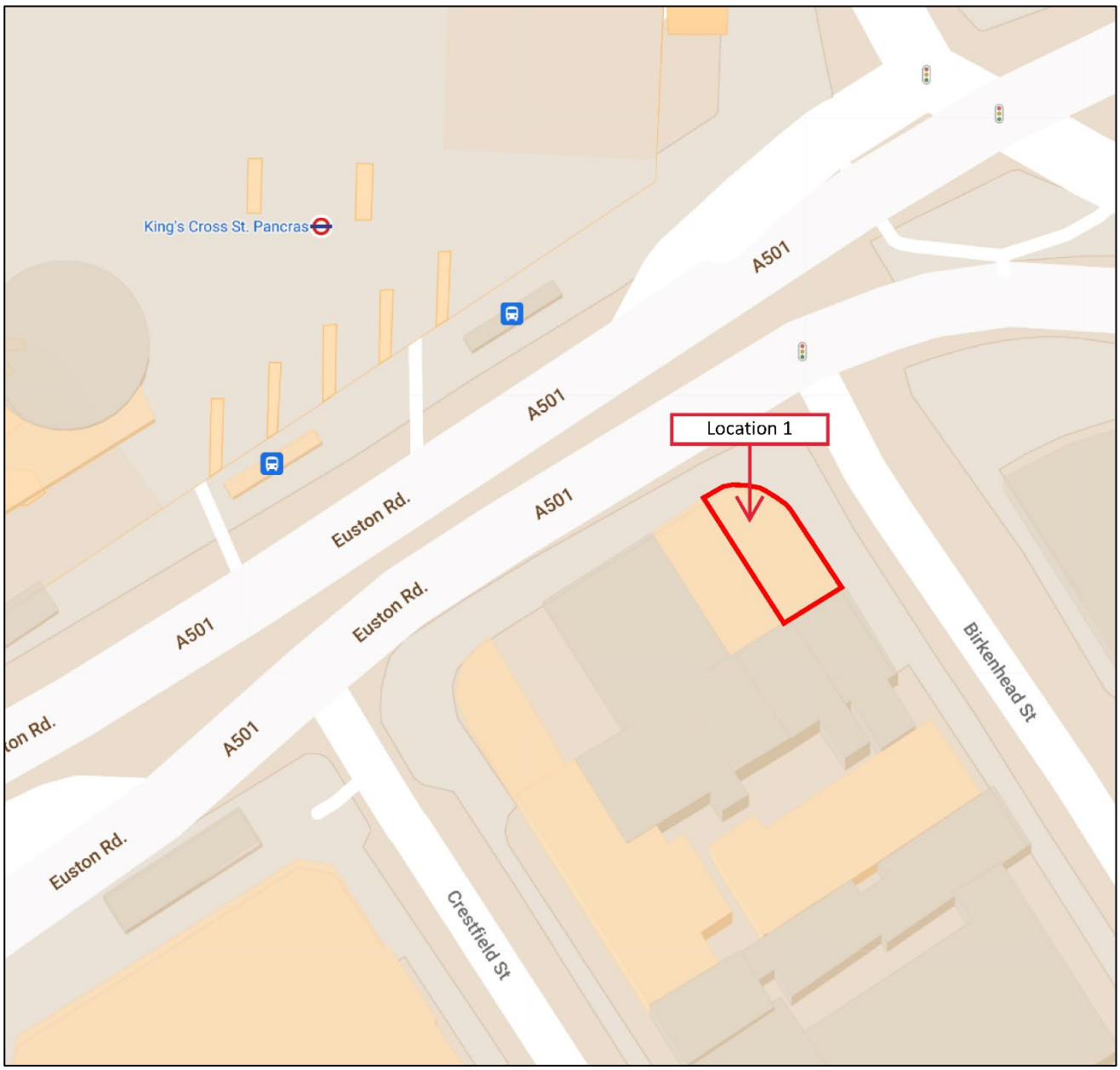
5.4 Based on the reference noise levels and the level of noise breakout, the noise intrusion to the adjacent noise-sensitive premises during the proposed extended operation hours is predicted to be well within suitable limits so no specific sound insulation enhancements are required for 24 hour opening.

5.5 The night-time noise impact of the condensers serving the climate control system for the gaming centre has been determined and found to be low.

5.6 Comments on the likely noise impact of customers arriving and leaving the premises at night have also been provided.

5.7 From the analysis in this report, we conclude that the noise impact of the extended trading hours of the premises will be adequately controlled, with no loss of amenity to the occupants of adjacent noise-sensitive premises.

Figure 1 – Site Location



Appendix I: Noise Units & Indices

Sound and the decibel

A sound wave is a small fluctuation of atmospheric pressure. The human ear responds to these variations in pressure, producing the sensation of hearing. The ear can detect a very wide range of pressure variations. In order to cope with this wide range of pressure variations, a logarithmic scale is used to convert the values into manageable numbers. Although it might seem unusual to use a logarithmic scale to measure a physical phenomenon, it has been found that human hearing also responds to sound in an approximately logarithmic fashion. The dB (decibel) is the logarithmic unit used to describe sound (or noise) levels. The usual range of sound pressure levels is from 0 dB (threshold of hearing) to 120 dB (threshold of pain).

Due to the logarithmic nature of decibels, when two noises of the same level are combined together, the total noise level is (under normal circumstances) 3 dB(A) higher than each of the individual noise levels e.g. 60 dB(A) plus 60 dB(A) = 63 dB(A). In terms of perceived 'loudness', a 3 dB(A) variation in noise level is a relatively small (but nevertheless just noticeable) change. An increase in noise level of 10 dB(A) generally corresponds to a doubling of perceived loudness. Likewise, a reduction in noise level of 10 dB(A) generally corresponds to a halving of perceived loudness.

The ear is not equally sensitive to sound at all frequencies. It is less sensitive to sound at low and very high frequencies, compared with the frequencies in between. Therefore, when measuring a sound made up of different frequencies, it is often useful to 'weight' each frequency appropriately, so that the measurement correlates better with what a person would actually hear. This is usually achieved by using an electronic filter called the 'A' weighting, which is built into sound level meters. Noise levels measured using the 'A' weighting are denoted dB(A) or dBA.

Frequency and Hertz (Hz)

As well as the loudness of a sound, the frequency content of a sound is also very important. Frequency is a measure of the rate of fluctuation of a sound wave. The unit used is cycles per second, or hertz (Hz). Sometimes large frequency values are written as kiloHertz (kHz), where 1 kHz = 1000 Hz.

Young people with normal hearing can hear frequencies in the range 20 Hz to 20 kHz. However, the upper frequency limit gradually reduces as a person gets older.

Glossary of Terms

$L_{Aeq,T}$ This is the A–weighted 'equivalent continuous noise level' which is an average of the total sound energy measured over a specified time period, T. In other words, $L_{Aeq,T}$ is the level of a continuous noise which has the same total (A–weighted) energy as the real fluctuating noise, measured over the same time period. It is increasingly being used as the preferred parameter for all forms of environmental noise.

$L_{Amax,f}$ This is the maximum A–weighted noise level that was recorded during a sample duration, with the sound level meter on the 'fast' setting.

$L_{A90,T}$ This is the A–weighted noise level exceeded for 90% of the time period, T. L_{A90} is used as a measure of background noise.

Appendix II: Noise Survey Results

Location 1

Equipment:	Brüel & Kjær 2250 Type 1 Sound Analyser (serial no. 3011626) with tripod and windshield
Weather:	Dry, wind speed below 5 m/s
Date:	Monday 30th October 2023

All levels in dB re 20 µPa.

Table A1: Measured external noise levels (dB)

Start time	Duration (h:mm:ss)	$L_{Amax,f}$	$L_{Aeq,15mins}$	$L_{A90,15mins}$
02:00:00	0:15:00	70	63	54
02:15:00	0:15:00	73	62	54
02:30:00	0:15:00	74	61	54
02:45:00	0:15:00	73	60	54
03:00:00	0:15:00	75	61	55
03:15:00	0:15:00	79	62	55
03:30:00	0:15:00	74	60	52
03:45:00	0:15:00	74	60	54
04:00:00	0:15:00	76	61	55
04:15:00	0:15:00	75	62	54
04:30:00	0:15:00	73	64	55
04:45:00	0:15:00	74	62	56
05:00:00	0:15:00	76	62	56
05:15:00	0:15:00	73	63	57
05:30:00	0:15:00	79	64	57
05:45:00	0:15:00	72	64	57
06:00:00	0:15:00	75	64	58
06:15:00	0:15:00	75	64	58
06:30:00	0:15:00	77	65	59
06:45:00	0:15:00	90	69	60
07:00:00	0:15:00	91	69	61
07:15:00	0:15:00	77	65	60
07:30:00	0:15:00	81	66	60
07:45:00	0:15:00	77	66	61

Reference internal noise levels at existing Reel Time, 1 – 3 Euston Road, London

Equipment: Brüel & Kjær 2250 Type 1 Sound Analyser (serial no. 3011626) with tripod and windshield

Date: Saturday 14th October 2023

All levels in dB re 20 µPa.

Table A2: Measured internal noise levels (dB)

Location	Start	Duration (h:mm:ss)	$L_{Aeq,1min}$	$L_{Amax,f}$	$L_{A90,1min}$
Gaming Area	14/10/2023 20:00	0:01:00	67	77	64
	14/10/2023 20:01	0:01:00	68	80	60
	14/10/2023 20:02	0:01:00	64	76	60
	14/10/2023 20:03	0:01:00	64	77	59
	14/10/2023 20:04	0:01:00	66	74	62
	14/10/2023 20:05	0:01:00	66	77	61
	14/10/2023 20:06	0:01:00	68	77	62
	14/10/2023 20:07	0:01:00	65	71	61
	14/10/2023 20:08	0:01:00	66	75	61
	14/10/2023 20:09	0:01:00	66	75	61
	14/10/2023 20:10	0:01:00	65	71	61
	14/10/2023 20:11	0:01:00	64	75	61
	14/10/2023 20:12	0:01:00	65	74	61
	14/10/2023 20:13	0:01:00	63	72	60
	14/10/2023 20:14	0:01:00	63	70	60
	14/10/2023 20:15	0:01:00	63	69	60
	14/10/2023 20:16	0:01:00	62	73	59
	14/10/2023 20:17	0:01:00	63	78	59
	14/10/2023 20:18	0:01:00	63	75	60
	14/10/2023 20:19	0:01:00	64	74	60
	14/10/2023 20:20	0:01:00	63	77	59
	14/10/2023 20:21	0:01:00	63	76	60
	14/10/2023 20:22	0:01:00	64	76	60
	14/10/2023 20:23	0:01:00	63	76	60
	14/10/2023 20:24	0:01:00	63	76	60
	14/10/2023 20:25	0:01:00	63	74	60
	14/10/2023 20:26	0:01:00	64	74	60
	14/10/2023 20:27	0:01:00	65	73	61
	14/10/2023 20:28	0:01:00	63	70	60
	14/10/2023 20:29	0:01:00	63	69	60
	14/10/2023 20:30	0:01:00	62	73	59
	14/10/2023 20:31	0:01:00	66	76	61
	14/10/2023 20:32	0:01:00	66	73	62
	14/10/2023 20:33	0:01:00	67	84	59

	14/10/2023 20:34	0:01:00	63	77	58
	14/10/2023 20:35	0:01:00	65	73	60
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	14/10/2023 20:38	0:01:00	64	73	61
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	14/10/2023 20:40	0:01:00	64	78	60
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	14/10/2023 20:59	0:01:00	66	76	62