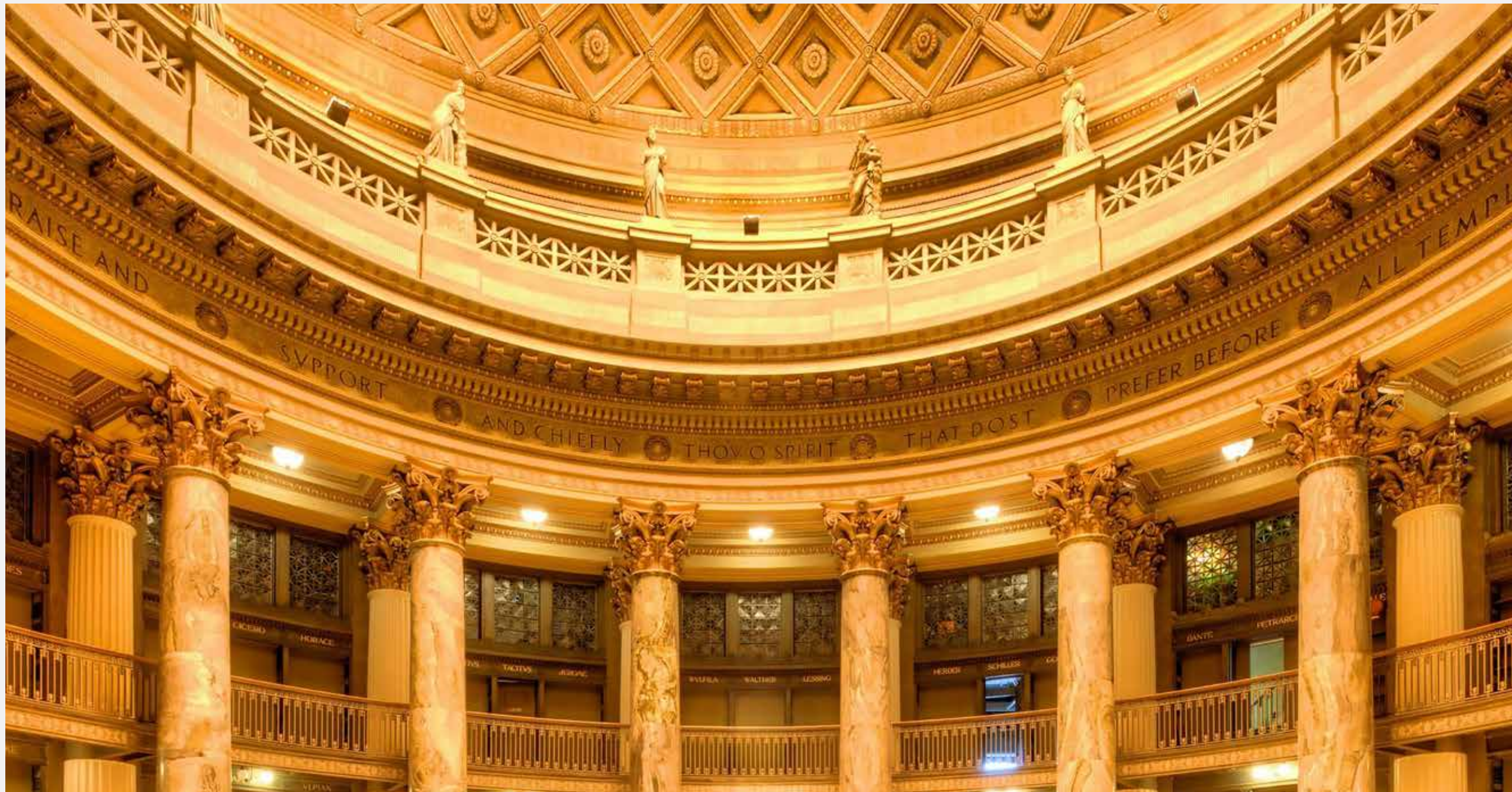


# Conditions Assessment

## Gould Memorial Library & Hall of Fame

FINAL REPORT | 15 MARCH 2018



**BRONX**  
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**NY** The City  
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of  
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COLLEGE**

**CUNY** The City  
University  
of  
New York

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# Executive Summary

Objective

Methodology

Systems Overview

Conditions Assessment

Future Use



# Executive Summary

## OBJECTIVE

The Gould Memorial Library (GML) and the Hall of Fame for Great Americans (HOF), designed by Stanford White of the architecture firm McKim, Mead & White circa 1892 are the centerpieces of the Bronx Community College (BCC), of the City University of New York (CUNY). The exterior of the HOF and GML along with the interior of the GML rotunda are listed New York City, state, and national landmarks.

This Conditions Assessment Study (CAS) documents the changes in deterioration since the completion of the last major study, the 2005 Conservation Master Plan (CMP), to materials that comprise the exterior and interior building fabric of GML and HOF. It evaluates the architectural fabric and conditions of the complex, the landscape, building systems and infrastructure, reviews building code requirements, develops prioritized recommendations for improvements to the buildings along with estimated construction costs for implementation, to meet the goal of successfully re-purposing GML and HOF for beneficial occupancy and use.

## CONDITIONS OVERVIEW

### SYSTEMS SUMMARY

Analysis and recommendations are organized according to building systems associated with the architectural materials of the GML exterior, GML interior, HOF, and structural, plumbing, mechanical, electrical, fire protection, elevator, and landscape.

## CONDITIONS ASSESSMENT

### METHODOLOGY

In situ assessments of both the exterior envelope and interior systems and finishes were conducted as “hands-on” investigations with physical assessment of materials, and a boom lift was utilized to access upper portions of the exterior elevations. Sounding of elements was conducted to understand structural

integrity, and cleaning tests completed to determine the most efficacious techniques for preservation and restoration. The precise documentation of building defects informs the manner and extent of recommended remediation.

### PRIORITIZATION

Recommendations for repair have been ordered according to the criteria of the 2005 plan, including (1) Potential Hazards, (2) Code Violations, (3) Deterioration, (4) Enhancement (improve appearance, aesthetics and operability), and (5) Code-compliance and Occupancy.

### GML & HOF EXTERIOR CONDITIONS SUMMARY

The Gould Memorial Library and Hall of Fame are finished with elegant and durable materials that reinforce its position at the head of the Bronx Community College campus and perch overlooking the Bronx River. Stanford White's composition is a “play of parts,” with limestone pediments and pilasters that articulate the volumes of variegated golden and buff Roman brick, and are crowned by the ornate verdigris copper friezes, antefixes and the scaled shingles of the drum. The riverside embankment is buttressed by the HOF's massive granite wall and topped with a limestone colonnade ambulatory that frames views of the landscape and celebrates the roles of influential Americans. The materials accentuate each architectural element and visually connect all parts of the library group.

The exterior materials have generally proven to be quite durable over time but exhibit deterioration resulting from age, weather, and deferred maintenance. Water infiltration through the GML's roofs is compromising the integrity of the structure and interior finishes, and repair work should commence right away. Replacement of cracked bricks at dome drum corners is needed to arrest infiltration, and painting of GML windows will stop further deterioration. Repairs at the HOF to address spalling gutters and cracks in several exterior tile vaults are needed. To achieve a watertight building envelope, stone, brick and terra cotta of GML and HOF will require historically appropriate restoration. Layers of soiling and corrosion have built up on the masonry and metals, and cleaning and restoration will be needed for the long term preservation of the complex.

### LANDSCAPE CONDITIONS SUMMARY

The Stanford White Complex is at the historic core of the Bronx Community College and is significant principally for the design of its architecture and the spatial relationships of the building to the campus landscape as designed by McKim, Mead & White Architects. The campus landscape and its character during the New York University residency are important resources of the property that contribute to its heritage values.

Improvements to sight lines, access, surfaces, elements and plantings are proposed to restore GML & HOF's prominence. Vegetation that has been recently planted has compromised views of GML from the Quad, and HOF from the Library, and HOF from Butler Hall. Restoration of views shall be guided by historical plantings. An accessible walk from the Quad to the north lawn of GML would create an accessible entry to the complex. On-grade walks in the north and south lawns are proposed to reconnect the Quad to the HOF. Target areas of improvement to drainage are needed to prevent erosion, primarily at the western base of HOF. Site elements including retaining walls and fences are original, in poor repair and call for repair or replacement. To improve pedestrian circulation, paved walks between the cherry tree alley of the Quad and the HOF gates are proposed.

### GML & HOF INTERIOR CONDITIONS SUMMARY

The interior spaces that comprise the Gould Memorial Library and the Hall of Fame lower level and connecting corridors are rich in detail and articulated in a variety of materials. The entire interior of Gould Memorial Library – plasterwork, decorative painting, gilding, stencil work and stained glass were the work of the Tiffany Glass and Decorating Company. The GML interiors represent a rare and exceptional collection of artistic and architectural expression that embody Stanford White's original design intention of spatial transparency achieved through manipulation of light and surface treatments and materials.

The materials and components that comprise the interior spaces define the character of these distinctive buildings, and are all suffering ongoing deterioration from water infiltration, failure of building materials, age and



neglect. Serious leaking and deterioration have been observed throughout the buildings and has compromised the integrity of the historic fabric and select areas of structural stability. The buildings retain much of the original fabric, identity and planning layout, but are underutilized due to the severe state of deterioration (both interior and exterior) and code and egress deficiencies.

**GML/HOF STRUCTURAL CONDITIONS SUMMARY**

The steel beam and masonry bearing wall structure of GML survives in good condition. Localized areas of prolonged moisture infiltration resulted in moderate deterioration of beams and adjacent masonry. At the dome base this infiltration has a severe effect on the longevity of the steel tension band, which deserves prompt attention and implementation of cathodic protection and waterproofing work.

The steel beams and masonry bearing wall structure of the base of the are in good condition. Localized efflorescence should be mitigated with waterproofing repairs. Cracking at Guastavino tile vaults should receive immediate repairs.

**GML/HOF MECHANICAL, ELECTRICAL, PLUMBING, FIRE ALARM, FIRE PROTECTION CONDITIONS SUMMARY**

Existing building systems are generally inadequate to serve the needs of contemporary uses.

GML and HOF spaces other than the Auditorium are generally under-served by heating and cooling. Existing piping is uninsulated. Auditorium air handlers do not have adequate thermal or acoustical controls and are approaching the end of their service lifespans.

Several power and emergency panels are aged and require replacement, and the locations of receptacles are not sensitive to historical spaces. Lighting is not fully functional and does not meet code requirements.

The sanitary and stormwater system are generally in good condition, with the exception of several leaking drain leaders. The interconnected systems should

be separated when toilet rooms are upgraded. Domestic water from the campus serves current needs but requires pipe insulation and should be tested for contaminants.

Sprinklers serve GML stacks and wings but there is no fire protection in the GML Rotunda or HOF. Installation of sprinklers in the Rotunda is not recommended.

The fire alarm system does not function and a campus-wide replacement project will provide a new system in 2018. Several devices from the original system will need to be removed once the new system is in operation.

**FUTURE USE**

To realize the ultimate vision of returning GML and HOF to places of active civic engagement, the design team developed conceptual layouts for new programmatic uses. With input from the Bronx Community College (BCC), Save Gould Memorial Library Foundation, CUNY, and our team's knowledge of the historic structures, new uses are recommended considering the appropriateness of space, light, comfort, access, structural capacity, and service of building systems. Improvements to the adjacent landscape are cognizant of the original design intent of the historic campus, and are adapted to current circulation and use patterns. Proposals have been evaluated for conformance with building codes, accessibility, constructibility, cost, and schedule.

**CONSTRUCTION PHASING RECOMMENDATIONS**

A 5-stage approach is recommended to realize the goals of this study:

**A. Critical Repairs**

Protect the Landmark to arrest deterioration of the GML Dome shall implement roof work already funded. Critical repairs recommended within this study augment the roof work by correcting hazardous conditions at the HOF cornice, HOF roof, GML facades, and GML roofs.

**B. Access to the Rotunda**

Unlock the Rotunda to improve accessibility provides ADA entry to the Rotunda, Balcony and Auditorium; upgrades HVAC systems, restrooms and

utilities, reopens the dome laylight, and restores the interior Rotunda and dome.

**C. Building Envelope Improvements**

Secure the Building Envelope to repair GML and HOF brick and stone, tile roofs, skylights, restore GML windows, and replace HOF fenestration.

**D. Building / Architectural Systems Improvements**

Full Building Access will provide access and egress to all levels of GML, upgrade Mechanical, Electrical, Plumbing, and Fire Protection services outside of the Rotunda (including restrooms, HVAC, power, etc.), structurally alter book stack framing, and complete associated code-required upgrades (stairs, lighting, etc.).

**E. Fit-out Accommodations**

Fit-out for New Use will finish all levels of GML above the Rotunda, and provide MEP/FA/FP upgrades, fit-out and finishes to the HOF.

**COST SUMMARY**

The repair scope was estimated by building system according to the conditions shown in plan and elevation drawings, and allowances for Future Use upgrades. Values are based on quantities of defects, and allowances per unit area, as best applicable to each type of work. Estimated construction costs are reported according to prioritization and phasing recommendations.

**APPENDIX**

Assessments and recommendations were informed by extensive surveys and testing onsite. Copies of the original surveys show the process of study, and depth of analysis. Reports by our Estimator, Conservator, and Landscape Architect have been summarized throughout this report, and original copies are included for reference.







# Conditions Overview

Systems and Components Glossary

Exterior

Interior

Structural

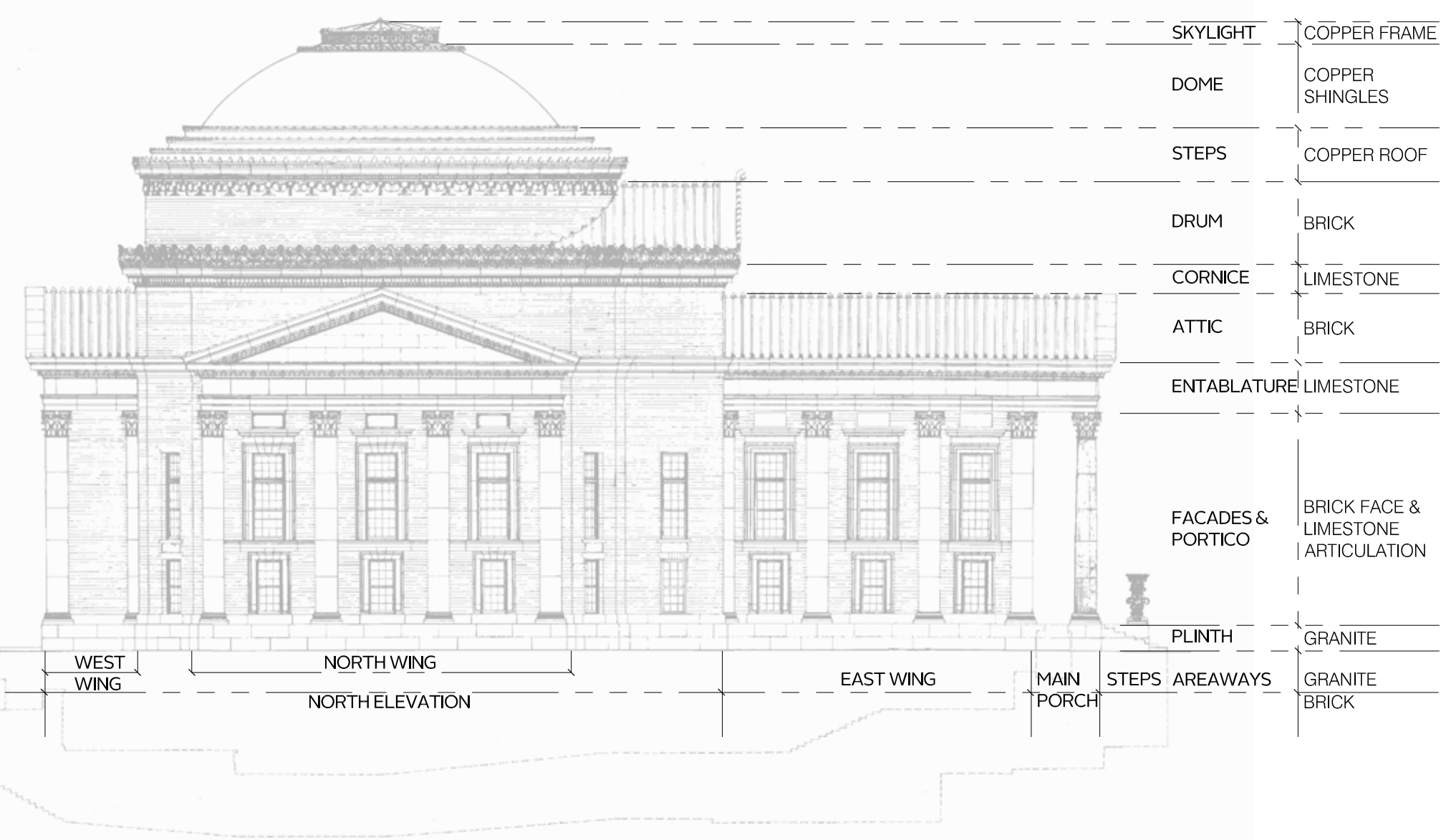
Mechanical, Electrical, Plumbing, Fire  
Protection, Fire Alarm



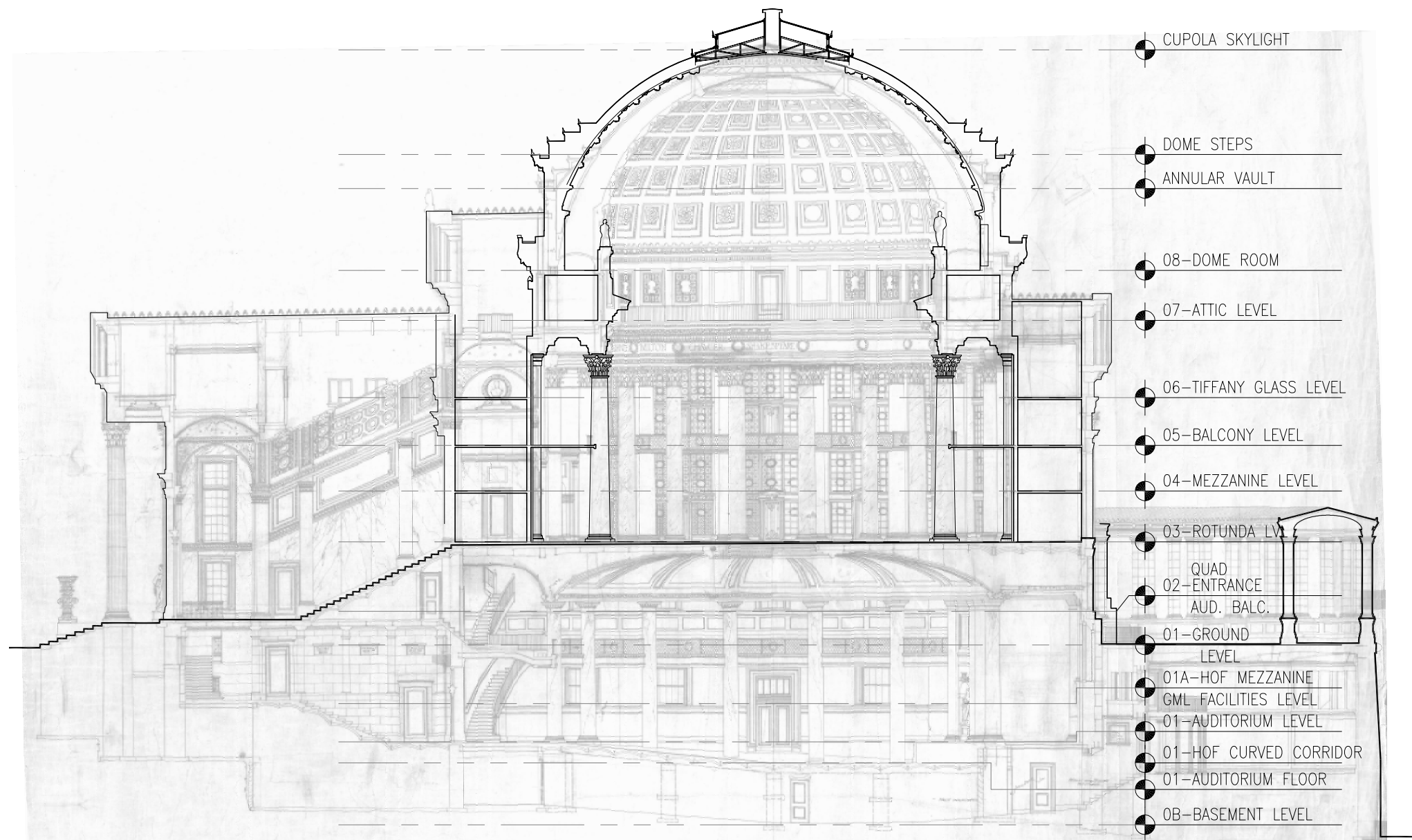
SYSTEMS & COMPONENTS GLOSSARY

SYSTEMS ANALYSIS

Analysis and recommendations are provided according to building systems associated with the architectural materials of the exterior and interior, the landscape, and structural, plumbing, mechanical, electrical, fire protection, of the GML-HOF complex.



Key - GML Exterior Materials



Key - GML Floor Levels



EXTERIOR SYSTEMS

Brick Masonry

**Facades:** Yellow and buff colored Roman Brick with iron spots as cladding, interior bearing brick masonry with steel bearing plates.

**Dome Drum:** Yellow and buff colored Roman Brick with iron spots.

**Areaways:** White glazed modular brick.

Stone Masonry

**Limestone:** Buff colored Indiana Limestone at column capitals, entrance portico, pediments, window surrounds, string courses and cornice.

**Granite:** Millford pink granite steps, paving & cheek walls at the Portico.

**Marble:** Yellow marble panels with veining between windows on the brick wings and the main porch.

Windows

**GML Facades:** Yellow pine true divided lite double hung sashes, with pivoted transoms at the stack levels.

**GML Areaways:** Divided lite double hung sashes in wood frames

**GML Ornamental Fenestration:** Bronze transom with divided panels and fixed stained glass lites.

**HOF:** Double hung sashes in wood frames with internal screens facing areaways.

Entrances

**Main Entry:** Decorative bronze leafs set in bronze entablature.

**Exit Doors:** Stile & Rail single panel stained oak leafs at HOF archway; hollow metal replacement units at GML west exit & archways

Metal Roof

**Dome:** Copper shingle units with soldered seams.

**Dome Drum Steps:** Replacement flat seam copper panels with articulated fascia and original copper antefixes.

**HOF Flat Roof:** Flat-seam copper.

Terra Cotta

**GML Wings:** Spanish-style roof tiles cladding gable roofs of wings & main porch.

**GML Dome Drum:** Ornamental glazed units molded in swags.

**HOF Pitched Roofs:** Spanish-style roof tiles.



Brick Masonry



Entrances



Stone Masonry



Metal Roof



Windows



Terra Cotta Roof



Membrane Roof

**Dome Drum:** White synthetic membrane replacement lining the gutter of the dome steps and flat roof of the dome drum.

Skylights

**GML Dome:** Copper, wood, and glass cupola with swing casement windows above the oculus.

**GML Wings:** Panes of wired glass secured with wires and copper shingles above the wings.

**GML Dome Drum:** Wired glass set in copper frames above the dome drum.

**HOF Laylights:** Cast colored glass lites set in cast iron frames.

Ornamental Metal

**GML Pediments and Cornices:** Decorative sheet copper (cheneau) with honeysuckle molded patterns wrapping the perimeter cornices.

Stairs & Paving

**GML Main Porch:** Stone paver floor with mortar joints covered in sealant and bronze rails.

**HOF Plaza deck:** Red brick pavers.

**HOF Archways:** Buff brick pavers.

Lighting

**GML Main Porch:** Ornamental bronze lamp posts at the main porch.



Membrane Roof



Stairs and Paving



Skylights



Lighting



Ornamental Metal



INTERIOR SYSTEMS

Floors

Glass and cast iron, wood, mosaic tile, terrazzo, concrete slab, brick masonry, carpet, linoleum tile, laylight over Tiffany glass, marble slab.

Walls

Sheet metal (including soffit), painted plaster (typically over terra cotta block), brick masonry, tile, wood trim, wood panel, wood framed plywood partition, plaster trim, vinyl trim, stone masonry, plaster balustrade, concrete-coated pier and door surround, metal mesh partition, toilet partition, marble slab.

Columns

Cast iron, wood with plaster capital (Balcony), marble with plaster capital (Rotunda), plaster with plaster capital (Auditorium).

Ceilings

Cast iron ceiling support (beams/grid), painted plaster, plaster soffit, concrete slab, brick masonry, Guastavino tile, steel beams, cast iron grid with wood bead board, wood bead board ceiling and soffits, ACT system, cast iron and glass skylight, cast iron and glass oculus, wood and glass laylight.

Stairs

Cast iron, steel, wood treads, marble treads, concrete-coated treads, iron railing with wood handrails, brass railing, wood railing.

Doors

Wood, metal, Kalamein, hardware.



Floors



Ceilings



Walls



Stairs



Columns



Doors



INTERIOR

Windows

Wood and glass, hardware, interior Tiffany glass windows.

Lighting

Wall sconces and globes (bronze and iron), railing post mounted fixtures, wall mounted fluorescent fixtures, hanging pendants, ceiling mounted compact fluorescent fixtures, suspended fluorescent fixtures, ceiling mounted lighting at dome.

Railings

Cast iron railing with wood handrail, brass handrail, wood handrail, cast iron railing at mezzanines, cast iron railing with wood handrail at balcony and auditorium, cast iron railing and handrail at lightwells.

Book Stacks

Stack panel, stack panel door, free standing, wall mounted, by-pass (through-floor), dome level shelves.

Miscellaneous

Plaster statue, lightwell, fire suppression, mechanical grilles, louvers and diffusers, auditorium.



Windows



Book Stacks



Lighting



Plaster Statues



Railings



Lightwell



STRUCTURAL SYSTEMS

F1 Glass and Cast Iron

Floor structure is comprised of panel glass and cast iron modules providing the floors' finish and walking surface. These modules are supported either by posts that are integrated with the book stack support systems or suspended by steel tie rods to steel beams of the floor above.

F2 Wood Decking

Floor structure is comprised of 1 3/4" thick tongue and groove wood decking providing the floors' finish and walk surface. Decking boards are supported by vertically oriented steel plate beams. In some locations these plates are augmented by ornamental cast iron plates attached to the steel plate's sides. It is unknown if the cast iron is adding structural capacity.

F5 Concrete Slab on Metal Deck

Floor structure is comprised of concrete slab on metal deck supported by steel beams. Indicates a modern intervention done in the late 20th century.

F6 Brick Masonry Vault

Floor structure is comprised of two course brick vault spanning between steel beams. Above the vault a cementitious fill is placed to create a flat surface. Thickness of fill has not been verified.

C2 Structural Terra Cotta Slab

Floor structure is comprised of terra cotta hollow tile blocks spanning between steel beams. Above the tile a cementitious fill is placed to create a flat surface. Thickness of fill has not been verified.

C6 Guastavino Tile Arch

Floor structure is comprised of multiple layers of 7/8" thick clay tile arranged in a herringbone pattern with mortar layered between tile layers. Vaults are supported on brick or stone masonry.



F1 - Dome Drum Flat Roof



F2 - HOF Mezzanine



F5 - HOF Roof / HOF Terrace deck framing



F6 - GML Basement



C2 - GML



C6 - HOF Colonnade / Ambulatory

**MECHANICAL SYSTEMS**

**PLUMBING**

The stormwater system is composed of multiple roof drains feeding a system of cast iron piping connected to the 8” diameter main in the central tunnel of the Basement and running toward the back (west side). The domestic water system for the Library is fed from a campus main. The domestic hot water for the Library is supplied from two 50 gallon electric water heaters. The Library has two public toilet rooms and a toilet room designated as handicapped.

**MECHANICAL**

The Library heating system is supplied by the campus high pressure hot water system. Steel piping supplies GML perimeter stacks and offices. Air handlers provide conditioning for the Auditorium.

**ELECTRICAL**

Normal and emergency power for the building comes from switchgear located in the basement Electrical Room. Emergency power for the building comes from a remote site generator. Lighting in most of the public areas is by means of period lighting fixtures. Power receptacles are located infrequently through spaces.

**FIRE PROTECTION**

The standpipe and sprinkler systems are each fed separately from the campus water main. Gould Memorial Library is fully sprinklered with the exception of the historic central Rotunda. The HOF is unsprinklered. A fire watch is in place and fire alarm replacement is scheduled for completion in 2018.

**FIRE ALARM**

The existing building fire alarm system is nonfunctioning.



Existing stormwater drain exposed in Attic Level.



Campus steam main entering GML through SW areaway.



Emergency Lighting Panel, Emergency Power Panel & Automatic Transfer Switch in Basement.





LIBRARY OF NEW YORK UNIVERSITY MDCCCIC



# Conditions Assessment

Methodology

Prioritization

Conditions Overview

GML & HOF Exterior

Landscape

GML & HOF Interior

Structural Conditions

GML & HOF Plumbing

GML & HOF Mechanical

GML & HOF Electrical

GML & HOF Fire Protection

GML & HOF Fire Alarm

Historic Integrity



# Conditions Assessment

## METHODOLOGY

The analysis and recommendations are based on accepted and established preservation theory and practice as advocated by the Secretary of the Interior's Standards for the Treatment of Historic Properties. The guidelines for preserving, rehabilitating, restoring & reconstructing historic buildings are informed by the National Trust for Historic Preservation and the American Institute of Conservation of Artistic and Historic Works (AIC). Important principles include maintaining as much original material as possible, intervening as minimally as necessary to ensure the extended life of all building, landscape features and components, accurately recording all interventions, and employing restoration procedures that are proven reversible where possible.

The philosophy behind the conservation methodology is influenced by the AIC code of ethics and standards by which treatment procedures have been devised to cause the least interference with the original historic fabric and the natural patina of time. Where conservation treatments are prescribed they are the gentlest means of treating the historic fabric and if they are not reversible they are re-treatable.

Surveys were conducted at the site in the summer and fall of 2017, with hands-on access to the greatest extent feasible. Exterior and Interior observations were made starting in June and concluded in September. Cleaning testing was performed in September and October 2017, and Landscape assessments in October and November.

## PRIORITIZATION

### PRIORITY 1: POTENTIAL HAZARDS

Address severe deterioration immediately to protect occupants, stop severe leaks and ensure continued use of GML and HOF.

### PRIORITY 2: CODE VIOLATIONS

Correct issues to improve life safety, fire egress, and accessibility in accordance with federal, state and city ordinances.

### PRIORITY 3: DETERIORATION

Perform work necessary to stabilize the building and arrest water infiltration and structural degradation.

### PRIORITY 4: ENHANCEMENT

Implement conservation and repair programs, including the restoration of exterior materials and assemblies and damaged Landmark interior finishes.

### PRIORITY 5: CODE COMPLIANCE AND OCCUPANCY

Implement upgrades to the building to achieve a beneficial occupancy aligned with the significant historic character of the structure. Interior improvement include accessibility, egress, and infrastructure upgrades that best fit existing spaces. Exterior landscape improvements will anchor the complex as the

centerpiece of the BCC campus. Proposals are non-specific in the type of educational/office uses. Recommendations have been reviewed according to the standards of authorities having jurisdiction including the NYC Department of Buildings, NYC Landmarks, Preservation Commission, the State Historic Preservation Commission and the National Park Service.

## CONDITIONS OVERVIEW

### ARCHITECTURAL

#### Exterior

The existing state of the exteriors of GML and HOF are described in the Conditions Assessment tables that are organized by building system, Condition by Location, Recommended Treatment, Priority Level of Repair, illustrated with representative photographs, and quantified by repair codes mapped onto drawings. Quantities have been used for repair estimates.

The comprehensive survey of building systems is illustrated in the tables and drawings of this chapter. In summary, the conditions of the exterior systems were found to be:

#### BRICK MASONRY

The facades of GML are generally in good condition with localized cracks due to thermal expansion and contraction, and lack of masonry control joints. Brick and joints at the dome drum have severely deteriorated in many locations.

STONE MASONRY

The granite plinth, portico steps, and paving of GML are in good condition with minor cracks and soiling. A non-breathable coating has caused spalls in several locations.

The granite base of HOF is in good condition and exhibits few cracks and several open joints.

The limestone base, columns and cornices of HOF are in fair condition, with severe spalls at the cornice gutter and moisture damage from open joints.

The limestone entablatures, pediments, cornices, pilasters and window surrounds of GML are in good condition and are stained, have open joints, and cracked in some locations due to displacement.

GUASTAVINO TILE MASONRY

The vaulted ceiling tiles of HOF colonnade are in fair condition, with areas of localized cracking and structural displacement. Glaze finish has been lost due to weather and prior cleaning.

WINDOWS

The divided lite windows of GML are character-defining elements that are in fair condition, with some areas of severe checking, modification, and decay due to degraded paint and lack of maintenance.

HOF windows are in poor condition and several are missing due to systems-related modifications.

ENTRANCES

The monumental commemorative east entry doors of GML are in good condition with loss of patina, and local areas of conspicuous repair. Exit doors on the west elevation are in good condition with minor loss of coating and rusting.

HOF exit doors where replaced are in poor condition, and wood doors deteriorated due to minimal maintenance.

METAL ROOFS

The shingle roof of the dome is in poor condition and is the cause of water infiltration that is a serious threat to the stability of the interior finishes of the dome. The GML copper step roof is in poor condition and a source of water leaks that saturate the structural back-up of the Rotunda dome plaster.

The flat roof of HOF has loose elements at Philosophy Hall.

TERRA COTTA

The original roofs tiles are generally in fair condition, with 10% or less broken, cracked or missing tiles. Waterproofing below the GML tile is deteriorated. The decorative dome-drum swags are in good condition with some loss of finish and cracking.

MEMBRANE ROOF

The GML membrane is in very poor condition, a source of leaks, and is inappropriately applied over original skylights.

SKYLIGHTS

Existing GML dome drum angled skylights are in fair condition with some broken panes. Lites in GML gabled roofs that were sources of past leaks that have been arrested. Horizontal glass tile and cast iron dome drum vault lites were compromised by tar roofing or removals.

HOF cast iron vault skylights are in fair condition with some replaced elements, and are blocked from view below by previous repair jobs.

ORNAMENTAL METAL

Decorative cheneau of GML are in fair condition, with pitting and deformations. Its supporting structure may be compromised. A previous restoration has led to spalled stone at the east elevation.

Fences at GML are in good condition, and loss of coating has caused rust staining of adjacent stone.

Gates of HOF are in good condition, with several missing decorative elements and coating at the end of its serviceable lifespan.

LIGHTING

Decorative lamp posts of GML are in good condition with loss of patina.

HOF colonnade lighting is in poor condition, with many fixtures missing. Several utilitarian flood lights have been affixed to the base wall.

STAIRS & PAVING

The flags and steps of the GML portico are generally in good condition with minor cracks and open joints. Brick pavers at the HOF terrace are in poor condition, as they are worn, spalled and missing in several locations.

Interior

The Existing Conditions Assessment of the interior spaces of the Gould Memorial Library and the Hall of Fame consists of a comprehensive documentation of the existing interior building fabric. The interior spaces have been broken down into systems categorized by floors, walls, columns, ceilings, stairs, doors, windows, lighting, railings, bookstacks, and miscellaneous items particular to select spaces. The existing conditions have been identified per system with prioritized treatment recommendations prescribed in annotated chart format coordinated with annotated plans.

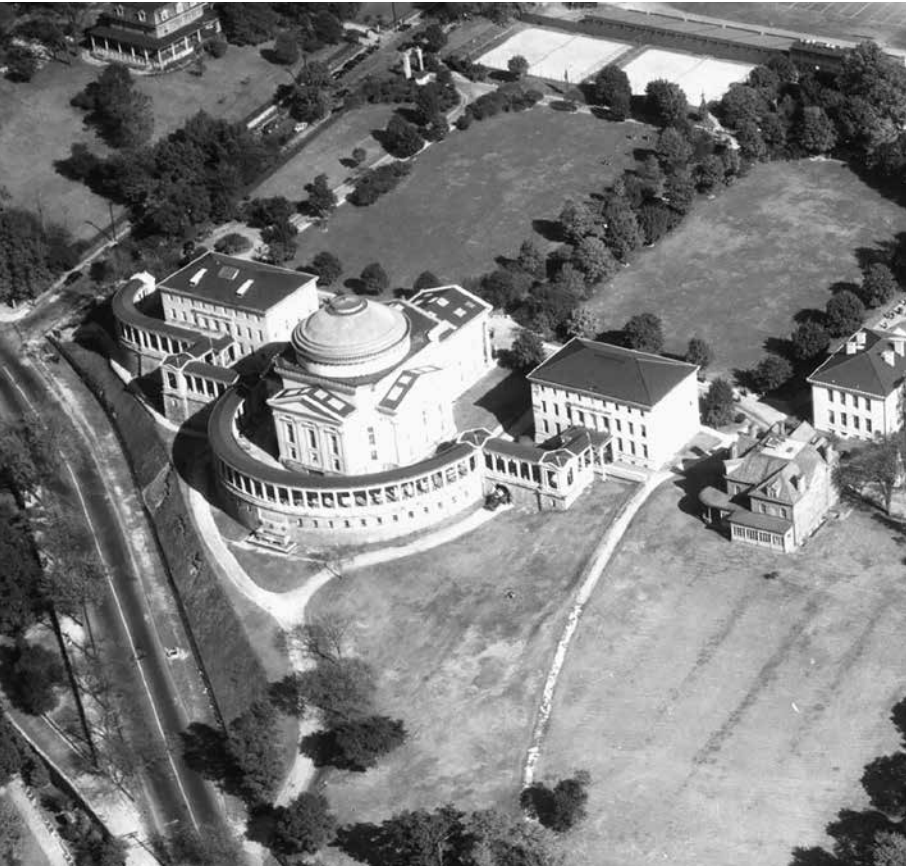
The buildings interiors consist of painted plaster over masonry on perimeter walls and interior bearing walls, sheet metal walls for the stack areas, painted ornamental plaster, marble, mosaic, metal, and stained glass details. Overall, there are ten different floor systems throughout both buildings. The floors consist of marble and mosaic tiles, painted concrete, wood and terrazzo along with cast iron and glass. Overall there are ten different wall systems throughout both buildings. The ceilings are comprised of painted plaster, stained and painted

wood planks and tongue and groove decking, wood and glass paneled laylights, Guastavino tiles and cast and iron and glass. Overall, there are thirteen different ceiling systems throughout both buildings. Many of the original wood windows remain as well as wood and Kalamein doors. The stairs consist of marble treads on steel with wood and wrought iron handrails, and wooded stairs with wood handrails. Original lighting remains in a few locations and various light fixtures have been added over time, many of which are abandoned. The book stacks remain in a variety of configurations throughout the stack areas.

Overall, the conditions of the various systems and assemblies ranges from good to poor, with localized areas of water infiltration causing corrosion and deterioration of adjacent finish materials. The spaces, left unattended for decades, are in a state of on-going deterioration. The majority of the historic fabric remains intact. Much of it can be restored or rehabilitated with select areas of replacement material required to match the original.

LANDSCAPE

The landscape of the Bronx Community College is historically significant as the setting for this important architecture complex. Created by the masters Calvert



Landscape with low vegetation, open views and access to the western HOF terrace in 1937.



Vaux, Frederick Law Olmsted Jr., and Frank Miles Day, the landscape has been altered over decades through combinations of campus projects, introduction of ornamental plantings, changes in campus use patterns, and challenges of vegetation management. The character of the 2017 landscape differs greatly from that of the early part of the twentieth century. Visual dominance of the structures set at the west precipice of the campus is masked by heavy vegetative cover and loss of the open turf slope below. At the east, relationships between the White complex and the BCC Quad are also changed. Ornamental plantings originally thought to highlight the architecture are now concealing several vantage points and fine details. The Quad has itself changed with construction of the North Hall and Library; the former drive in front of the GML Halls of Language and Philosophy has been replaced with a pedestrian promenade of flowering cherry trees and herbaceous plants flanking each side. These changes along with accretion of newly introduced plantings, utilities and failed drainage systems further deteriorate the quality of landscape and overall historic character of the complex.

Site Drainage & Grading

Generally the site appears to be well-drained at the surface by a combination of well-draining soils, overland flows, and appropriately placed drain inlets. There are target areas where surface erosion is evident, contributed to by several factors that include steep grades, roof drainage and soil compaction. Roof drainage from the HOF in particular contributes to erosion at the exterior walls of the building at both the east and west perimeter.

Site Elements, Materials, and Fencing

Elements of the landscape constructed in early part of the 20th century express their age and in many instances, need to be repaired or replaced. Retaining walls along the Sedgwick Avenue and the northwest slope are failing. Metal fencing along Sedgwick Avenue is aged with loss of painted finish and details like the acorn finial atop the post. In several locations the fence is bent and out of form. The most damaging elements contributing to potential failure of the fencing is the accumulation of stone, soil, and surface debris along the interior base of fencing. The fencing and stone walls remain from the original campus construction and are contributing elements to the setting of the historic buildings. The toe of the west slope is in need of regrading to provide a maintenance shelf which can be kept clear of accumulating debris on an annual schedule.

Vegetation

Vegetation cover at the Stanford White Complex setting and west slope has been compromised over the preceding decades by additions of both shade and flowering trees as well as shrub materials. The historic character of the more open turf areas to the east of the GML and HOF, as well as the turf and tree landscape of the west slope, needs to be carefully considered as options for improved circulation and site access are developed.

Setting and View

The view of GML front/east façade is historically without flanking columnar trees that block views of the historic buildings structures. Bradford Pear trees block the views of the HOF colonnade and roof.

Historic views of the HOF and GML from Sedgwick Avenue and University Woods are obscured. The lower vine covered fence block the view from both the vehicle travel lanes and sidewalk. The historic view from the northwest corner of the HOF over University Woods west is clear of large trees.

Site Access

The interior of the GML and HOF complex is not wheelchair accessible. Access to the Auditorium can be made by the western service exit, but its slope does not meet accessibility standards. Connections to the HOF terrace exist but are remote from the central quad. Original walks at the west of HOF are obstructed, and would be needed for future egress and emergency access.

Site Improvements

Recommendations for landscape preservation treatments aim to recapture the historic setting and landscape character of the Stanford White Complex to the degree possible through capital projects, grounds maintenance, and ongoing management by college staff. Key to this approach is re-defining the GML and HOF complex’ setting atop the ridge overlooking the Harlem River, and paring back of vegetation that masks architecturally important views and details of the structures. Removal of invasive vines, understory brambles, and select trees at the west slope, along with restoration of the iron fencing along Sedgwick Avenue, is proposed to accomplish this objective. The landscape of the slope below the HOF terrace should be improved by providing new paths, selectively thinning the oak grove, and removing unsightly vegetative barriers between the White complex, Community Hall, and Colston Hall.

To re-energize and re-establish historic landscape character and setting, the upper core area of the GML, Hall of Language, and Hall of Philosophy should have plantings reduce and restructured.

The Quad and western slope is generally well drained, but target areas of improvement are needed to prevent erosion, primary at the western base of HOF. The landscape alongside the road/drive to the south auditorium entry is badly eroded by failure to capture water at the top of drive, failed curbing and on grade drainage from the HOF roof along this section of the building.

STRUCTURAL

Gould Memorial Library

The Gould Memorial Library is an unreinforced masonry structure. Steel beams are supported by exterior and interior load-bearing masonry walls and sixteen steel columns located under the building’s dome. There are six different floor structure types that span between these steel beams and masonry walls. The dome’s structure is a Guastavino tile arch system.

Overall the Library’s structure is in good condition. There are localized areas where prolonged moisture infiltration has caused moderate deterioration of steel beams and adjacent masonry. The most severe and systemic instance of this condition is at the dome, where the dome structure is confined by a steel tension ring. Repairs to this area are problematic as the steel and masonry structures are tightly integrated. Silman Engineering proposes cathodic protection of the steel along with waterproofing repairs to arrest the steel’s corrosion. As of issuance of this report, “Critical Roof Repairs” designed to stabilize the roof structure have funding largely in place and are scheduled to be bid in 2018.



Combined sanitary / storm main runs north-south through the level oB cellar corridor, and sprinkler piping is suspended from the ceiling.



### Hall of Fame

The Hall of Fame is an unreinforced masonry structure. Steel beams are supported by exterior and load-bearing masonry walls. A mezzanine level is framed with cast iron columns and steel plate beams. Masonry vaults support soil loads at the Hall's outer wings.

Overall the Hall of Fame's structure is in good condition. There are locations where efflorescence was observed on the masonry's surface. Additional investigation should be conducted to determine source of moisture and possible waterproofing repairs.

### PLUMBING

The stormwater system collects water from the roofs of GML and HOF into interior cast iron piping that connects to an 8” diameter main in the central tunnel of the GML Level oB Basement. The main runs toward the west side of GML, and multiple connections occur throughout the Basement. Seven area drains from the HOF Terrace tie into this system. Facilities reported leaks in the vertical mains in GML, some of which will be addressed with the roof repair projects. Throughout the



Space for services is ample in cellar level oB. The red sprinkler pump in the foreground at 208V, different than the campus system, and the steam generator behind is supplied by the network.

building, sections of stormwater piping show signs of deterioration and patching of the piping. Additionally, water stains are evident in several locations, indicating a leak, whether active or repaired.

The routing of the sanitary system could not be fully determined after study of original drawings and on-site investigation. The uncertainty of the sanitary system routing is compounded by the presence of a sewer manhole on the southeast corner of the building. Plans indicate the sanitary system is connected with the stormwater system, which is common in New York City. Since the sanitary and stormwater systems are assumed to be combined, future separation of the systems is recommended to fully comply with the NYC Plumbing Code. Typically, the systems do not need separating until a major alteration is performed, when the toilets rooms are fully replaced.

The domestic water system for the complex is fed from a campus main. Its entry into the GML is reported to be a 3” diameter copper service connection through the southwest Basement electrical/switchgear room. The service size reduces to a 2” diameter before branching throughout the buildings. Water piping is uninsulated and composed of different materials. The presence of lead based solder is possible and tests should be performed to determine whether water quality meets standards. Pipes need to be insulated. A water meter and backflow preventer were not found, and both will need to be provided per NYC DEP regulations.

GML has two public toilet rooms and a single occupancy toilet designated as handicapped accessible. The Men's Room has 4 water closets, 5 urinals and 4 lavatories. The Women's Room has 4 water closets and 3 lavatories. The handicap designated toilet room has one water closet and one lavatory. The fixtures and accessories within the toilet rooms varying in age. It is unknown if the flush valves have code compliant flush volumes.

The domestic hot water is supplied from two 50-gallon electric water heaters, and both are in good condition. The hot water piping is uninsulated, which is non-compliant to the Plumbing Code.

There is no gas service in the building.

### MECHANICAL

The campus high pressure hot water system supplies heaters in GML. It is fed by a 2½” steel piping on the southeast corner of the building. This high pressure hot water system enters a steam generator that converts it to low pressure steam for building heat. The steam generator is about 5 years old and is in good condition.

The existing 2-pipe steam system employs a single pipe to supply spaces throughout GML and HOF, and one pipe to return steam condensate for reuse. GML perimeter spaces, stacks, and offices are heated with cast iron steam radiators. There is no direct heating of the Rotunda as it is not a perimeter space. The Auditorium is heated with steam through the air handlers. The



208V main switchgear and transformer in cellar level oB would need upgrade to match the 480V campus system.

steam piping is made of steel and is mostly insulated where visible in the Level oB Basement. However, this piping is not insulated throughout other levels of the buildings. The condensate return piping runs low in the Basement to a condensate pump, which appears to be in good condition.

The Auditorium is the only space supplied with central air conditioning, and is fed by two 30-ton air handlers in the Basement below the Auditorium stage. Fresh air enter through GML's western areaways into the units. Air handlers are connected to the existing building management system (BMS). The air handlers appear to be in fair condition; but due to their installation in the late 1990's, they are approaching the end of their expected life spans. Two exterior condensing units are in similar condition and age. These obstruct HOF egress. They are unsightly, and fencing is overgrown with vegetation.

Smoke purge fans are connected to each of the air handlers, and would operate in an emergency. Fans should be controlled by a panel near the entrance for use by the Fire Department. The control of these fans is uncertain, and they should not operate automatically.



GML offices are cooled by approximately 12 window air conditioners that are damaging to the windows and masonry, and not in keeping with the historic character of the complex. When building services are upgraded, cooling will be provided by a central chilled water supply and return supplied from the campus system. Points of future connection are available, as chilled water pipes were recently installed in the Basement and currently consist of a small loop, into which future connections should be made.

Fresh Air ventilation is primarily provided through natural means, by operable windows throughout GML and HOF. This ventilation is inadequate for contemporary use, for the windows will not be opened during the heating and cooling seasons. Mechanical ventilation should be provided, and the locations of air handling units and air supply ductwork needs to be carefully coordinated with historic spaces and existing building construction. The Auditorium outdoor air connections are adequate and can be upgraded with future replacement of its air handlers. The Rotunda is served by a network of ventilation ducts in wall cavities that allow for draft ventilation, but has no natural ventilation. Unit and duct locations will need careful planning to avoid impact on historic features. Acoustical design should also be performed to ensure that there is not too much reverberation or noise from hard finishes.

The toilet rooms have windows and/or exhaust grilles that presumably lead to exhaust fans that provide the necessary exhaust for these spaces. The Rotunda is reported to have two exhaust fans; however, they were not found in this survey. When these spaces are upgraded, replacement fan systems will be needed.

**ELECTRICAL**

Upgrades to the building’s electrical system to suit the intended future use of the building are recommended.

Normal and emergency power for the GML and HOF is supplied from sources in Language Hall. A switchgear located in the GML Basement electrical room powers the general distribution system. It is a combination of old and new panels; all of the old panels should be replaced. Switchboard MDP-12A provides normal power to the buildings and is fairly new, in good condition, and does not need an upgrade. One switch from MDP-12A feeds an older switchboard MDP-12, and was likely part of the original distribution system. This switchboard is old and should be replaced with a modern component. A new transformer to be installed as part of Utility Upgrade Phase V will be located near Community Hall.

Emergency power for the buildings comes from a remote site generator and is supplied by emergency switchgear located in Language Hall. Campus power enters the building at 480 volts and is stepped-down to 120/208 volts by a 300 kVA transformer. This transformer feeds emergency switchboard EMDP-12A. An Automatic Transfer Switch (ATS) supplies emergency power to a 20HP fire pump controller. The transformer, switchboard, and ATS are fairly new and in good condition. Switchboard EMDP-12A has a 200 amp feed to ATS12A which feeds emergency distribution panels EMDP-12 and EMLP-12. These are

older distribution panels that power equipment and emergency lighting in the building. Equipment connected to the emergency system includes exhaust fans, condensate pump, and fire alarm. These two panels are old and should be replaced. Another 100 amp emergency feeder from EMDP-12A feeds the Philosophy building. EMDP-12A and the automatic transfer switches are in good condition. No changes are required.

Lighting in most of the public areas is by means of period lighting fixtures originally equipped with incandescent lamps. Most lamps have been replaced with modern compact fluorescent lamps, but are inadequate in color temperature and intensity. Lighting in the Rotunda is provided by High Intensity Discharge (HID) fixtures at the ceiling, which render the space an inappropriate



Project for the replacement of the cupola skylight awaits funding. New windows below the rafters would be operable to allow future smoke purge.

pale yellow color. Lighting in the stack area is in poor condition and should be replaced. Lighting of the HOF colonnade is by historic fixtures. Several fixtures are missing and others are powered by inappropriate surface-mounted conduit, and the entire system should be reworked and upgraded to meet functional needs.

The number of receptacles in the building is not sufficient for a modern facility. Miscellaneous electrical maintenance items such as removal of abandoned equipment, support of receptacles, and junction box cover replacement should be addressed.

**FIRE PROTECTION**

There are two separate fire protection systems within the library; the standpipe and sprinkler systems are each fed separately from the campus water main. The water pressure availability is unknown.

The standpipe system is fed from 4,000 gallon pressure tank (2,500 gallon water volume) in the Cellar and rated for 75 psi. The pressure tank is fed from the domestic water system. Although a backflow preventer was indicated on the construction plans, it was not found during the investigation. A 4” diameter steel pipe feeds the standpipe system from the pressure tank. The air compressor for the pressure tank is in the same room as the pressure tank. The pressure tank assembly is believed to be 7-8 years old and in good condition. There is a fire department connection connected to the standpipe system on the north side of the building. There is a Type II hose cabinet on each floor.

The sprinkler system is supplied by a 6” diameter service pipe. As with the domestic system, no meter or backflow preventer was found. A 20 HP fire pump in the Cellar boosts the water pressure in the sprinkler system. The suction and discharge connections to the pump are 6” diameter. The sprinkler system is reported to be original to its 1960 era installation. It appears to be in fair condition.

The Gould Memorial Library is fully sprinklered with the exception of the historic central Rotunda. The landmark significance of the Rotunda and its physical dome construction preclude the use of conventional fire protection sprinklers in this space. An engineered approach is recommended in lieu of sprinklers, consisting of three major components:

- Detection - either with conventional smoke detectors or with beam detectors which alert when a light beam is interrupted by a concentration of smoke. These are commonly used in large multi-storied spaces.
- Annunciation – a series of alarm horn/strobes should be installed per the NYC Building Code.
- Smoke Containment – utilizes the concept that smoke will accumulate in the large cavity of the dome. The elapsed time to evacuate the space shall be calculated in a Timed Egress study. An analysis to determine the time for the dome reservoir to fill with smoke extending down to the highest occupied floor can be studied in a Computational Fluid Dynamics (CFD) analysis. The

elapsed time to evacuate the building will be analyzed against the allowable time at which the smoke reaches a critical height above the rotunda floor to determine the ability to safely evacuate the Rotunda in a fire/smoke event. If deemed necessary, to increase the allowable egress time, the clerestory windows designed for the new cupola in the roof replacement project can be activated to act as smoke relief vents.

Adjoining spaces to the Rotunda would require to be separated from the rotunda space, through the use of doors, screens or shutters. This will minimize the area affected by any smoke or fire event in the space.

The engineered approach to fire protection in the rotunda is not as-of-right but rather would require a negotiation and approval with the New York City Department of Buildings (DOB). The DOB is generally sympathetic to an engineered fire suppression/smoke control solution to protect and sustain the historic fabric in landmark structures.

FIRE ALARM

The existing building fire alarm system is completely non-functional. A fire watch is in place and a fire alarm contractor is currently on site with completion scheduled in 2018. This system will serve the current use of GML and HOF, but will require upgrade with future use plans. The upgrades will require the addition of notification devices for new areas, duct smoke detectors for new HVAC units, and connections to the elevator. Additional modules may need to be added to the fire alarm control panel.

CONDITIONS REPORTING

Descriptions and recommendations are provided according to the building systems associated with the dominant architectural materials, structure, landscape, and services of the GML/HOF complex. Classification by system allows comprehensive analysis of existing components. The recommendations to repair and upgrade are determined by the conditions of the systems, and costs to repair are shown in the estimate in the Appendix.









Conditions for repair and Treatments are described in tabular format according to each defect observed, are keyed with a Repair Code and ranked with a priority. Repair Codes are mapped onto elevations and plans that follow the matrices. Tables are organized by Exterior/Structure, Landscape, Interior/Structure, Plumbing, Mechanical, Electric, Fire Protection, and Fire Alarm.

Conditions Assessment Legend

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
<div>Repair Code (2-letter Abbreviation)</div> <div>Location (Illustrated by Photo 1/2)</div> <div>(Location where applicable, Illustrated by Photo 2)</div>	<div>Name</div> <div>Description and cause of observed deterioration.</div>	<div>Recommendation</div> <div>Method needed for correction or improvement. Options may be listed to address variations in size, location, or severity.</div>	<div>Ranking according to 5 - Level Prioritization</div>	PHOTO 1	PHOTO 2










Exterior - Brick Masonry









COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
CJ  GML Facades  GML Areaways	<b>Crack through Unit and Joint</b> Cracks through multiple units are due to stresses within the wall system from differential movement in the building envelope, or differing expansion and contraction rates between the mortar and the brick. This is sometimes an indication that the mortar is too hard for the substrate.	<b>Option 1:</b> GML Dome Drum - Rebuild the cracked area with replacement brick to match existing and provide expansion joints in reconstructed masonry.  <b>Option 2:</b> GML Areaways - Rebuild the cracked area with replacement brick to match existing.	Facades Level 2  Areaways Level 3		
DS  GML Dome Drum	<b>Displacement</b> Units bulging out of plane. This movement is typically caused by long-term water infiltration that has weakened internal collar joints bonding outer and inner wythes of brick.	<b>Masonry Reconstruction</b> Remove entire wythe of face brick. Replace portion of interior wythe where deteriorated. Provide replica brick, mortar joints, collar joint and stainless steel reinforcement with ties. Replace 100% of drum brick for best performance and appearance.	Level 3		
IR  GML Facades (Attic Level)	<b>Inappropriate Repair</b> Earlier patch of brick or cementitious material at probe or area of failure.	<b>Masonry Replacement</b> Remove temporary patch & provide brick to match original.	Level 4		
IS  GML Facades	<b>Incipient Spall</b> Detachment (but not loss) of unit fragments, often related to the infiltration of water beneath the surface, expansion of steel reinforcement or manufacturing defects.	<b>Masonry Replacement</b> Fully expose the bearing leg of the corroding lintel causing the spall. Prepare, prime, and waterproof the steel to prevent further reactions. Replace face brick in kind.	Level 3		



# Exterior - Brick Masonry









COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
<div>OJ</div> <div>GML Facades</div>	<p><b>Open Joint</b> Complete or partial loss of pointing mortar. This provides access for moisture migration into the masonry substrate and may also result in potential structural instability.</p> <p>Joints open due to age, weathering, or differential stresses from movement within the building envelope. The mortar can be further damaged with salts and moisture migration.</p>	<p><b>Cut and Point</b> Rake out and repoint joints 100%. Rake out and repoint open and damaged joints to limit water infiltration into the exterior masonry walls. Mortar must be an appropriate mix to match the physical and aesthetic characteristics of the original mortar and building materials. Brick and mortar analysis should be conducted to determine compressive strength of the brick and chemical composition of the mortar.</p>	Facades Level 3		
<div>RC</div> <div>GML Areaways</div>	<p><b>Residual Coating</b> Paint coating or splatters on brick walls.</p>	<p><b>Chemical Cleaning</b> Apply paint stripper, dwell and pressure rinse.</p>	Level 4		
<div>SA</div> <div>GML Facades</div>	<p><b>Soiling: Atmospheric</b> Buildup of atmospheric pollutants over time, generally in areas not washed (in the shadow of precipitation).</p>	<p><b>Pressure Washing</b> Clean with fresh water and power sprayer.</p>	Level 4		
<div>SP</div> <div>GML Facades</div>	<p><b>Surface Spall</b> Fragment or chip in the material may result from impact damage and/or material weakness. Moisture and salts penetrate the material due to the weathering process and can deteriorate the stone. Susceptibility of stone to weathering ranges with different quality of brick.</p>	<p><b>Option 1:</b> GML Facades: Monitor areas of minor loss for performance and retain in place unless condition worsens.</p> <p><b>Option 2:</b> GML Facades: Patch minor spall locations with restoration mortar custom-matched to brick color.</p> <p><b>Option 3: Dome Drum:</b> Replace spalled brick with new to match existing.</p>	Facades Level 4  Dome Drum Level 2		

Exterior - Stone Masonry

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
CH  GML Limestone  HOF Limestone	<b>Crack: Hairline</b> A minor fracture or fissure in the masonry of 1/16” or less in width and length that could indicate movement of adjacent parts.	<b>Crack Repair</b> Provide patch with restoration mortar in a custom-matched color, with the process including: <ul style="list-style-type: none"><li>• Cut out crack</li><li>• Drill &amp; inject repair epoxy</li><li>• Applying patching material to match finish stone</li></ul>	GML & HOF Limestone Level 3		
CJ  GML Limestone  HOF Limestone	<b>Crack through Unit and Joint</b> Cracks through multiple units are due to stresses within the wall system from differential movement stresses within the building envelope.	<b>Option 1: Singular Cracks</b> Provide limited repairs at crack and provide an appropriate fill to limit water infiltration.  <b>Option 2 Pervasive Cracking</b> Partially rebuild the cracked area with replacement stone to match existing.	GML & HOF Limestone Level 3		
CN  GML Portico	<b>Cracking: Network</b> A pattern of intersecting fissures in stucco accelerated by water infiltration above. Loose material flakes may dislodge from the ceiling.	<b>Stucco Replacement</b> Remove stucco ceiling and lathe support. Repair or replace metal framing substructure. Fasten stainless steel metal lathe and finish with 3-coat stucco system to match original profile and color.	Level 2		
CR  GML Limestone  HOF Limestone	<b>Crack: Limestone</b> A fracture or fissure in the masonry of minimum 1/16” width that could indicate movement of adjacent parts.  Cracks open due to age, weathering, or differential stresses from movement within the building envelope. Opening of cracks within a single stone unit may indicate differential movement between sections of the building.	<b>Option 1: Short &amp; Obscured Cracks</b> Stabilize unit and provide fill or patch repair at crack.  <b>Option 2: Wide Cracks in Primary View</b> Provide stone Dutchman at crack location.	GML & HOF Limestone Level 3		




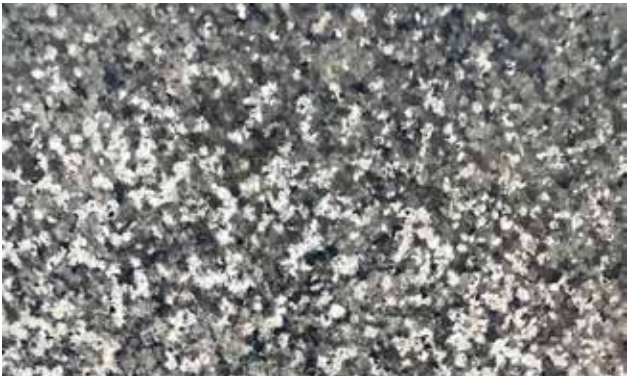






# Exterior - Stone Masonry

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
CR  GML Granite  HOF Granite	<b>Crack: Granite</b> A fracture or fissure in the masonry of minimum 1/16" width that could indicate movement of adjacent parts.  Cracks open due to age, weathering, or differential stresses from movement within the building envelope. Opening of cracks within the single stone unit may indicate differential movement between sections of the building.	<b>Option 1: Small Cracks &amp; Obscured Locations:</b> Stabilize unit and provide fill or patch repair at crack.  <b>Option 2: Large Cracks</b> Provide stone Dutchman at crack location.	GML Granite Level 4  HOF Granite Level 4		
DI  GML Marble	<b>Disaggregation</b> Loss of surface material in powder or granular form, by deterioration and erosion of the binding material, caused by rain with acidic pollutants.	<b>Consolidation with Multi-step Coating</b> Clean with water spray, scrub with brush, dry. Apply chemical treatment 3 coats, rinse & cure. Apply sealer 6 coats.	Level 3		
DS  GML Limestone  GML Granite	<b>Displaced Unit</b> Movement over time out of normal plane, typically caused by prolonged cycles of freeze-thaw jacking.	<b>Structural Remediation: Pediment</b> Monitor movement throughout the year. Structural engineer to review data and determine if movement will continue. Corrective action includes shoring, resetting stones, pinning in place, and restoring original joints and cracked stones.  <b>Structural Remediation: Plinth</b> Removal, structure repair, and resetting of stone in scope of egress stair project.	GML Limestone Level 2  GML Granite Level 2		
EF  HOF Granite  GML & HOF Limestone	<b>Gypsum Crusts &amp; Efflorescence</b> The formation of surface deposits, often white in color, crystalline in form, powdery to the touch, and composed of soluble salts, originating from substances applied to the material or from constituents within or behind the material itself, or from external, environmental sources.	<b>Gypsum Crusts: Tooling</b> Employ masonry chisels and hammers to physically remove large crystal formations.  <b>Efflorescence: Clean with Poultice</b> Mix poultice, trowel apply, cover for dwell, fully dry, remove with a scrub-rinse. Repeat on persistent stains.	HOF Limestone Level 3  HOF Granite Level 4		











Exterior - Stone Masonry









COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
HL  GML Granite  HOF Granite	<b>Hole in Unit</b> Missing original material resulting from previously drilled anchor or support.	<b>Patch Repair</b> Provide composite patch repair in material to match aesthetic and physical characteristics of the existing stone.	GML & HOF Granite Level 4		
IC  GML Granite Plinth  HOF Granite Statue Pedestals	<b>Inappropriate Coating</b> Clear, non-breathable sealer on the plinth course has trapped moisture and resulted in surface spalls in some locations.	<b>GML: Chemical Cleaning</b> Remove with paint stripper. Apply chemical, dwell and pressure rinse.  <b>HOF: Chemical Cleaning &amp; Additional Testing:</b> Remove coating with paint stripper. Apply chemical, dwell and pressure rinse. Where coating is not fully removed, conservator to analyze with Fourier Transform Infrared (FTIR) Spectroscopy to confirm composition of the coating and test cleaning methods.	GML Granite Level 3  HOF Granite Level 3		
IE  GML Limestone  HOF Limestone	<b>Inappropriate Element</b> Objects attached to facades that are not in keeping with the historic character of the building including: <ul style="list-style-type: none"><li>• Bird Protection</li><li>• Bird Nest</li><li>• Metal cover</li></ul>	<b>Remove Element &amp; Add Protection</b> Carefully detach object or element, repair damage to base material.  Provide minimally-visible bird-proofing wire to prevent future roosting.	Level 4		
LS  GML Limestone  HOF Limestone	<b>Loss of Surface</b> The absence of masonry surface as evidenced by incompleteness of form, profile or decoration.	<b>Patch Repair</b> Provide composite patch repair in material to match aesthetic and physical characteristics of the existing stone.	GML & HOF Limestone Level 3		



# Exterior - Stone Masonry









COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
OB  GML Limestone  HOF Limestone	<b>Foreign Object</b> Elements that penetrate the facades for an earlier functional purpose are unsightly, deteriorating, and may cause long term damage to the substrate, such as anchors and braces.	<b>Mechanically Remove &amp; Patch</b> Provide composite patch repair in material to match aesthetic and physical characteristics of the existing stone.	GML & HOF Limestone Level 3		
OJ  GML Granite & Limestone  HOF Granite & Limestone	<b>Open Joint</b> Complete or partial loss of pointing mortar. This provides access for moisture migration into the masonry substrate and may also result in potential structural instability.  Joints open due to age, weathering, or differential stresses from movement within the building envelope. The mortar can be further damaged with salts and moisture migration.	<b>Cut and Point</b> Rake out and repoint open and damaged joints to limit water infiltration into the exterior masonry walls. Restoration mortar must be an appropriate mix to match the physical and aesthetic characteristics of the original mortar and building materials. Mortar analysis should be conducted to determine the color and chemical composition of the mortar.	GML Granite & Limestone Level 3  HOF Granite & Limestone Level 3		
RC  GML Granite  HOF Limestone	<b>Residual Coating</b> Old paint or tar remnants remaining on the stone.	<b>Paint Stripper &amp; Chemical Cleaner</b> Remove coating with paint stripper. Apply chemical cleaner, dwell, scrub & rinse.	Level 3  GML Granite Level 4  HOF Limestone Level 4		
SAM  HOF Marble	<b>Soiling: Atmospheric - Marble</b> Buildup of atmospheric pollutants over time, generally in areas not washed (in the shadow of precipitation).	<b>Water Scrub</b> Gently scrub and rinse, without pressure washer.	Level 4		

Exterior - Stone Masonry

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
SA1  GML Granite	<b>Soiling: Atmospheric &amp; Coating</b> Clear, non-breathable sealer with atmospheric pollutants trapped beneath.	<b>Chemical Cleaning &amp; Blasting</b> Remove sealer with paint stripper. Treat stains with low pressure microabrasive cleaning.	Level 3		
SAG  GML Granite HOF Granite	<b>Soiling: Atmospheric - Granite</b> Buildup of atmospheric pollutants over time, generally in areas not washed (in the shadow of precipitation).	<b>Wash-away Cleaner</b> Spray apply chemical, dwell, rinse with pressure washer.	GML & HOF Granite  Level 3		
SAL  GML Limestone HOF Limestone	<b>Soiling: Atmospheric - Limestone</b> Long-term deterioration is caused by acidic precipitation that dissolves the stone. Surfaces that are not readily washed by rain build up black gypsum crusts from trapped pollutant particles. Crusts that peel off reveal crumbling stone beneath.	<b>Microabrasive</b> Carefully blast with low-pressure abrasive.	GML & HOF Limestone  Level 3		
SB  GML Granite GML Limestone  HOF Granite HOF Limestone	<b>Staining: Biological - Green &amp; Grey</b> Surface growth or coloration indicative of biological colonization. May be of varying thicknesses, colors (generally green, grey, or black), and biological origin (micro-flora such as fungi, lichen, algae, bacteria). Biogrowth is typically found in damp locations, shady elevations, or in the presence of water.	<b>Wash-away Cleaner</b> Spray apply chemical, dwell, rinse with pressure washer.	GML & HOF Granite & Limestone  Level 3		











# Exterior - Stone Masonry

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
SB1  GML Limestone North Facade	<b>Staining: Biological - Black</b> Biological colonization that is more tenacious than the typical growth.	<b>Chemical Cleaning with Dwell</b> Mix cleaner, brush apply, dwell, scrub, rinse, apply afterwash, & rinse with pressure wash.	Level 3		
SC  GML Limestone  HOF Limestone	<b>Staining: Copper</b> Discoloration caused copper ions in water run-off from a copper-containing element. Stains pervade deep into the stone but are not cause of long-term deterioration.	<b>Cleaning with Poultice</b> Mix poultice, trowel apply, cover for dwell, fully dry, remove with a scrub-rinse. Repeat on persistent stains.  Maintenance program is required for copper & bronze or stains will re-emerge.	GML Limestone Level 4  HOF Limestone Level 4		
SF  GML Granite	<b>Staining: Ferrous</b> Discoloration caused by water running off of a corroding ferrous element. If left untreated, increasing oxidation of embedded ferrous elements may result in rust jacking and damage to adjacent masonry.	<b>Multi-step Chemical Cleaning</b> Remove sealer with paint stripper. Apply chemical cleaner, dwell, scrub & rinse.	Level 4		
SJ  GML Limestone	<b>Sealant Joint</b> Previous repair of deteriorated mortar joint was finished with elastomeric sealant. The sealant has dried, cracked and failed. Water is allowed into the joint and will accelerate deterioration of adjacent stone. Application of the sealant was not historically appropriate for the building, the sealant had only short term durability, and will leave stains on stone in some locations.	<b>Replace Joint</b> Rake out and repoint joints 100% to limit water infiltration. Repair mortar must be an appropriate mix to match the physical and aesthetic characteristics of the original mortar and building materials. Mortar analysis should be conducted to determine color and chemical composition.	Level 3		









Exterior - Stone Masonry









COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
SO  GML Limestone HOF Limestone	<b>Staining: Chemical - Oil</b> Residue left behind from installation of bird protection.	<b>Chemical Cleaning &amp; Protection</b> Apply fast acting stripper only to oil stain, dwell, rinse & scrub.  Install minimally-visible bird-proofing wire to prevent future roosting.	GML & HOF Limestone Level 4		
SP  GML Limestone Portico  HOF Limestone	<b>Spall</b> Fragment or chip in the material may result from impact damage and/or material weakness. Moisture and salts penetrate the material due to the weathering process and can deteriorate the masonry. Susceptibility to weathering varies with exposure.	<b>Option 1: Minor Spalls</b> Patch with restoration mortar custom-matched to the stone color.  <b>Option 2: Pervasive Spalls</b> Replace spalled stone with new to match existing.  <b>Option 3: Stucco Failure</b> Remove stucco, repair support framing, provide stainless steel lath and 3-coat stucco system	GML & HOF Limestone Level 3  GML Portico Stucco Level 2		
SS  GML Limestone  HOF Limestone	<b>Severe Spall</b> Fragment or chip in the material caused by movement or expansive forces within the stone.  Separation of stone at GML is the result of loading from displaced cornice/eave units above. Spalling of HOF gutters is caused by inappropriate expansion anchors that were installed to secure terra cotta antefixes when its roof was replaced.	<b>Option 1: GML Cornice</b> Remove stone to sound substrate. Replace spalled stone with stone identical in type and profile. Secure stone in place with epoxy adhesive and stainless steel pins.  <b>Option 2: HOF Gutter</b> Remove and install deteriorated stone as option 1, and provide replica of cast stone in lieu of matching stone type.	GML Limestone Level 1  HOF Limestone Level 1		
SW  HOF Limestone	<b>Staining: Moisture</b> Discoloration of stone resulting from prolonged infiltration of water from open joints above.	<b>Masonry Repairs</b> Rake out all horizontal joints and repoint with historically matching mortar mix.  Cleaning treatment was not consistently effective for removing water stains, and cleaning is not recommended. Normal stone coloration may return after it dries over time.	Level 3		



# Exterior - Guastavino Masonry







COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
CR  HOF Ambulatory	<b>Cracked Unit</b> Distress of exposed Guastavino Tiles. Cracked tiles are only evident at refurbished vaults.	<b>Replace Unit</b> Remove cracked tiles & stitch in replica units.	Level 3		
DS  HOF Ambulatory	<b>Displacement</b> Longitudinal cracks at ribs and vaults indicating distress, possibly due to deterioration of metal beam concealed above Guastavino tiles.	<b>Reconstruct Vault</b> Replace affected bay with new tile vault.  Additional investigation is required to understand assembly of roof and ceiling structure. Steel beam has been confirmed above rib at another location. Probe will be required to verify presence and condition of steel beam to determine extents of repair.	Level 2		
GL  HOF Ambulatory	<b>Loss of Glazed Finish</b> Wear of original ceramic glaze resulting from prolonged weathering.	<b>Reglaze</b> After cleaning, brush-apply breathable glaze coating over entire tile.	Level 3		
SA  HOF Ambulatory	<b>Soiling: Atmospheric</b> Buildup of atmospheric pollutants over time, generally in areas not washed (in the shadow of precipitation).	<b>Chemical Cleaning</b> Apply chemical until dried, dwell 10 minutes, scrub & rinse	Level 3		

Exterior - Windows







COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
<div>W1</div> <div>(BU shown on Survey Notes)</div> <div>GML Windows</div>	<div>Broken Unit</div> <div>Glass pane previously removed from muntin and not replaced in kind. Filler panel of wood or other object present.</div> <div>Glass pane split or shattered by impact or movement.</div>	<div>GML: Window Restoration</div> <div>Replace Glazing</div> <div>Option 1: Replace glass in existing muntins with type to match original. Re-putty, prime and finish paint in historical color.</div> <div>Option 2: Provide dutchman repair of missing muntins with glass infill.</div>	Level 3		
<div>W1</div> <div>(GC shown on Survey Notes)</div> <div>GML Windows</div>	<div>Failed Glazing Compound</div> <div>Loss of window putty resulting age, weather, and delayed maintenance.</div>	<div>GML: Window Restoration</div> <div>Re-putty</div> <div>Salvage historic glass for re-installation. Remove existing compound to bare wood, and clean by sanding. Tack glass into muntins and apply putty to match original. Apply primer and (2) coats of finish paint, match original historic color.</div>	Level 2		
<div>W1</div> <div>(EI shown on Survey Notes)</div> <div>GML Windows</div>	<div>Inappropriate Element</div> <div>Objects deleterious to original building fabric are in place, including through-wall air conditioner units, plants, fasteners, and animal nests.</div>	<div>GML: Window Restoration</div> <div>Remove Elements</div> <div>Return windows and surrounding elements to their original conditions. Institute semi-yearly maintenance to prevent condition from re-occurring.</div>	Level 3		
<div>W1</div> <div>(FL shown on Survey Notes)</div> <div>GML Windows</div>	<div>Loss of Coating</div> <div>Natural wear of applied finish caused by age, weather, and delayed maintenance.</div>	<div>GML: Window Restoration</div> <div>Refinish Unit</div> <div>Remove coating by chemical or mechanical means to original wood. Fill any defects in surface to return to original profile, and treat dried wood with boiled linseed oil, as required. Apply primer and (2) coats of finish paint, match original historic color.</div>	Level 3		



Exterior - Windows









COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
<div>W1 (EM shown on Survey Notes)</div> <div>GML Windows</div>	<div>Missing Element</div> <div>Original hardware or trim lost or removed over time.</div>	<div>GML: Window Restoration</div> <div>Provide Replica Hardware</div> <div>Install hardware following window restoration. Ensure smooth operation.</div>	Level 3		
<div>W1 (OP shown on Survey Notes)</div> <div>GML Windows</div>	<div>Non-Operational</div> <div>Movable sashes are stuck in place, caused by missing hardware, swelling, or deferred maintenance.</div>	<div>GML: Window Restoration</div> <div>Repair Unit</div> <div>Salvage unit to shop, restore elements &amp; reinstall.</div>	Level 3		
<div>W1 (RT shown on Survey Notes)</div> <div>GML &amp; HOF Windows</div>	<div>Rotted Element</div> <div>Element of sash compromised by prolonged exposure to moisture, characterized by softness or flaking of wood.</div>	<div>GML: Window Restoration</div> <div>Dutchman Repair</div> <div>Clean wood to original finish by stripping and sanding. Fill defects in surface to return to original profile. Apply primer and (2) coats of finish paint, match original historic color.</div>	Level 3		
<div>W1 (CH1 shown on Survey Notes)</div> <div>GML Windows</div> <div>W2 GML Windows South Facade</div>	<div>Severe Checking</div> <div>Opening of wide gaps in the surfaces of sashes, muntins or frames typically larger than hairlines.</div>	<div>W1: Window Restoration</div> <div>Dutchman Repair</div> <div>Replace severely checked element(s) of sash, frame or sill with new wood dutchman in matching or compatible specials. Finish to match window.</div> <div>W2: Replace Window</div> <div>Install replica window sashes &amp; frame where severe checking is pervasive.</div>	Level 3		

Exterior - Windows

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
<div>W1</div> <div>(CH shown on Survey Notes)</div> <div>GML Windows</div>	<div>Wood Checking</div> <div>Opening of parallel striations or gaps in the surfaces of sashes, muntins or frames resulting from excessive drying and swelling of wood. Primarily caused by lack of paint or primer.</div>	<div>GML: Window Restoration</div> <div>Recondition Wood</div> <div>Clean wood to original finish by sanding, apply boiled linseed oil, prime and apply (2) coats of finish paint.</div>	Level 3		
<div>W2</div> <div>(GR shown on Survey Notes)</div> <div>HOF Windows</div>	<div>Missing Grate</div> <div>Original protective grille removed or lost over time.</div>	<div>HOF: Replace Grating</div> <div>Provide replica grate where required by new use.</div>	Level 4		
<div>W2</div> <div>(BU, FL, EI, GC, CH, CH1, RT, MU, EM, OP, GR shown on Survey Notes)</div> <div>GML Windows</div> <div>South Facade</div> <div>HOF Windows</div>	<div>Severely Deteriorated or Missing Unit</div> <div>Broken Unit</div> <div>Wood Checking</div> <div>Severe Checking</div> <div>Inappropriate Element</div> <div>Loss of Coating</div> <div>Missing Glazing</div> <div>Missing Element</div> <div>Non-Operational</div> <div>Missing Grate</div>	<div>GML &amp; HOF: Replace Window</div> <div>Install historically accurate replica with double-glazing. Assume condition of window is poor due to deferred maintenance.</div>	Level 3		
<div>W2-DS</div> <div>HOF Windows</div>	<div>Displaced Window</div> <div>Unit compromised by adjacent deterioration.</div>	<div>HOF: Repair Wall</div> <div>Provide structural and waterproofing repairs at perimeter of window.</div> <div>Replace Window Unit</div> <div>Install historically accurate replica with double-glazing.</div>	Level 2		



Exterior - Entrances

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
IR  GML Portico  HOF Entrances	<b>Inappropriate Repair</b> GML: Ferrous fasteners were installed to repair commemorative bronze doors.  HOF: Original wood doors/transoms are not extant and were replaced with hollow metal units.	<b>GML Portico: Provide Replica Elements</b> Remove fasteners, install copper replica element with copper nails.  <b>HOF Entrances: Provide Wood Doors</b> Remove door & wall infill within original masonry opening, Replace door to match original.	Level 3		
LC  GML West Exit Stairs  HOF West Doors	<b>Loss of Coating or Finish</b> Failure of finish paint or stain, which acts as a protective sacrificial layer against weathering. When these coatings fail, the substrate is vulnerable to moisture penetration and deterioration, eventually leading to loss of section/profile.	<b>Refinish</b> Prepare, prime & paint with coating to match original color and sheen.	GML & HOF Level 3		
LP  GML Portico	<b>Loss of Patination</b> Wear of protective copper finish is compromising the weather resistance of historic doors.	<b>Clean &amp; Refinish</b> Dilute chemical, hand-apply & scrub, rinse.  Spray-apply corrosion-inhibiting coating, apply, dry and re-apply.	Level 3		
MC  GML West Exit Stairs	<b>Metallic Corrosion</b> Formation of rust resulting from failure of original finish. Corrosion at base of doors formed holes through thin sheet metal.	<b>Doors:</b> Remove corrosion to sound substrate, Rebuild metal profile with synthetic filler, prime & paint.  <b>Railings:</b> Remove corrosion to sound substrate, prime & paint.	Level 3		


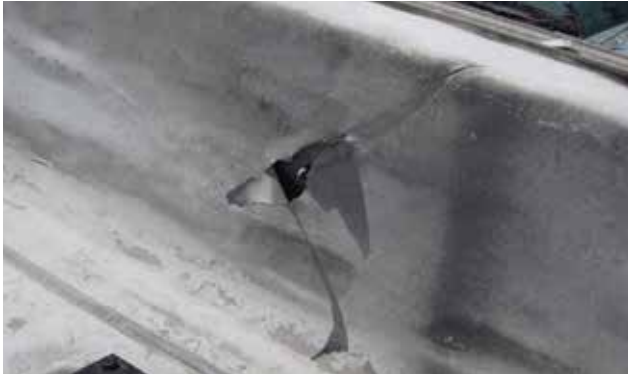



Exterior - Metal Roof







COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
EL  HOF Roof	<b>Loose Element</b> Displaced flashing has exposed substrate to water infiltration.	<b>Temporary Repair</b> Secure displaced unit to substrate. Apply sealant to prevent water infiltration.  <b>Replace Roof &amp; Flashing</b> Remove deteriorated metal and salvage surrounding tile for re-installation. Stitch in matching copper flashing to masonry, roofing, and metal. Repair adjacent materials as needed to make watertight connections.	Level 1 Repair  Level 3 Replace		
FL  GML Dome Drum	<b>Deteriorated Flashing</b> Metal counter-flashing exhibits open joints between sections of sheet metal and at masonry.	<b>Replace Flashing</b> Remove deteriorated element and salvage surrounding tile for re-installation. Stitch in matching copper flashing to existing masonry, roofing, and metal. Repair adjacent materials as needed to make watertight connections. Complete work as part of "Critical Roof Repair" project.	Level 3		
OJ  GML Dome	<b>Open Joint or Seam</b> Gap between shingles or copper sections that allows water to enter and affect interior. Gap may have opened due to prolonged thermal movement.	<b>Replace Copper Roof</b> Replace copper shingle roof with replica units on new armature as scoped in the roof replacement project. Provide impressed current cathodic protection to dome tension ring as detailed in scope of work. Complete work as part of "Critical Roof Repair" project.	GML Dome Level 2		
PR  GML Dome Drum Steps	<b>Previous Repair</b> Temporary Patch from roof probes has aged and is susceptible to water infiltration.	<b>Temporary Repair</b> Replace temporary patch with new waterproofing membrane.  <b>Replace Copper Roof</b> Remove flat-seam copper roof in its entirety to expose original masonry. Repair defects in masonry structure and surface to receive new roofing. Install copper roof in profiles to match existing. Salvage and reinstall decorative copper antefixes. Complete work as part of "Critical Roof Repair" project.	Level 2		



Exterior - Membrane (Synthetic) Roof







COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
IE  GML Dome Drum Roof	<b>Inappropriate Element</b> Elements and debris not properly secured to the roof may cause damage or compromise the performance of the membrane.	<b>Remove Element</b> Discard glass shards (from prior skylight repair) and ensure no punctures were made through membrane.  <b>Support Object</b> Remove satellite dish or mount of soft blocks adequately ballasted or secured to the deck.	Level 2		
HL  GML Dome Drum Roof	<b>Hole</b> Puncture through membrane.	<b>Temporary Patch</b> Install new waterproofing membrane over defect.  <b>Replace Roof</b> Remove membrane roof in its entirety from dome drum gutters to expose original masonry. Repair extant defects in masonry resulting from water damage to receive new roofing. Install multi-ply built up roofing system or liquid roofing. Work is included in the scheduled roof restoration project.	Level 2		
OJ  GML Dome Drum Roof	<b>Open Joint</b> Gap between membrane sheets allowing water to enter and affect the interior.	<b>Temporary Repair</b> Install new waterproofing membrane over defect.  <b>Replace Roof</b> Removal of existing membrane and replacement with liquid roof system is included in the scheduled roof repair project.	Dome Drum Gutters Level 1  Dome Drum Cornice Level 3		

Exterior - Terra Cotta

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
BU  GML Gable Roof  HOF Roof	<b>Broken Unit</b> Tile broken or sheared, with fragment subject to fall from roof to ground below.	<b>Remove Loose Unit</b> Sound adjacent units for defects and remove all fragments. Install temporary patching or waterproofing to prevent short-term water infiltration.	GML & HOF Roofs Level 1		
CR  GML Dome Drum	<b>Crack</b> A fracture or fissure in the masonry of minimum 1/16" width Cracks open due to age, weathering, or differential stresses from movement within the unit.	<b>Crack Repair</b> Provide fill or patch repair at crack.	Level 3		
CRH  GML Dome Drum	<b>Crack: Hairline</b> A minor fracture or fissure in the masonry of 1/16" or less in width and length that could indicate movement of adjacent parts.	<b>Crack Repair</b> Drill & inject repair epoxy. Applying patching material to match finish stone.	Level 3		
CT  GML Gable Roof  HOF Roof	<b>Cracked Tile</b> Tile broken or sheared, resulting from differential movement in the roofing or masonry substrate, freeze-thaw action, or impact by objects.	<b>Replace Roof in Kind</b> Salvage all original tile at GML and HOF for re-installation. Recreate any tile that cannot be salvaged or was installed as part of a prior repair campaign.  Prior to installation of tile, properly prepare substrate. At GML and HOF roofs, replace entire roofing membrane and tile fastening system. At GML and HOF gutters/cornices, repair or replace masonry substrates to provide sound connections.	GML & HOF Roofs Level 3		











Exterior - Terra Cotta

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
GL  GML Dome Drum	<b>Loss of Glazed Finish</b> Wear of original ceramic finish resulting from prolonged weathering.	<b>Reglaze</b> Clean with chemical, brush-apply breathable glaze coating over entire tile.	Level 3		
MU  GML Gable Roof  HOF Roof	<b>Missing Unit</b> Tile broken or sheared, resulting from differential movement in the roofing or masonry substrate, freeze-thaw action, or impact by objects.	<b>Replace Unit in Kind</b> Salvage all original tile at GML and HOF for re-installation. Recreate any tile that cannot be salvaged or was installed as part of a prior repair campaign.  Prior to installation of tile, properly prepare substrate. At GML and HOF gutters/cornices, repair or replace masonry substrates to provide sound connections.	GML & HOF Roofs Level 3	 	
OJ  GML Gable Roof  HOF Roof	<b>Open Joint</b> Complete or partial loss of setting mortar. Open joints may lead to accelerated ingress of water, or compromise the stability of units in place.  Masonry filler was applied to GML gable tiles.	<b>Replace Joints</b> Provide masonry setting joints and secure tile in accordance with industry standards during roof replacement.	GML & HOF Roofs Level 3  GML Dome Drum Level 3	 	
SA  GML Dome Drum	<b>Soiling: Atmospheric</b> Buildup of atmospheric pollutants over time, generally in areas not washed (in the shadow of precipitation).	<b>Restoration Cleaner</b> Mix chemical, pre-wet terra cotta, brush apply, dwell, rinse with pressure washer.	Level 4		









Exterior - Skylights







COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
DS GML Cupola	<b>Displaced Unit</b> Movement over time out of normal plane, typically caused by prolonged cycles of thermal expansion and contraction or freeze-thaw jacking.	<b>Temporary Repair</b> Provide temporary waterproofing membrane.  <b>Replace Skylight</b> Replace Cupola skylight as part of previously designed "Critical Roof Repair" project.	Temporary Repair Level 1  Skylight Level 3		
DU1 GML Gable Roof Skylights	<b>Deteriorated Unit</b> Original glazing cracked and steel framing corroded due to previous water infiltration.	<b>Replace Glazing Pane</b> <b>GML Skylights:</b> Carefully remove skylight muntins and framing to expose glass. Remove glass pane, repair, prime and paint steel framing. Provide glass matching historic original. Set in glazing, and replace framing.	GML Skylights Level 3		
DU2 GML Drum Roof Skylights & Laylights	<b>Deteriorated Unit</b> Angled skylights replacement units are detrimental to GML. Skylights are not insulated, have deteriorated glazing and flashings, and alter the original appearance as they are visible from the ground.  Cast iron and glass vault laylights are sources of past leaks and have been damaged by water infiltration and installation of previous roof coverings.	<b>Replace Skylight</b> Fully remove angled skylights and provide flat (1/2" per foot pitch) insulated units in the same footprints.  <b>Restore Laylight</b> Salvage unit to be repaired offsite by conservation studio. Replace all glass lites in kind, restore cast iron frame, clean glass and metal, reset in original location. Include allowance for upgrade for back-lighting with LED fixtures.	GML Skylights & Laylights Level 4		
DU3 HOF Vault Lights	<b>Deteriorated Unit</b> Cracked piece of original glazing.	<b>Restore Laylight</b> <b>HOF Vault Lights:</b> Salvage unit to be repaired offsite by conservation studio. Replace cracked and broken lites in kind, restore cast iron frame, clean glass and metal, reset in original location.	HOF Vault Light Level 3		



Exterior - Skylights








COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
EL GML Dome Drum Roof	<b>Loose Element</b> Flashing physically displaced due to repetitive stress and insecure fastening.	<b>Temporary Repair</b> Remove loose element and repair flashing.	Level 1 Repair		
MC  GML Vault Light	<b>Corroded Metal</b> Loss of original profile from ferrous-corrosion of cast iron element. Cause is from oxidation likely exacerbated to prolonged exposure to water and de-icing salts.	<b>Clean &amp; Refinish</b> Clean with micro-abrasive applied by a conservator. Apply corrosion-inhibiting primer and finish coats in color to match original.	Level 3		
SJ GML Cupola	<b>Sealant Joint</b> Loose, dried, or missing compound resulting from age and deferred maintenance.	<b>Replace Skylight</b> Replace cupola skylight as part of previously designed “Critical Roof Repair” project.	Level 2		

Exterior - Ornamental Metal

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
ED  GML Cornice	<b>Deformed Element</b> Malformation of decorative element resulting from prior impact.	<b>Restore Cornice</b> Remove and salvage section for repair in a shop. Remove deformed repousse and fabricate replica. Carefully cut seams and remove horizontal coping. Re-solder and stitch in copper sheets and repousse into original.  <b>Alternate: Replace in Kind</b> Salvage entire cornice and install replica on stainless steel armature.	GML Cornices Level 4		
IR  GML Cornice East Facade	<b>Inappropriate Repair</b> Previously repaired section of cornice held in place with expansion anchor fasteners.	<b>Remove &amp; Re-secure</b> Remove and salvage section of cornice. Repair masonry substrate. Review condition of existing support structure and repair or supplement to create a sound connection.	Level 3		
MC  HOF Terrace  HOF Ambulatory	<b>Metallic Corrosion</b> Failure of paint coating, which acts as a protective sacrificial layer against weathering. When these coatings fail, the substrate is vulnerable to moisture penetration and deterioration, eventually leading to loss of section/profile. Rusting of metal may result in damage to adjacent materials.	<b>Refinish</b> Remove corrosion, prepare, prime & paint.	HOF Terrace & Ambulatory Level 3		
ME  GML Cornice	<b>Missing Element (Fastener)</b> Loss of original element resulting from mechanical failure, removal, or movement.	<b>Restore Cornice</b> Conduct probe to review condition of existing supporting structure. Repair or supplement support if necessary, and refasten.  <b>Alternate: Replace in Kind</b> Remove and salvage entire cornice, fabricate stamped copper replica, install on new stainless steel armature. Assume 3' sections composed of multiple custom-stamped units soldered together.	GML Cornices Level 3		










# Exterior - Ornamental Metal

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
MP  GML Cornice	<b>Pitted Metal</b> Corrosion through entire thickness of sheet metal. Opening is a path for accelerated water infiltration, that may affect back-up masonry.	<b>Restore Cornice</b> Repair in place (assume 75% of cornice). Clean and prepare metal, form copper sheet to match missing profile, solder into place. Repair offsite (assume 25%): Remove and salvage section for repair in a shop. Review condition of existing support structure and repair or supplement. Secure repaired cornice segment in original location.  <b>Alternate: Replace in Kind</b> Salvage entire cornice and install replica on stainless steel armature.	GML Cornices Level 3		
MU  HOF Ambulatory	<b>Missing Unit</b> Decorative element lost, resulting from impact or weakening due to corrosion.	<b>Replace Unit in Kind</b> Create custom-cast replica matching in material composition (metallurgy) and secure in place. Prime and finish to match the decorative grille.	Level 3		
OJ  GML Cornice	<b>Open Joint</b> Gap in seam between sections of sheet metal. Opening may be a result of differential movement between sections caused by deterioration of the masonry substrate or corrosion of the supporting structure.	<b>Remove &amp; Re-secure</b> Remove and salvage section of cornice. Review condition of existing support structure and repair or supplement to create a sound connection. Clean metal and secure in original location.	Level 3		
SA  GML Cornice	<b>Soiling: Atmospheric</b> Buildup of atmospheric pollutants over time, generally in areas not washed (in the shadow of) precipitation.	<b>Restore Cornice: Clean &amp; Coat</b> Dilute chemical, hand-apply & scrub, rinse Spray apply, dry and re-apply.  <b>Alternate: Replace in Kind</b> Salvage entire cornice and install replica on stainless steel armature.	GML Cornices Level 4		










Exterior - Stairs & Paving

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
BU  HOF Terrace	<b>Broken Unit</b> Brick Paver broken or severely deteriorated by mechanical abrasion, impact, or prolonged weathering. Durable outer surface has been compromised to expose softer inner clay.	<b>Remove Loose Unit</b> Provide replacements for broken and missing pavers.  <b>Alternate: Replace Terrace Roof</b> Remove all terrace pavers (installed during a prior repair project). Review condition of waterproofing and deck below. Provide new pavers and setting bed.	Broken Pavers Level 2  Terrace Paving Level 5		
CN  GML Areaways	<b>Crack: Network</b> A patterned network of intersecting fissures.	<b>Replace Paving</b> Remove deteriorated concrete & replace in kind. Include replacement of all drains and leader lines into building.	Level 3		
CR  GML Portico	<b>Cracked Stone</b> A fracture or fissure in the masonry of minimum 1/16" width and length that could indicate movement of adjacent parts.  Cracks open due to age, weathering, or differential stresses from movement within the building envelope. Opening of cracks within the single stone unit may indicate differential movement between sections of the building.	<b>Partial Replacement</b> Provide stone Dutchman at crack location.	Level 3		
ED  GML Areaways	<b>Deformed Element</b> Malformation of areaway grating resulting from prior impact or movement.	<b>Repair &amp; Refinish</b> Salvage grating, bend into place or weld replacement units for those misshaped. Prepare, prime & paint.	Level 3		











Exterior - Stairs & Paving

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
MC  GML Areaways	<b>Metallic Corrosion</b> Failure of paint coating, which acts as a protective sacrificial layer against weathering. When these coatings fail, the steel substrate is vulnerable to moisture penetration and oxidation, eventually leading to loss of section/profile.	<b>Refinish</b> Prepare, prime & paint.	Level 3		
MU  HOF Terrace	<b>Missing Unit</b> Brick Paver broken or sheared, resulting from differential movement in the roofing or masonry substrate, freeze-thaw action, or impact by objects.	<b>Replace Unit in Kind</b> Provide replacements for broken and missing pavers.  <b>Alternate: Replace Terrace Roof</b> Remove all terrace pavers (installed during a prior repair project). Review condition of waterproofing and deck below. Provide new pavers and setting bed.	Level 2		
OJ  GML Portico Stairs  GML Areaways	<b>Open Joint</b> Complete or partial loss of pointing mortar provides access for moisture migration into the masonry substrate.  Joints open due to age, weathering, or differential stresses from movement within the stone or its foundation. The mortar can be further damaged with salts and moisture migration.	<b>Cut and Point</b> Rake out and repoint joints 100%. Rake out and repoint open and damaged joints to limit water infiltration into the exterior masonry walls. Mortar must be an appropriate mix to match the physical and aesthetic characteristics of the original mortar and building materials. Mortar analysis should be conducted to determine color and chemical composition of the mortar.	Portico Stairs Level 3  GML Areaways Level 3		
SA SB SC  GML Portico Stairs  GML Areaways	<b>Soiling: Atmospheric</b> <b>Staining: Biological</b> <b>Staining: Copper</b>  Soiling and staining of the base material are described by Components above including Atmospheric Soiling, Biological Growth, Copper Staining.  Copper staining at GML granite is limited in area and effect, while the removal process is labor intensive.	<b>Cleaning</b> Perform procedures described in the Stone Masonry Treatments.	Portico Stairs Level 5  GML Areaways Level 3		



Exterior - Lighting

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
DS  GML Portico	<b>Displacement</b> Fixture out of plumb.	<b>Restoration</b> Perform full repair of light fixture by disassembling, cleaning, re-wiring, re-assembling, and tightening all connections.  Secure fixture in place with new epoxy anchors and removable nuts.	Level 4		
EI  GML Facade  HOF Granite	<b>Inappropriate Element</b> Security lighting not historically appropriate.	<b>Provide Historically Appropriate Lighting</b> Perform analysis of light levels required at exterior areas and implement a system of fixtures that provide suitable illumination and are in keeping with the historic character.	GML & HOF Level 4		
IL  All Exterior Areas	<b>Illumination</b> Fixture does not provide footcandles/lumens required by code for wayfinding or egress.	<b>Relamp Existing Fixture</b> Perform analysis of light levels required at exterior areas to determine whether supplemental illumination is needed.  Perform full repair of light fixture by disassembling, cleaning, re-wiring, re-assembling, and tightening all connections.  Replace bulbs with higher output energy efficient lamps.	Level 4		
LP  GML Portico	<b>Loss of Patination</b> Wear of protective finish.	<b>Clean &amp; Refinish</b> Clean with micro-abrasive applied by a conservator.  Apply corrosion-inhibiting coating, dry and re-apply.	Level 4		











# Legend - Repair Codes

<b>BRICK MASONRY</b>	<b>STONE MASONRY</b>	<b>GUASTAVINO MARONRY</b>	<b>METAL ROOF</b>	<b>ORNAMENTAL METAL</b>
<div>CJ</div> CRACK THROUGH UNIT & JOINT	<div>CH</div> CRACK: HAIRLINE	<div>CR</div> CRACKED UNIT	<div>EL</div> LOOSE ELEMENT	<div>ED</div> DEFORMED ELEMENT
<div>DS</div> DISPLACEMENT	<div>CJ</div> CRACK THROUGH UNIT & JOINT	<div>DS</div> DISPLACEMENT	<div>FL</div> DETERIORATED FLASHING	<div>IR</div> INAPPROPRIATE REPAIR
<div>IR</div> INAPPROPRIATE REPAIR	<div>CN</div> CRACKING: NETWORK	<div>GL</div> LOSS OF GLAZED FINISH	<div>OJ</div> OPEN JOINT OR SEAM	<div>MC</div> METALLIC CORROSION
<div>IS</div> INCIPIENT SPALL	<div>CR</div> CRACK: GRANITE	<div>SA</div> SOILING: ATMOSPHERIC	<div>PR</div> PREVIOUS REPAIR	<div>ME</div> MISSING ELEMENT
<div>OJ</div> OPEN JOINT	<div>CR</div> CRACK: LIMESTONE			<div>MP</div> PITTED METAL
<div>RC</div> RESIDUAL COATING	<div>DI</div> DISAGGREGATION			<div>MU</div> MISSING UNIT
<div>SA</div> SOILING: ATMOSPHERIC	<div>DS</div> DISPLACED UNIT			<div>OJ</div> OPEN JOINT
<div>SP</div> SURFACE SPALL	<div>EF</div> GYPSUM CRUST & EFFLORESCENCE			<div>SA</div> SOILING: ATMOSPHERIC
	<div>HL</div> HOLE IN UNIT	<b>WINDOWS</b>	<b>MEMBRANE ROOF</b>	
	<div>IC</div> INAPPROPRIATE COATING	<div>W1</div> RESTORATION	<div>IE</div> INAPPROPRIATE ELEMENT	
	<div>IE</div> INAPPROPRIATE ELEMENT	<div>W2</div> REPLACEMENT	<div>HL</div> HOLE	
	<div>LS</div> LOSS OF SURFACE	<b>ENTRANCES</b>	<div>OJ</div> OPEN JOINT	<b>STAIRS &amp; PAVING</b>
	<div>OB</div> FORIEGN OBJECT	<div>IR</div> INAPPROPRIATE REPAIR	<b>TERRA COTTA</b>	<div>BU</div> BROKEN UNIT
	<div>OJ</div> OPEN JOINT	<div>LC</div> LOSS OF COATING / FINISH	<div>BU</div> BROKEN UNIT	<div>CN</div> CRACK: NETWORK
	<div>RC</div> RESIDUAL COATING	<div>LP</div> LOSS OF PATINATION	<div>CR</div> CRACK	<div>CR</div> CRACKED STONE
	<div>SAM</div> SOILING: ATMOSPHERIC-MARBLE	<div>MC</div> METALLIC CORROSION	<div>CRH</div> CRACK: HAIRLINE	<div>ED</div> DEFORMED ELEMENT
	<div>SA1</div> SOILING: ATMOSPHERIC & COATING		<div>CT</div> CRACKED TILE	<div>MC</div> METALLIC CORROSION
	<div>SAG</div> SOILING: ATMOSPHERIC-GRANITE		<div>GL</div> LOSS OF GLAZED FINISH	<div>MU</div> MISSING UNIT
	<div>SAL</div> SOILING: ATMOSPH-LIMESTONE		<div>MU</div> MISSING UNIT	<div>OJ</div> OPEN JOINT
	<div>SB</div> STAINING: BIOLOGICAL - GREEN & GREY		<div>OJ</div> OPEN JOINT	<div>SA</div> SOILING: ATMOSPHERIC
	<div>SB1</div> STAINING: BIOLOGICAL - BLACK		<div>SA</div> SOILING: ATMOSPHERIC	<div>SB</div> SOILING: BIOLOGICAL
	<div>SC</div> STAINING: COPPER			<div>SC</div> SOILING: COPPER
	<div>SF</div> STAINING: FERROUS		<b>SKYLIGHTS</b>	<b>LIGHTING</b>
	<div>SJ</div> SEALANT JOINT		<div>DS</div> DISPLACED UNIT	<div>DS</div> DISPLACEMENT
	<div>SO</div> STAINING: CHEMICAL (OIL)		<div>DU1</div> DETERIORATED UNIT (@ GABLE)	<div>EI</div> INAPPROPRIATE ELEMENT
	<div>SP</div> SPALL		<div>DU2</div> DETERIORATED UNIT (@ DRUM)	<div>IL</div> ILLUMINATION
	<div>SS</div> SEVERE SPALL		<div>DU3</div> DETERIORATED UNIT (@ PAVING)	<div>LP</div> LOSS OF PATINATION
	<div>SW</div> STAINING: MOISTURE		<div>EL</div> LOOSE ELEMENT	
			<div>MC</div> METALLIC CORROSION	
			<div>SJ</div> SEALANT JOINT	

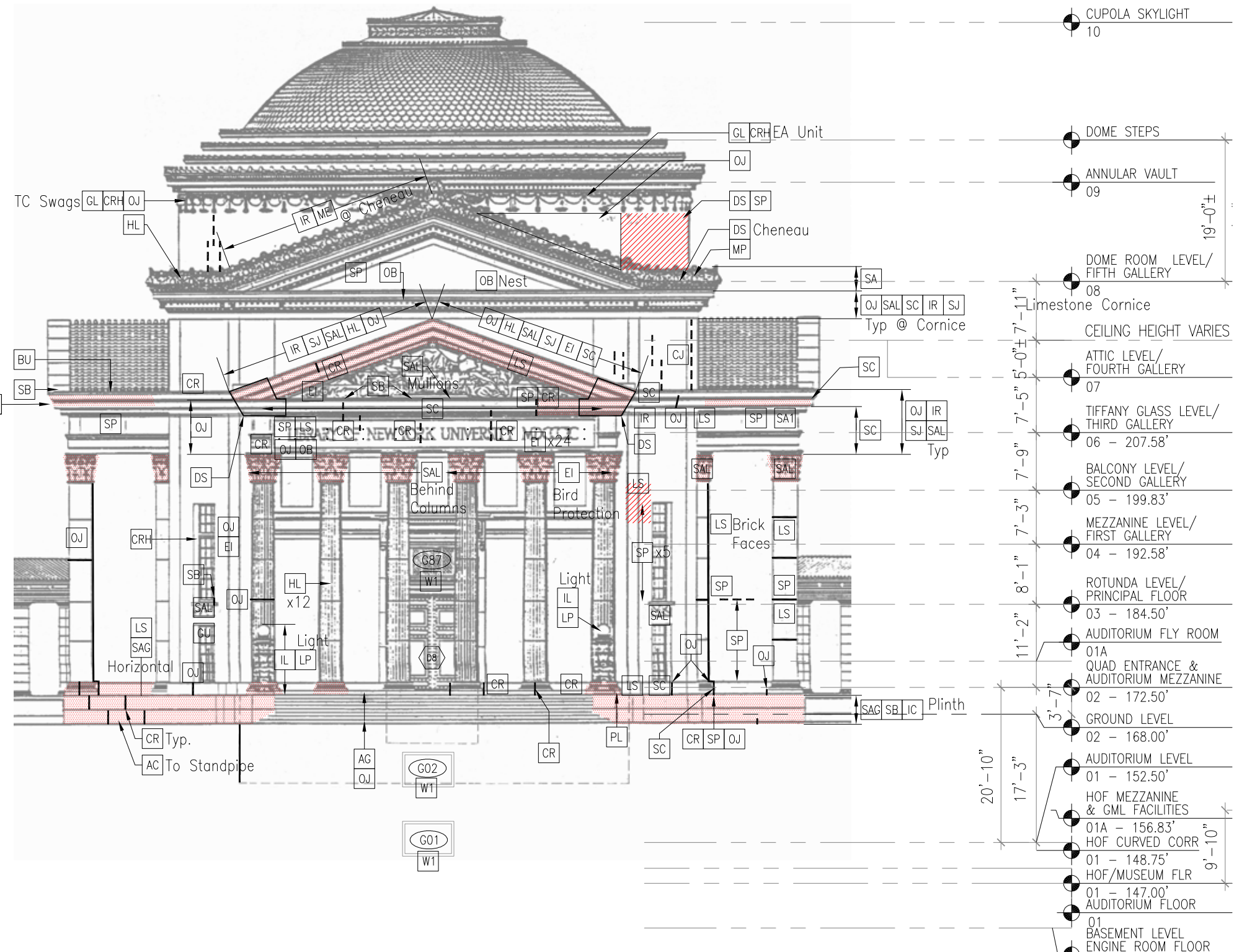
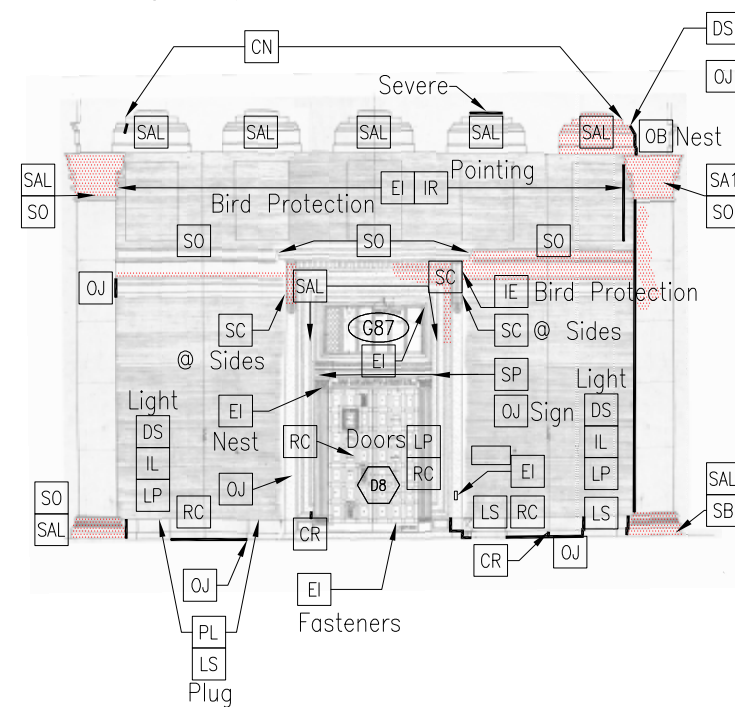
## Exterior - GML East Elevation

## LEGEND

-  STAINING (TYPE NOTED)  
 AREA OF SEVERE  
 DETERIORATION  
 OPEN JOINT  
 CRACK OR CRACKED UNIT  
 MISSING/DAMAGED WINDOW  
 CONDITION CODE (PER TABLES)  
 WINDOW NUMBER  
 DOOR NUMBER

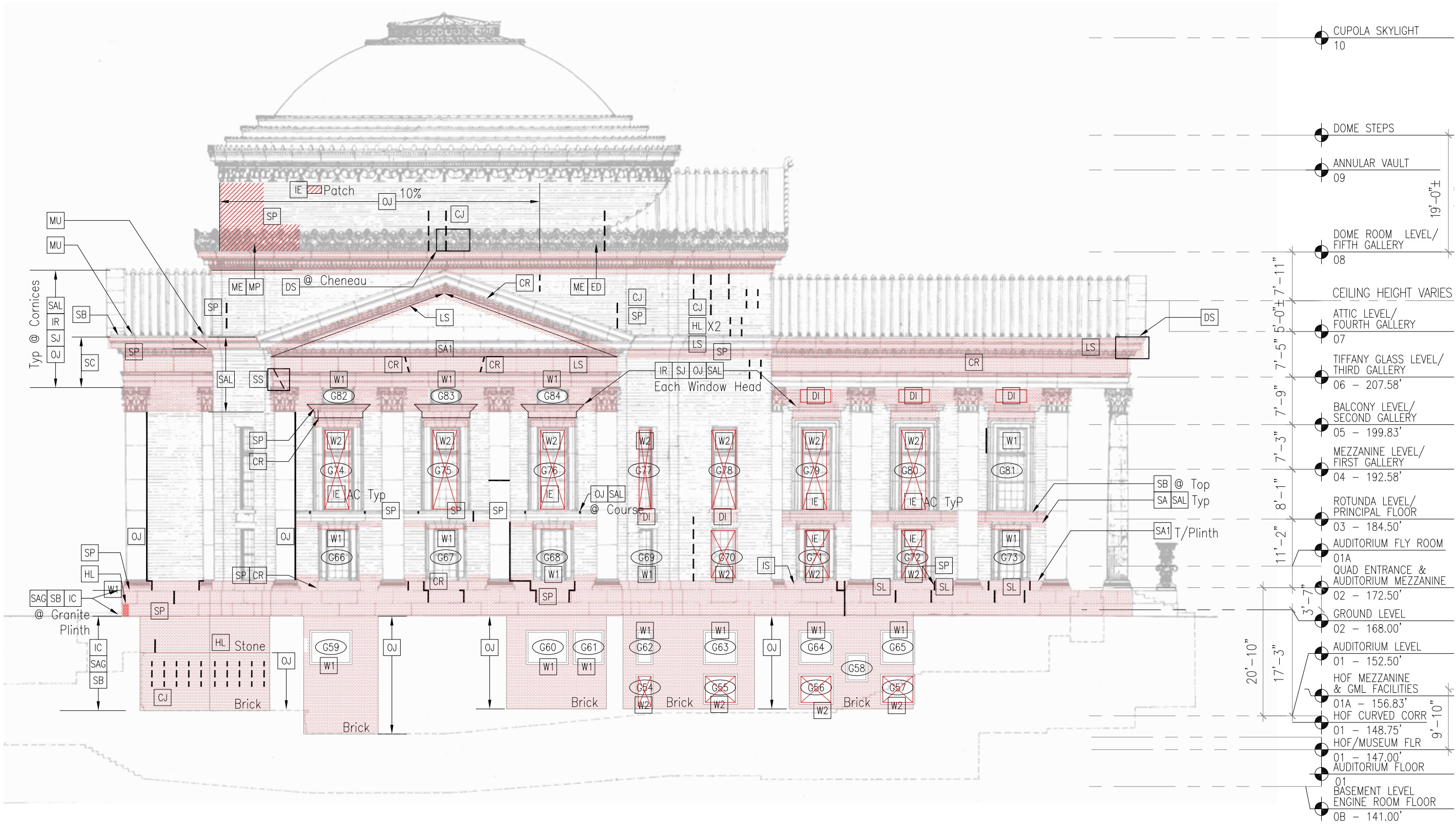
### Typical Conditions

- Severe staining below modillions
- Open joints @ cornice units
- Water staining below open joints
- Staining @ capitals





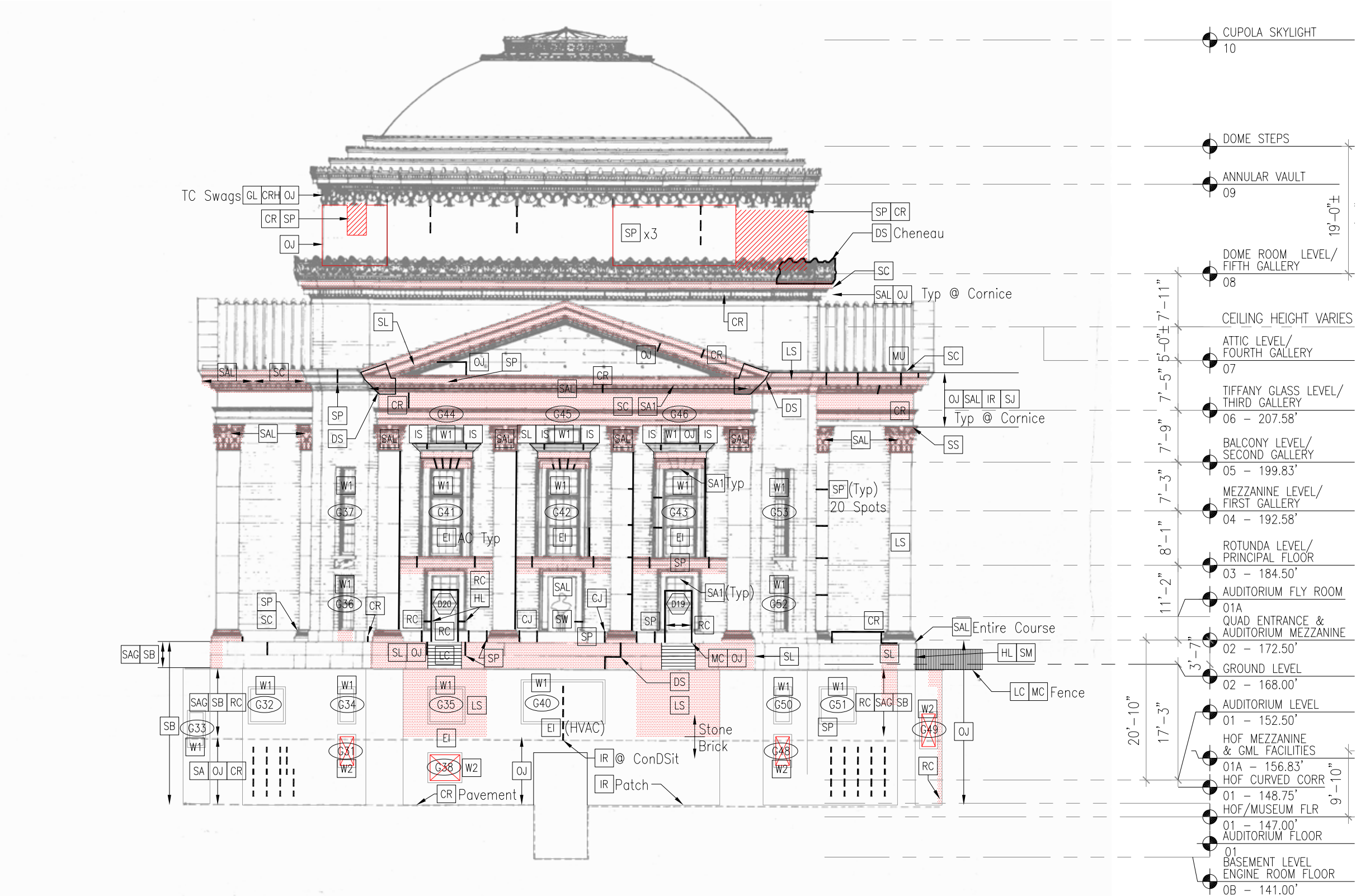
Exterior - GML South Elevation



# Exterior - GML West Elevation

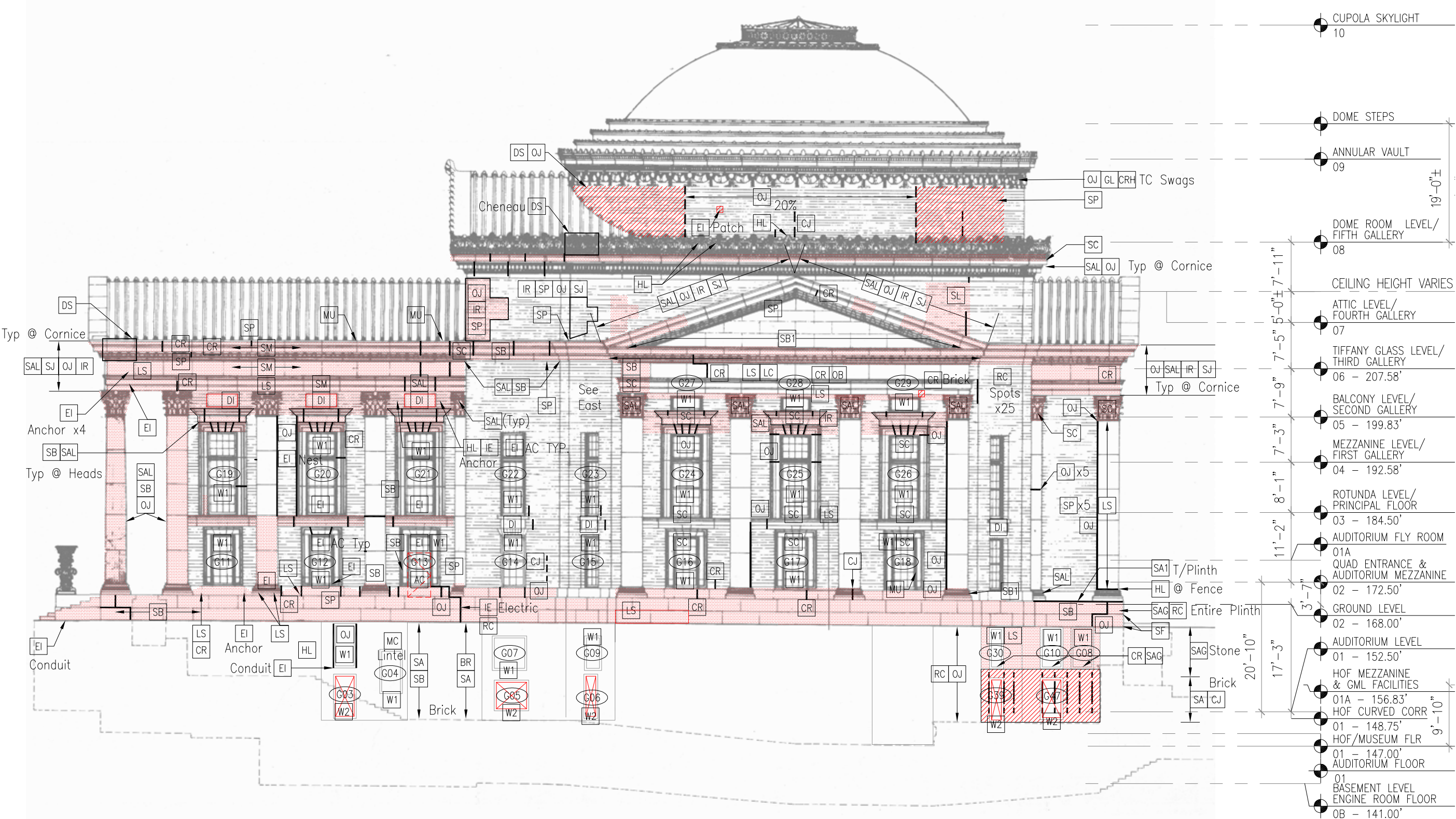
## LEGEND

- STAINING (TYPE NOTED)
- AREA OF SEVERE DETERIORATION
- OPEN JOINT
- CRACK OR CRACKED UNIT
- MISSING/DAMAGED WINDOW
- CONDITION CODE (PER TABLES)
- WINDOW NUMBER
- DOOR NUMBER



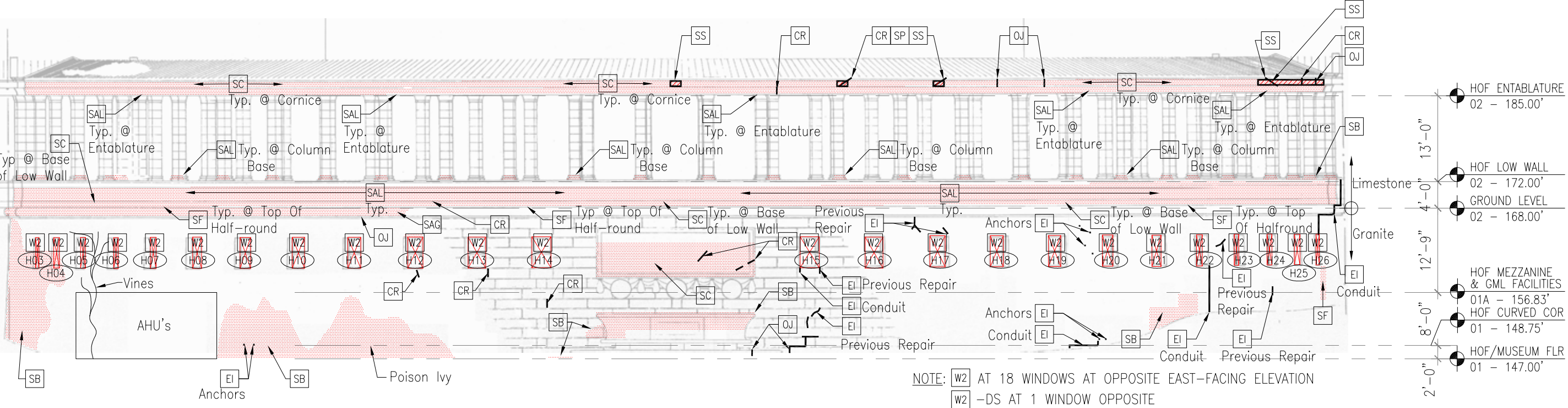


Exterior - GML North Elevation

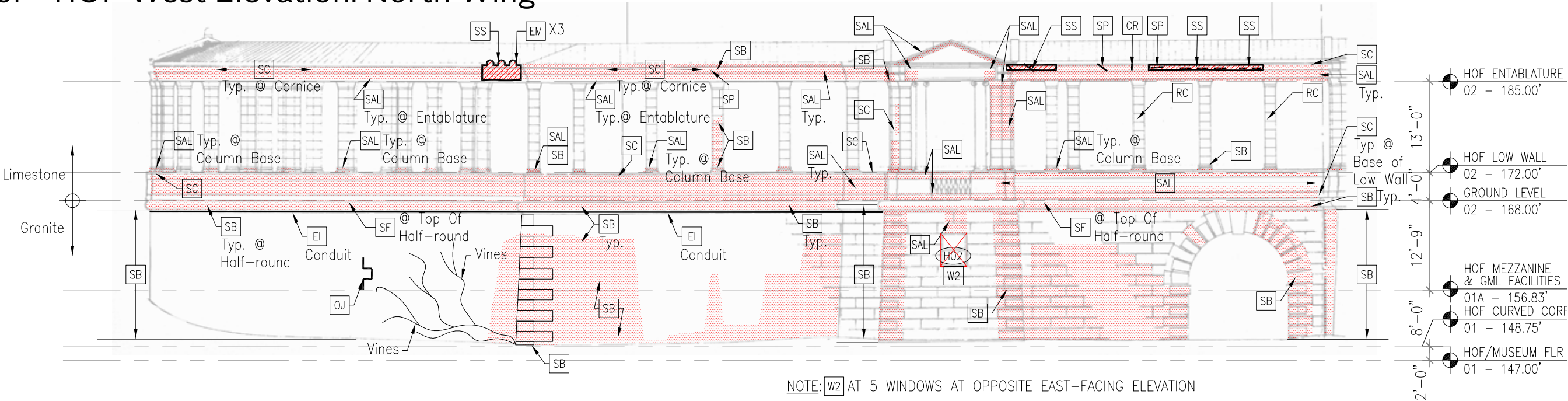




Exterior - HOF West Elevation: Central Wing



Exterior - HOF West Elevation: North Wing

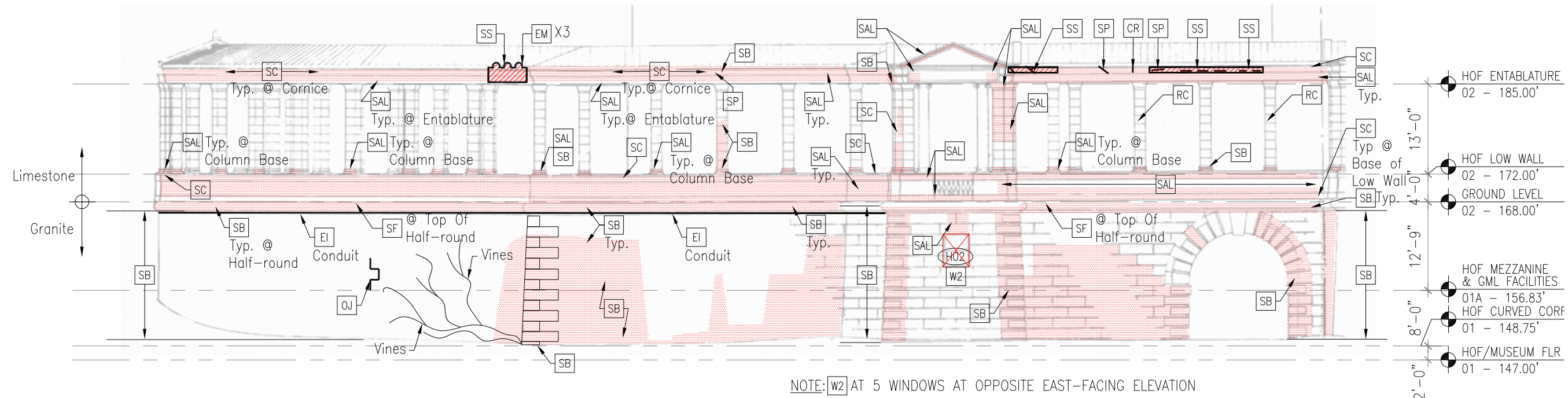




# Exterior - HOF North Elevation: North Wing & North Entry

## LEGEND

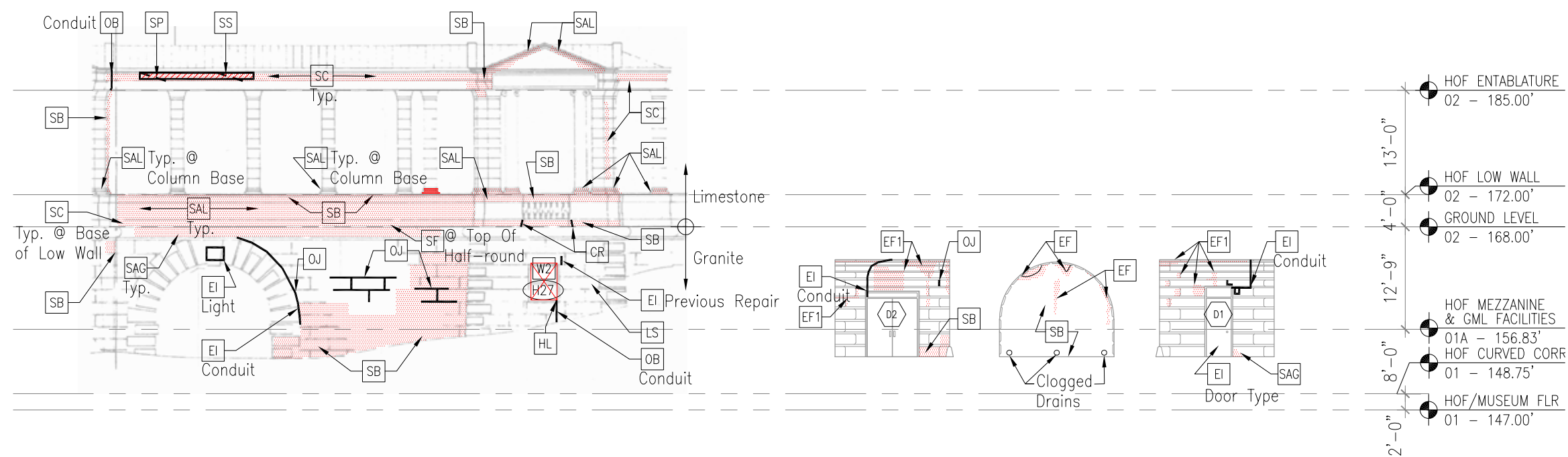
- STAINING (TYPE NOTED)
- AREA OF SEVERE DETERIORATION
- OPEN JOINT
- CRACK OR CRACKED UNIT
- MISSING/DAMAGED WINDOW
- CONDITION CODE (PER TABLES)
- WINDOW NUMBER
- DOOR NUMBER



# Exterior - HOF West Elevation: South Wing & South Entry

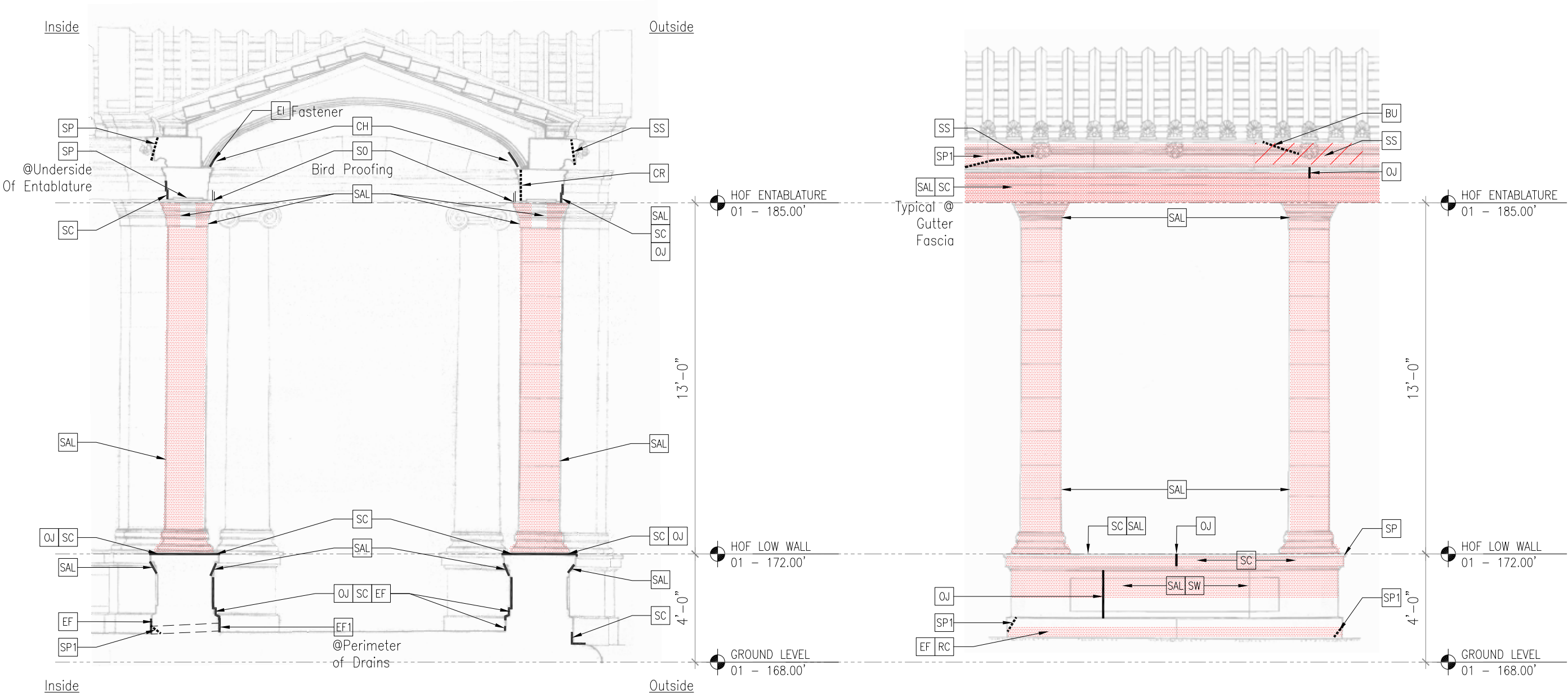
## LEGEND

- STAINING (TYPE NOTED)
- AREA OF SEVERE DETERIORATION
- OPEN JOINT
- CRACK OR CRACKED UNIT
- MISSING/DAMAGED WINDOW
- CONDITION CODE (PER TABLES)
- WINDOW NUMBER
- DOOR NUMBER





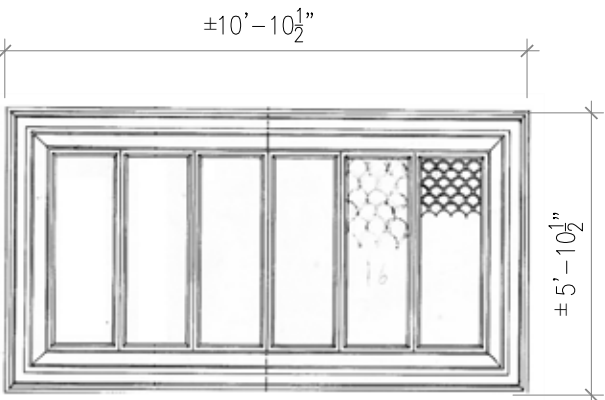
Exterior - HOF Section at Colonnade & HOF East Elevation of Colonnade



Typical Section

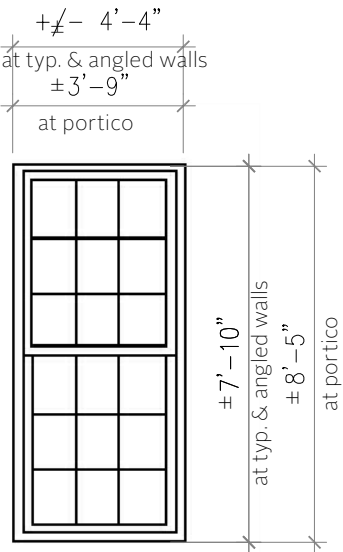
Typical Exterior Elevation

Exterior Window Types - GML



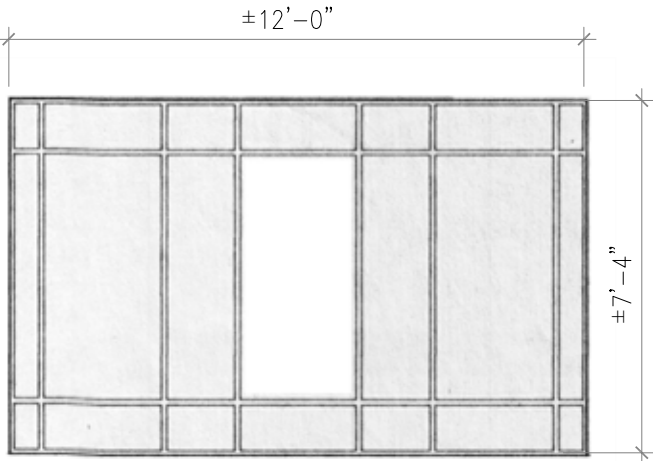
A  
fixed

Portico Vault Light  
Restore



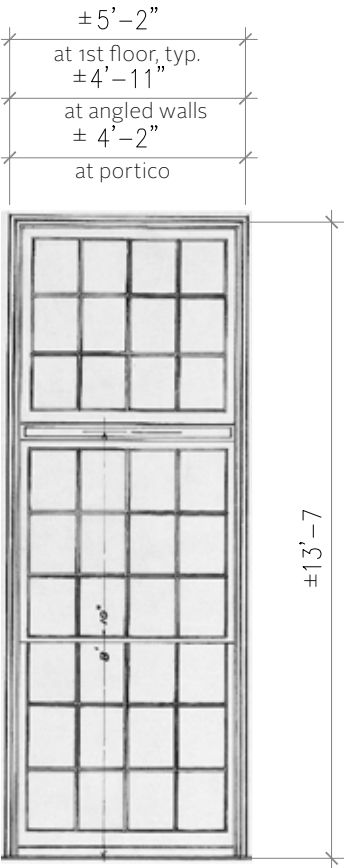
B  
double-hung

Facades at N, S, W  
Divided light windows generally exist in good condition.  
As a character-defining element windows may be repaired except 3 severely deteriorated units at the south facade.



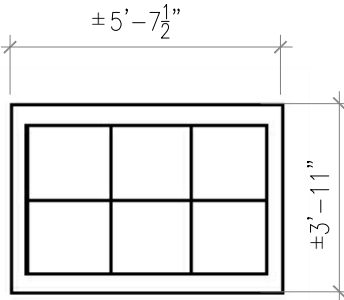
E  
fixed

Non-original unit;  
Replacement included in egress stair project scope



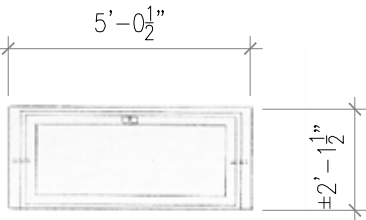
C  
double-hung w/ pivot transom

Facades at N, S, W  
Divided light windows generally exist in good condition.  
As a character-defining element windows may be repaired except 7 severely deteriorated units at the south facade.



F  
fixed transom

Non-original units;  
Good conditions

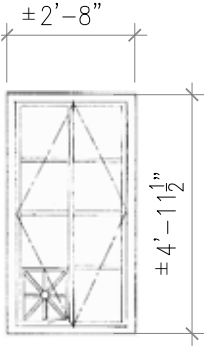


D  
pivot

Second Level Galleries at N, S & W Wings  
Units are severely deteriorated and replacement is recommended.

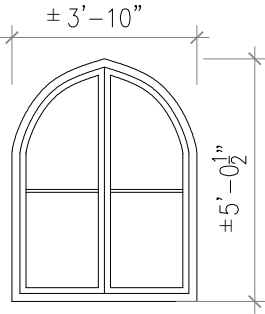


# Exterior Areaway Window Types - GML



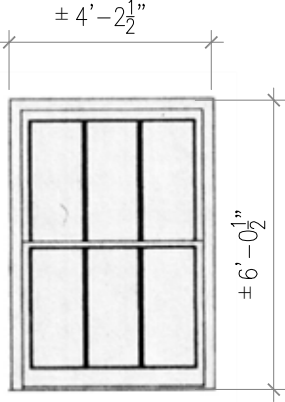
**G**  
casement

East Areaway  
Restore



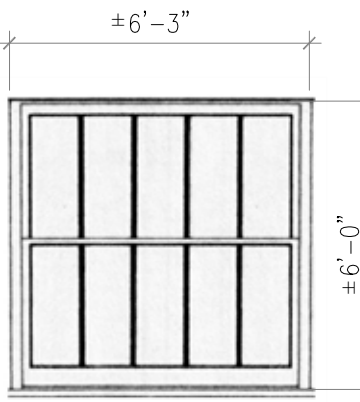
**H**  
casement

North Areaway  
Restore



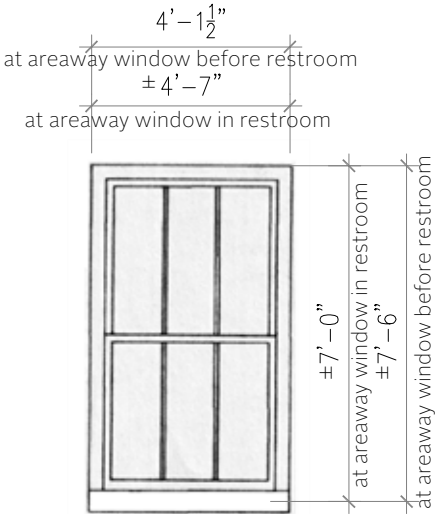
**I**  
double-hung

Areaways  
Restore



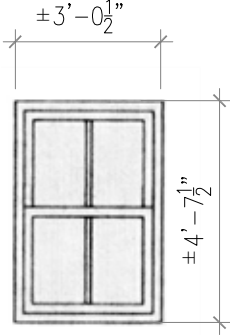
**J**  
double-hung

Areaways  
Restore



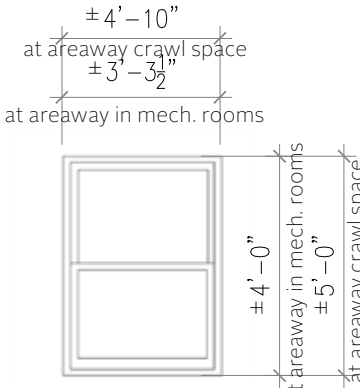
**K**  
double-hung

Sub-basement oB  
Poor condition,  
replacement  
recommended



**L**  
double-hung

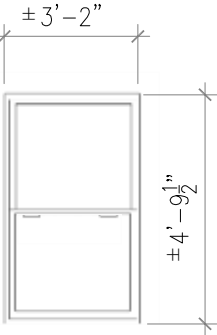
Basement o1  
Poor condition,  
replacement  
recommended



**M**  
double-hung

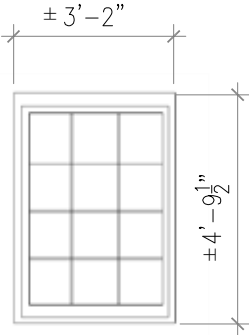
Sub-basement oB  
Poor condition,  
replacement  
recommended

# Exterior Window Types - HOF



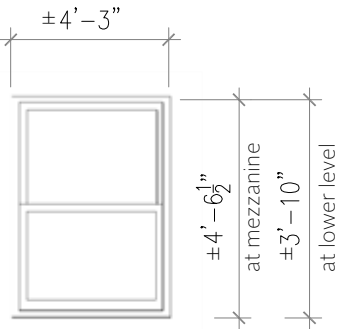
**N**  
double-hung

West Facade  
Covered inaccessible, missing;  
replacement recommended



**O**  
fixed

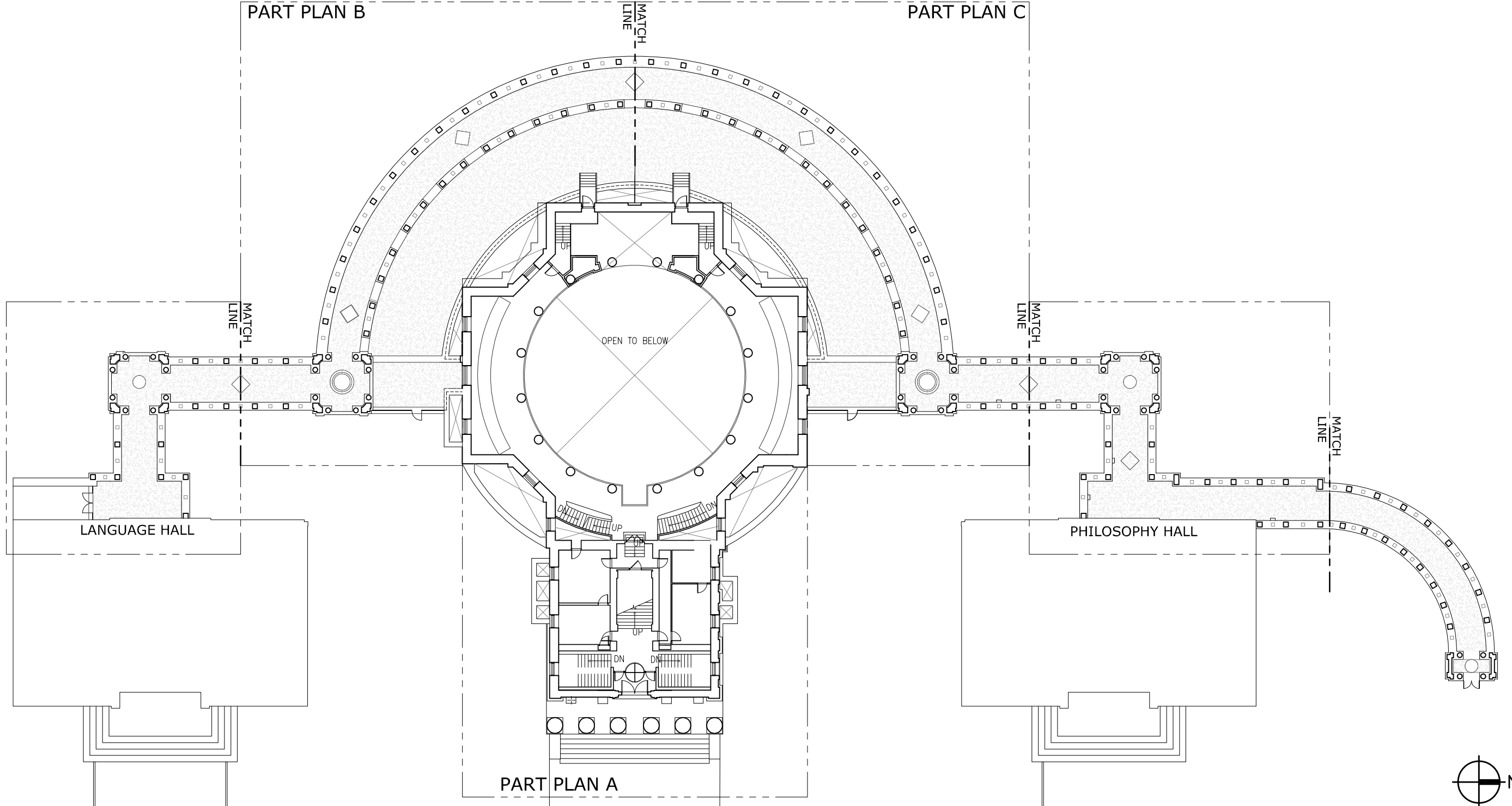
Language & Philosophy Corridors  
Non-original units;  
replacement recommended



**P**  
double-hung

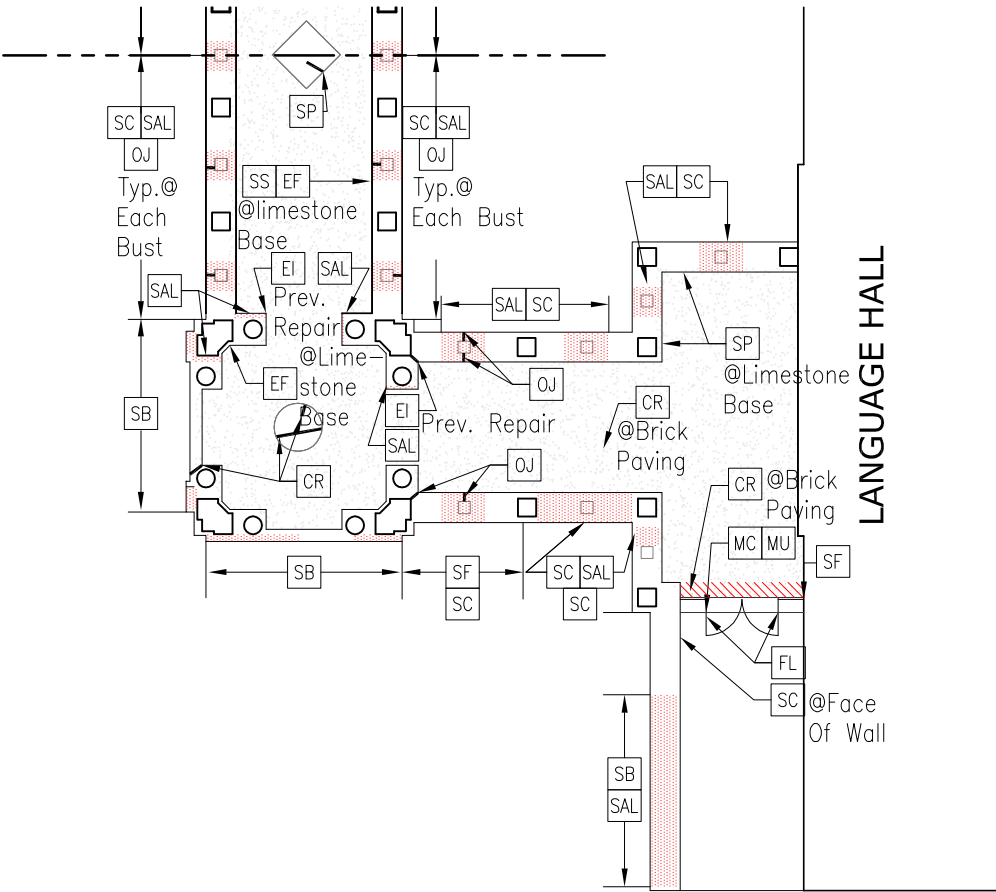
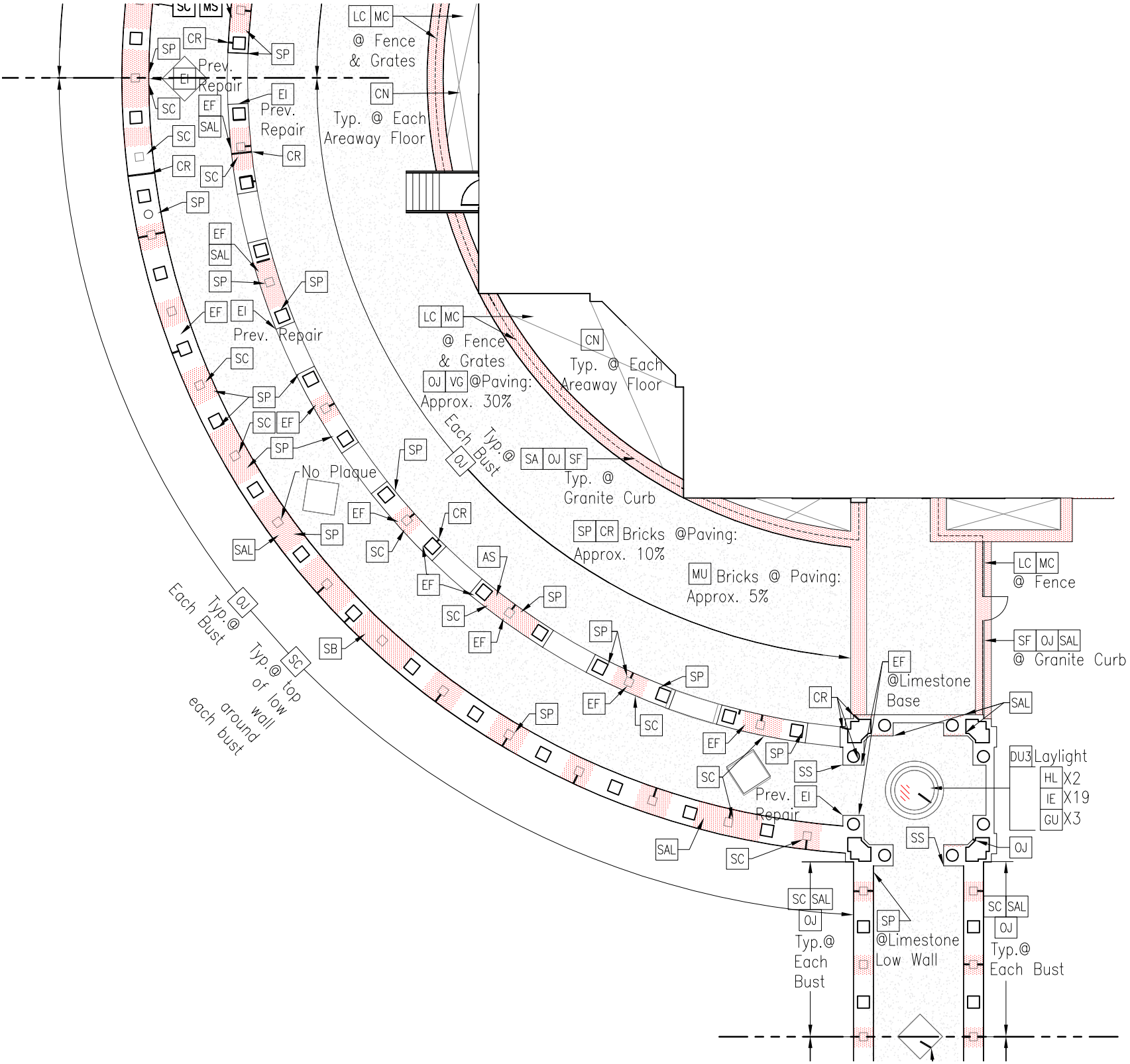
Areaways  
Covered inaccessible, missing;  
replacement recommended

Exterior Key Plan 02 - First Floor

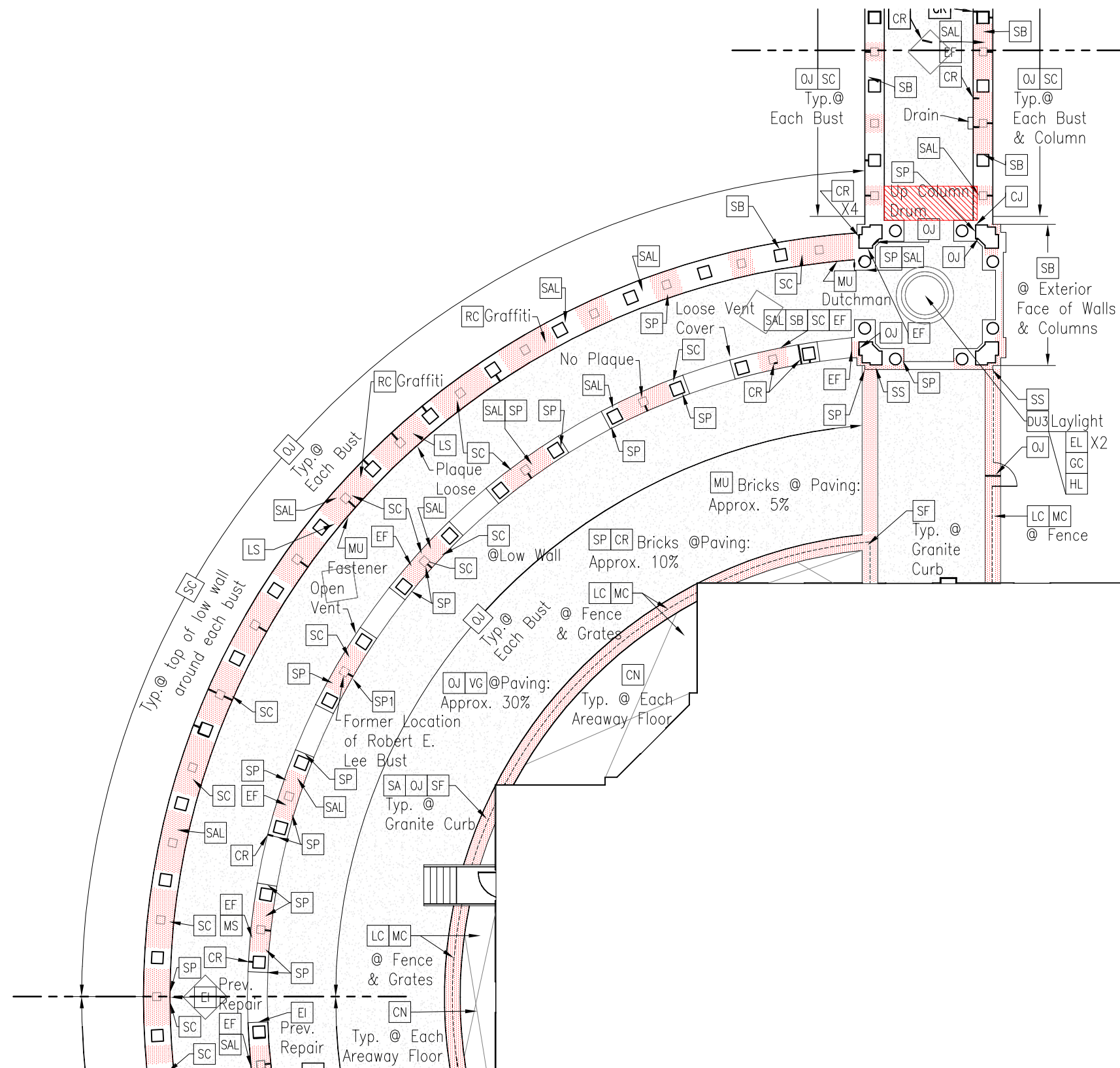




Exterior Part Plan B - First Floor

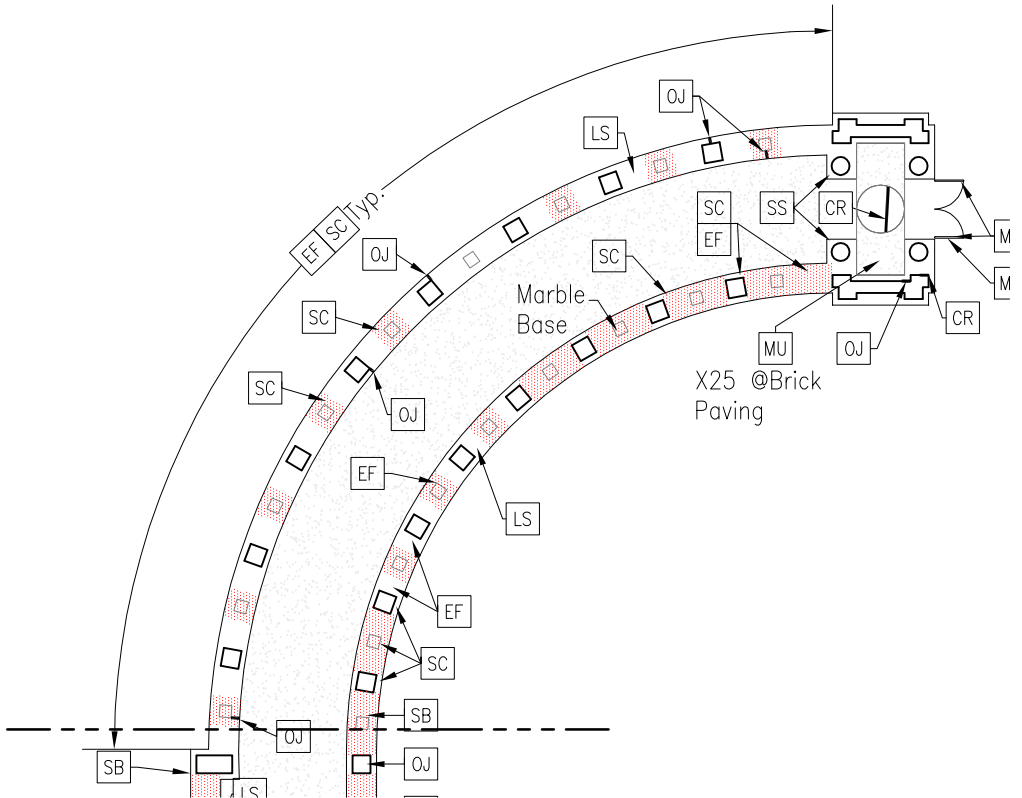
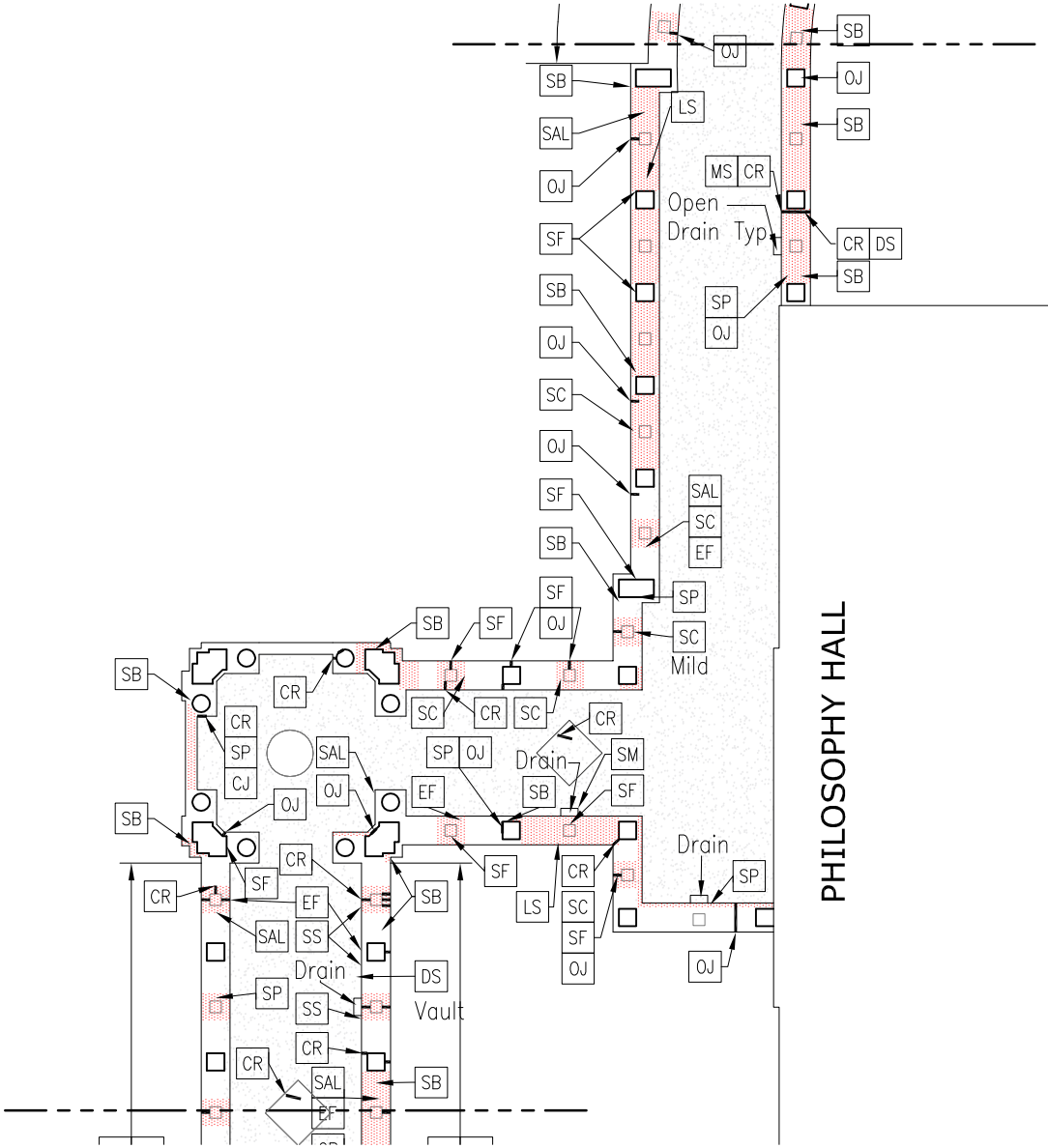


## Exterior Part Plan C - First Floor

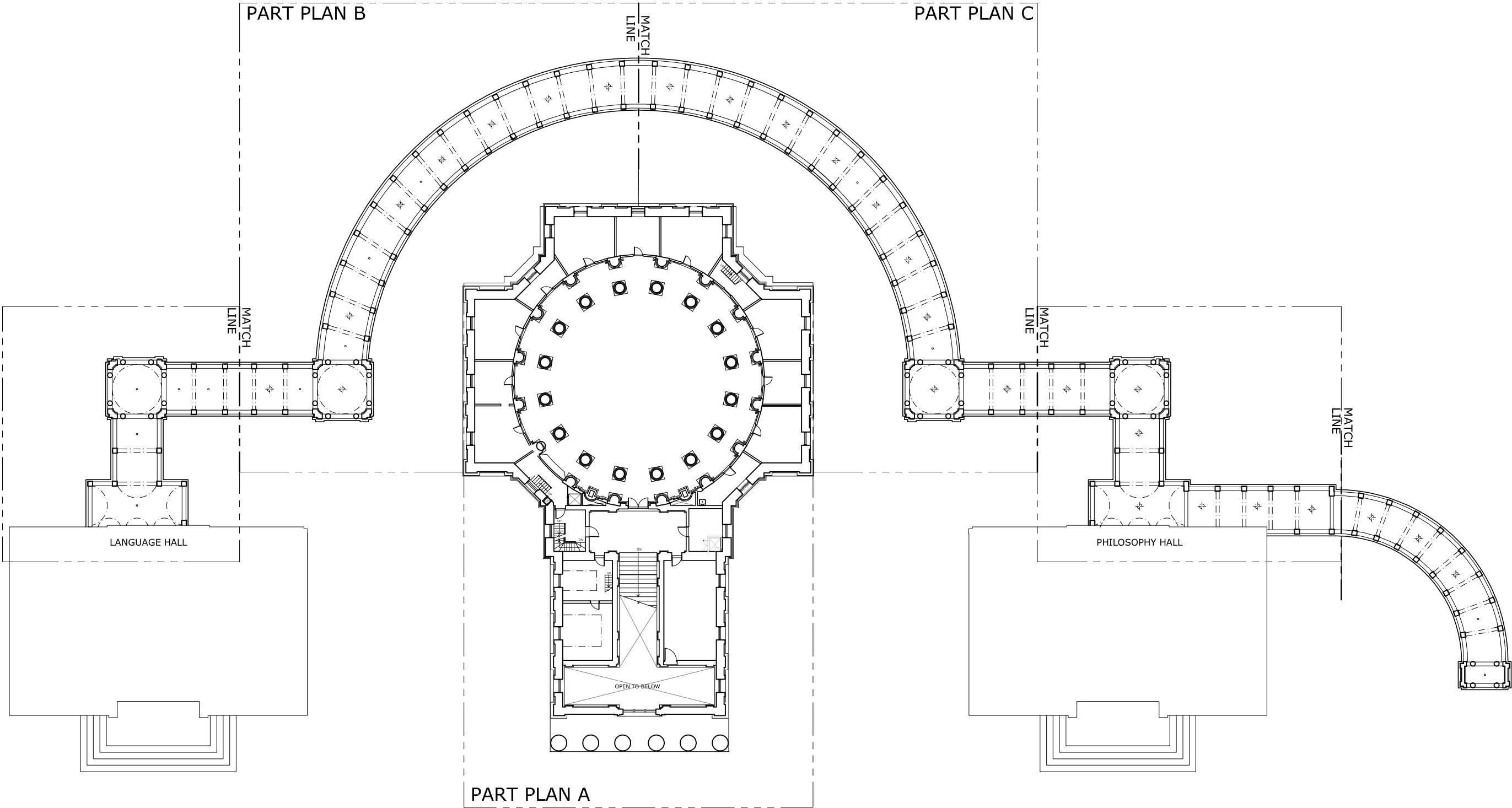




## Exterior Part Plan D- First Floor

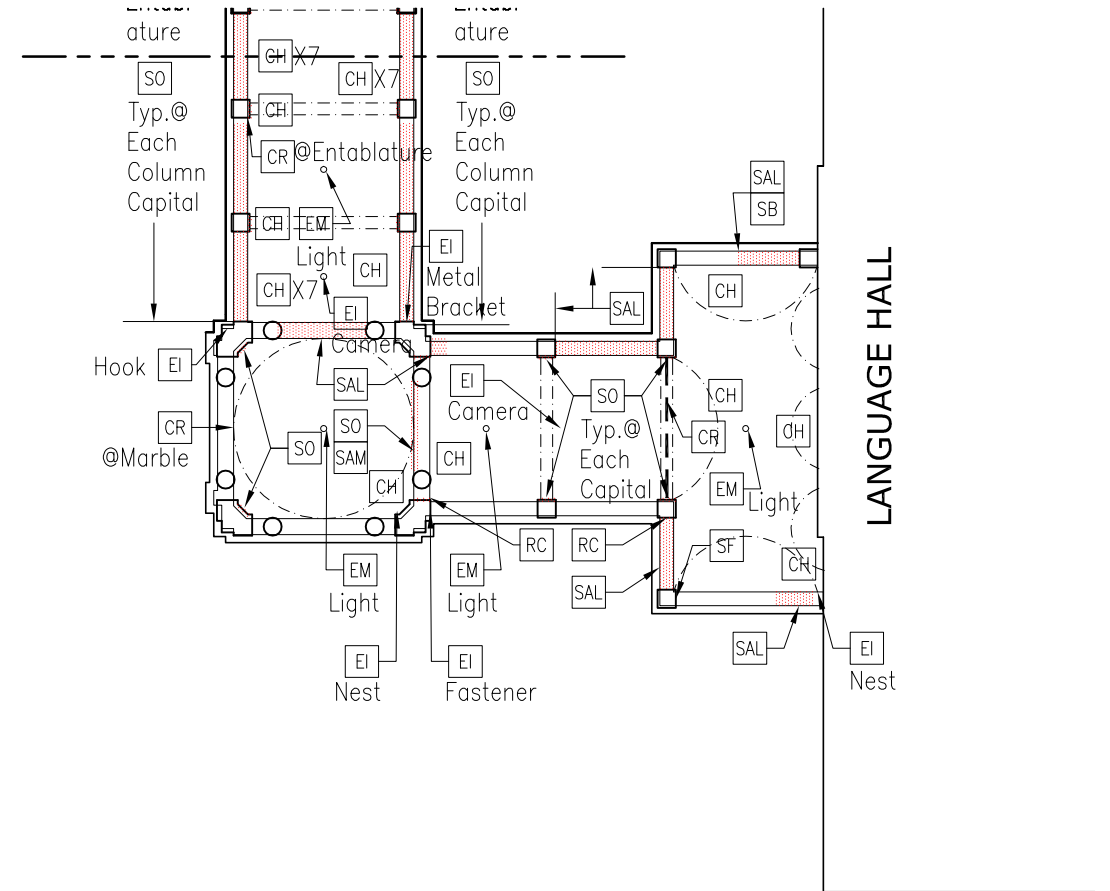
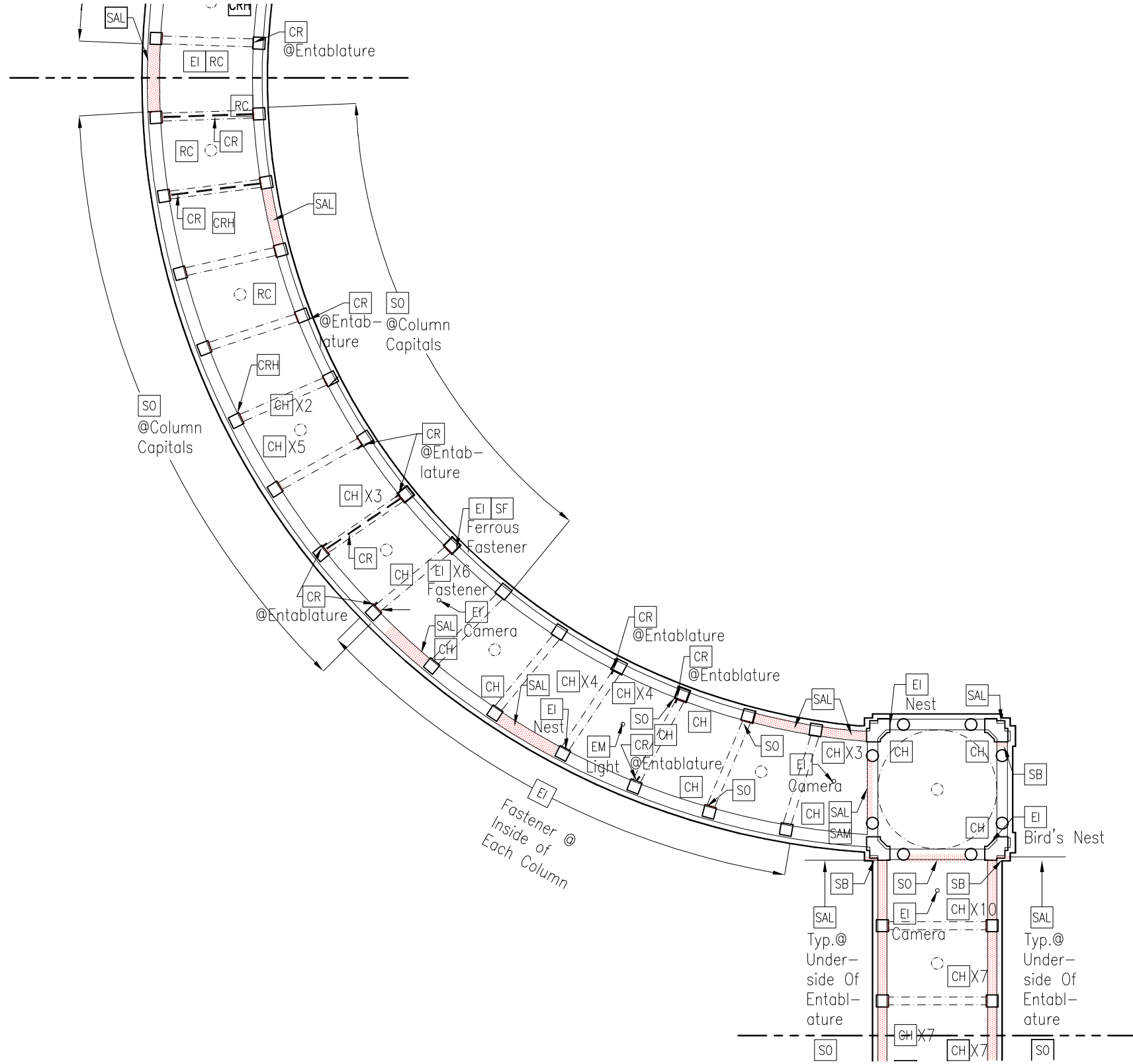


Exterior Key Plan 03 - Rotunda Level

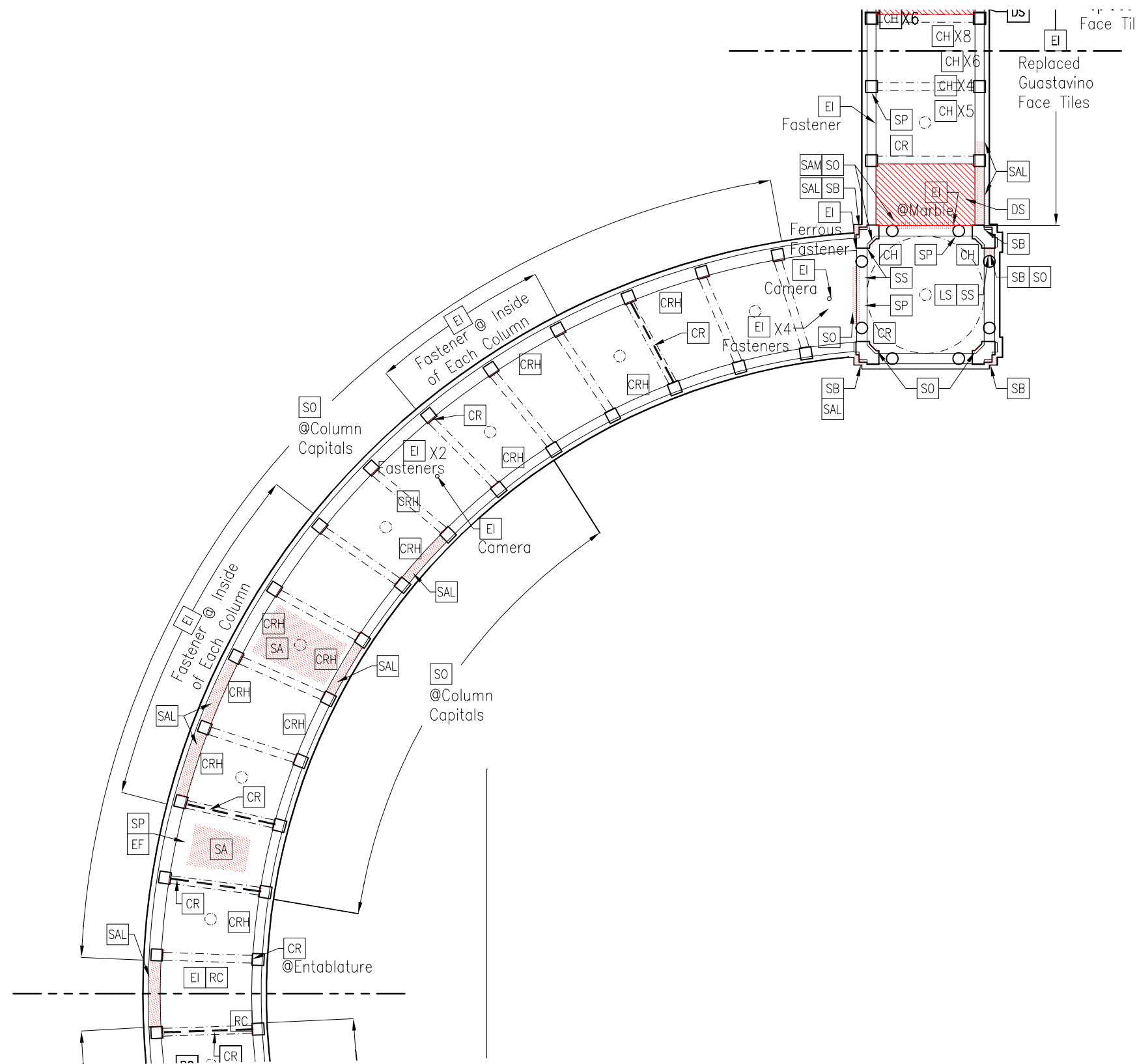




# Exterior Part Plan B - Rotunda Level

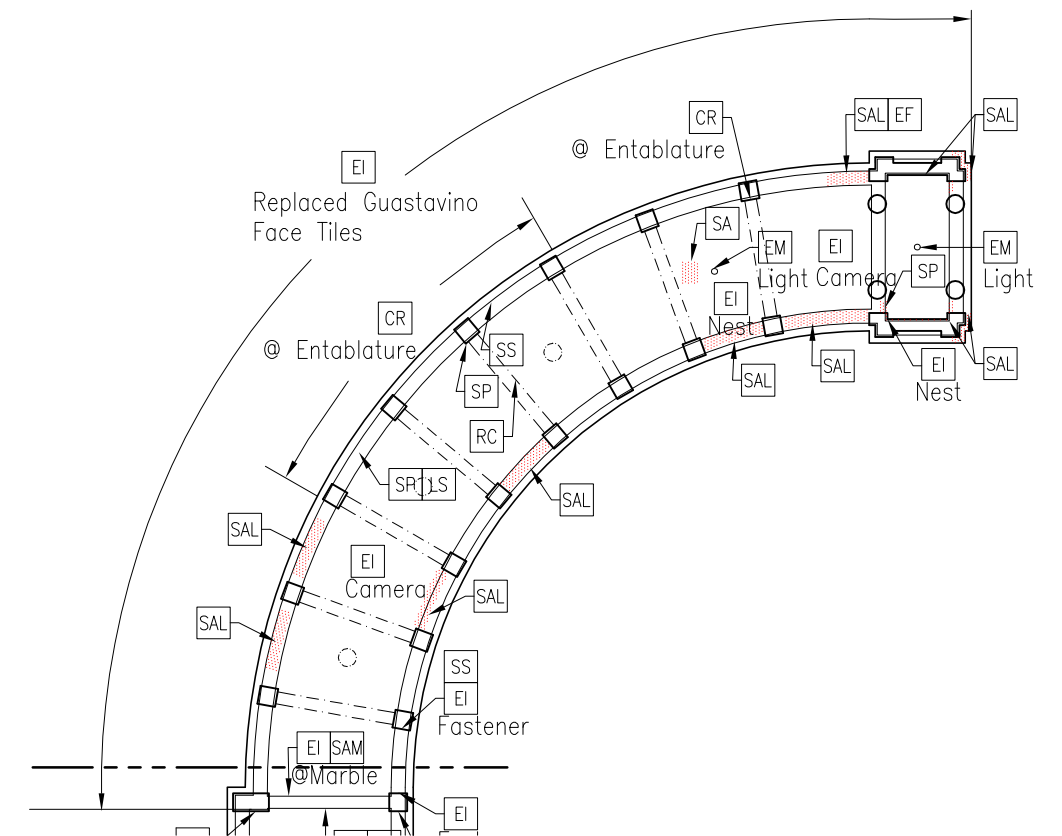
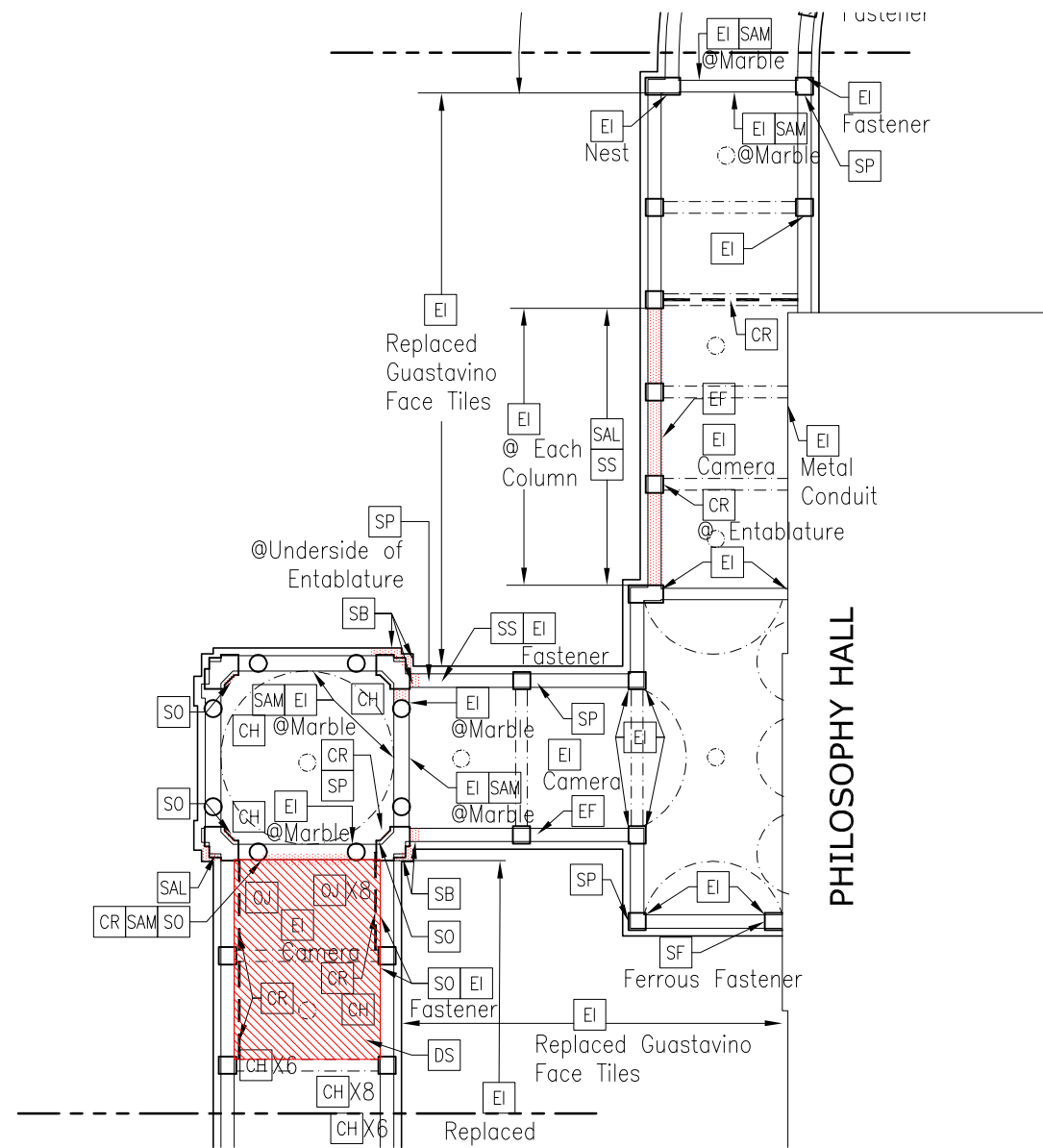


## Exterior Part Plan C - Rotunda











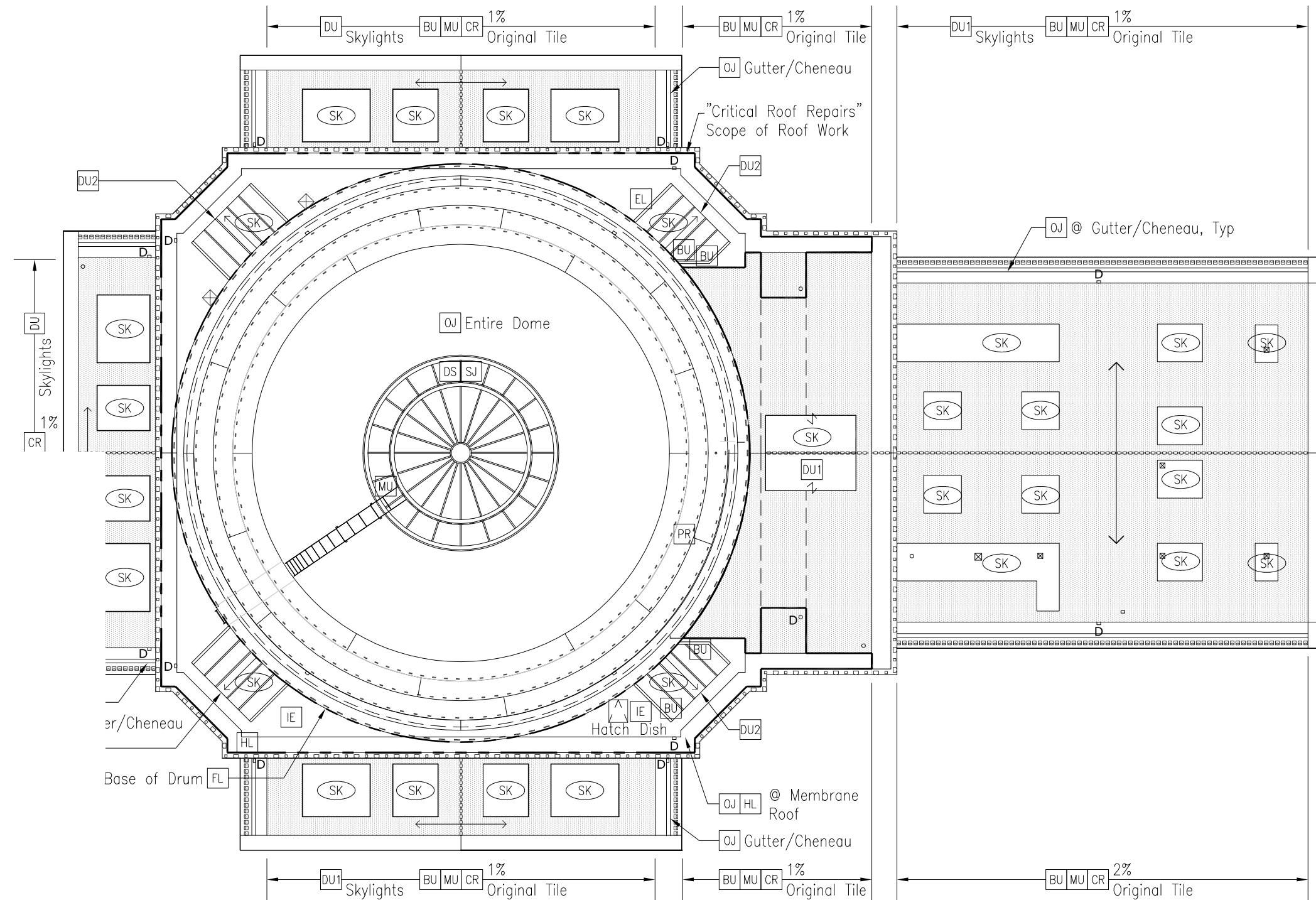
## Exterior Part Plan D - Rotunda



## Exterior - GML Roof Plan

## LEGEND

-  TERRA COTTA TILE  
 % APPROXIMATE PERCENT OF ORIGINAL TILE BROKEN  
 VENT  
 DRAIN  
 SKYLIGHT  
 CONDITION CODE (PER TABLES)

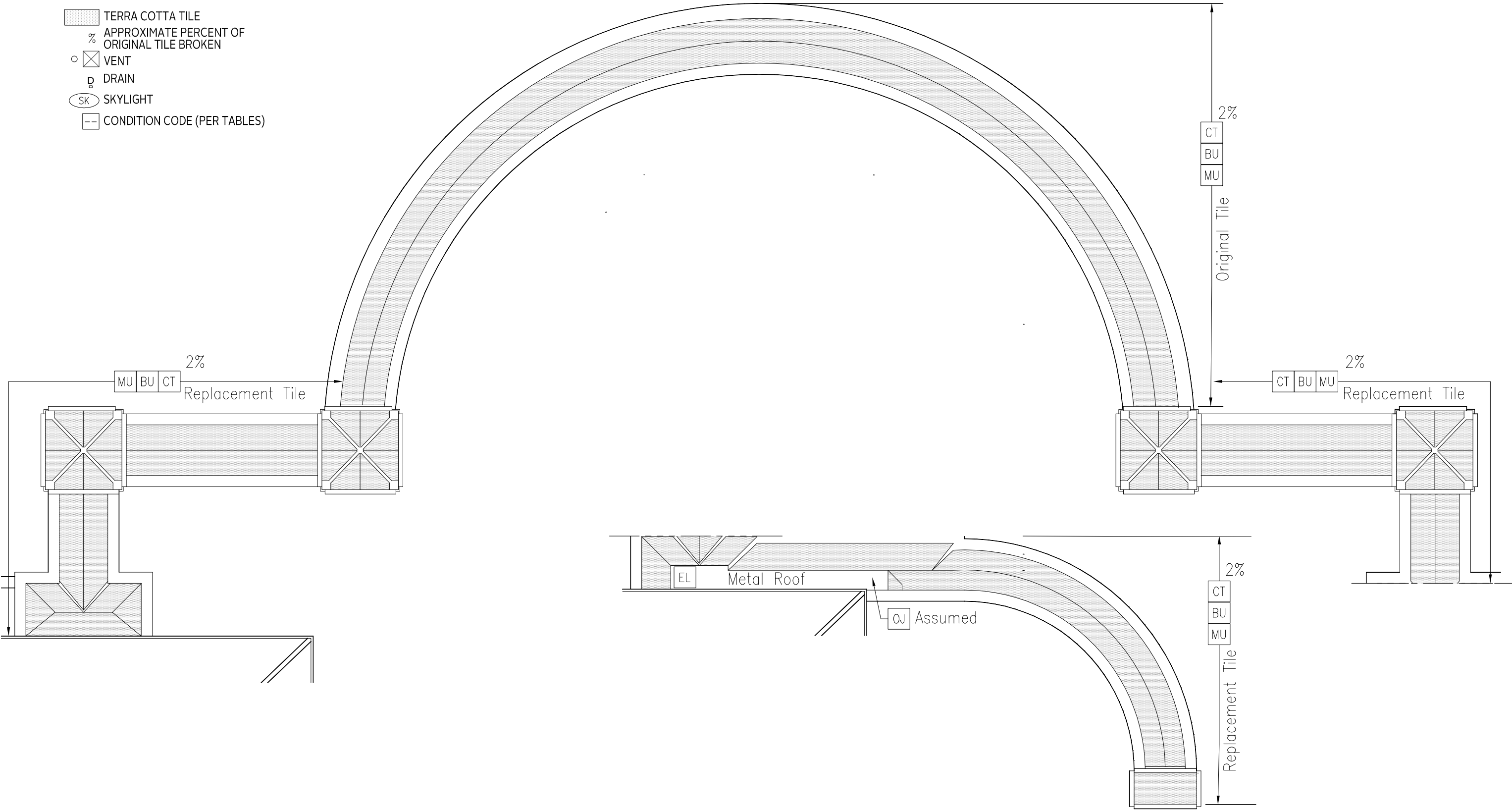












# Exterior - HOF Roof Plan

LEGEND

- TERRA COTTA TILE
- % APPROXIMATE PERCENT OF ORIGINAL TILE BROKEN
- X VENT
- DRAIN
- SK SKYLIGHT
- CONDITION CODE (PER TABLES)











Exterior - Landscape

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
LD1 - LD5	<p><b>Poor Drainage</b></p> <p>In locations where water flows toward the building or pathway as a result of settlement or long term erosion activity, the grade may be modified by elevating areas to pitch away from the structure. Where the grade inherently slopes toward the building or walkway a soft swale or drainage gutter can be considered to collect and redirect surface flows.</p>	<p><b>Modify Grade</b></p> <p>In locations where water flows toward the building or pathway as a result of settlement or long term erosion activity, the grade may be modified by elevating areas to pitch away from the structure. Where the grade inherently slopes toward the building or walkway a soft swale or drainage gutter can be considered to collect and redirect surface flows.</p>	Level 4		
LD6 - LD11	<p><b>Erosion</b></p> <p>Perimeter of HOF has been washed away by run-off from roof scuppers.</p>	<p><b>Provide Maintenance Border</b></p> <p>Install a stone maintenance border at the perimeter of the HOF to absorb the impact of roof run off and direct it away from the building wall sloping toward central lawn drains. Drainage gravel below the maintenance strip will aid in reducing rising damp at the buildings limestone base course.</p>	Level 3		
LD12 - LD13	<p><b>Surfaces</b></p> <p>Surface spalling of brick paving is evident and surface vegetation is seeded in the joint work between the paving bricks. Level of spalling is modest less than 10 percent of the overall paved surface.</p> <p>Granite border on areaway grate is two to four inches above the adjacent brick paving.</p>	<p><b>Replace Paving</b></p> <p>Replace brick paving that has begun to spall, remove organic vegetation, point any open joints to arrest deterioration and water infiltration.</p> <p><b>Assess Granite Areaway Borders</b></p> <p>It is not certain if this is the original as-built condition or if the paving has settled. The condition should be looked at as a potential safety concern should the HOF terrace be used for public events.</p>	Level 3		
LE1 - LE5	<p><b>Inappropriate Elements</b></p> <p>AC units located west of the Hall of Language within a landscape timber and gravel setting are unsightly, distract from the landscape setting and make noise adjacent to the HOF adversely affecting the experience.</p> <p>The AC condensing units are unsightly and distract from the curved wall of the GML as seen from Sedgwick Avenue.</p> <p>Decorative site elements are not in the character of the historic landscape, including metal posts between Philosophy Hall and HOF, concrete and bronze tree memorial, and flagpoles outside of Language Hall.</p>	<p><b>Improve Mechanical Systems</b></p> <p>Units should be relocated away from important views and public areas. Where units cannot be taken out of the public landscape their positioning and treatment the immediate surrounds should reflect historic character of the White complex.</p> <p><b>Assess Landscape Elements</b></p> <p>Service upgrades (including chilled water, electric, fire alarm, data, etc.) should be installed below grade. Fencing element remaining attached to the historic building will need to be assessed for historic appropriateness and rehabilitated or removed. Memorial marker at the White complex should be treated with the same respect as the markers relocated for improvements of the Quad Landscape Improvements.</p>	Level 5		









# Exterior - Landscape

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
LE6 - LE7	<p><b>Site Fences</b></p> <p>Iron fencing along Sedgwick Avenue is in fair to poor condition. Many of the historic acorn finials are missing and the base is rusting from having soil and debris pile up against the post and pickets over several decades. Some minor sections of fence have bent or dislodged pickets.</p>	<p><b>Fence Repair</b></p> <p>Iron fencing along Sedgwick Avenue is a contributing element of the historic landscape. Repair/rehabilitation of the fencing to reflect its historic character. Deteriorated site conditions, collected debris, elevated grades and proposed vegetation renewal, need to be addressed as part of the perimeter fence work.</p>	Level 4		
LE8 - LE10	<p><b>Site Walks</b></p> <p>The concrete walk at the northwest auditorium exit is cracked and failing. The walk is blocked off from the corner of Sedgwick Avenue and Hall of Fame Terrace drive by the 8 foot high aluminum fencing.</p> <p>The concrete walk, metal handrail and downslope stone retaining wall are failed along the west perimeter of the HOF.</p>	<p><b>Improve Walkway</b></p> <p>The concrete walk is part of the historic circulation system of the building. Contemporary pedestrian and emergency exit needs for the auditorium will direct the preferred treatment options in this location. The aluminum fencing is a contemporary add addressing security concerns. Its position and relationship to the building needs to reflect the historic setting.</p>	Level 5		
LE11 - LE13	<p><b>Site Walls</b></p> <p>The historic steps to the corner of Sedgwick Ave and Hall of Fame terrace gate are no longer present and the gate in operation.</p> <p>The stepped retaining wall with stone finials upslope of the historic walk and steps is a character feature of the historic landscape and still functions to retain the slope. It is in fair to poor condition.</p>	<p><b>Repair Walls</b></p> <p>The stepped retaining wall is both an historic feature and performs a function in retaining the steep slope. Restoration of the wall to preserve its historic materials and fabric and prevent future failure is the preferred approach. Steps which are no longer present would not be replaced. Re-grading of their location to illustrate the historic circulation pattern and replacement with a secure yet operational gate will serve as a maintenance access for this area.</p>	Level 4		
LE14	<p><b>Historic Fountain</b></p> <p>The fountain at the base of the HOF west slope is in fair to good condition, without operational plumbing systems.</p>	<p><b>Restore Fountain</b></p> <p>Repair stone fountain, restore basin and re-energize with flowing water.</p>	Level 5		









Exterior - Landscape

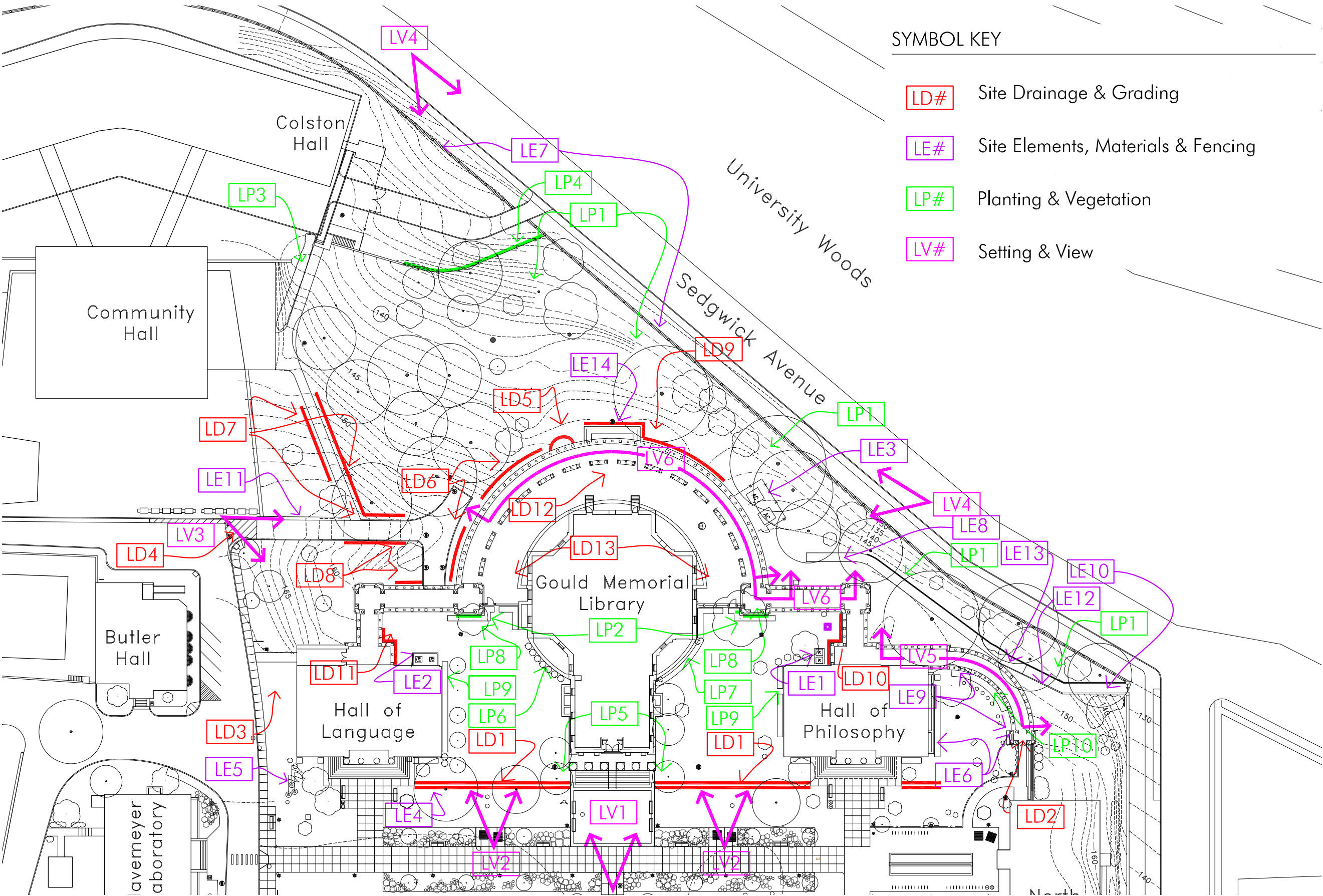
COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
LP1 - LP10	<p><b>Plantings</b></p> <p>The west sloping bank is covered with invasive vines, brambles, woody shrubs and tree species.</p> <p>Hedges &amp; invasive vines obstruct and engulf the SW portion of the site.</p> <p>Vegetation at the east facing the Quad has been altered over time by addition of small ornamental plantings, not in keeping with the historic character and setting.</p>	<p><b>New Contextual Plantings</b></p> <p>Vegetation treatment for the White complex will vary with proximity to the buildings and anticipated uses. Planting at the immediate core of the White buildings is to be reduced and restructured to reinforce the historic structures and framework of the landscape. The slightly sloped west lawn between HOF and Community Hall can remain as a tree canopied turf area refined to reflect the historic setting for the Complex. The lower slope requires removal of invasive species and maintenance strategy to retain open views from Sedgwick Ave.</p>	Level 4		
LV1 - LV3	<p><b>Visual Obstruction of Buildings</b></p> <p>The east façade of GML is partially covered by flanking columnar English oak trees to either side. The view of the GML front façade and pediment is partially blocked from the central and crossing walkways.</p> <p>Trees are planted that will block the view of the HOF colonnade and GML south facing end wall and dome structure from the campus walks and drive.</p>	<p><b>Remove Existing &amp; Provide Contextual Plantings</b></p> <p>Restructure tree and shrub planting to reinforce the historic setting of the White complex while addressing contemporary uses of the immediate buildings surrounds. The process will involve review of historic images, selective removal and appropriate replacement materials.</p>	Level 4		
LV4 - LV6	<p><b>Obstruction of Views</b></p> <p>View from the HOF terrace overlooks the north west slope toward the University Woods below.</p> <p>View of the White complex from Sedgwick Drive is obstructed by invasive material and tree growth, adversely altering the setting of the historic campus.</p>	<p><b>Selective Removal &amp; Thinning</b></p> <p>Restore the visual relationships between the HOF/GML complex and Sedgwick Avenue by removal of invasive woody and herbaceous materials along the entirety of the frontage. Selective removal and thinning of tree canopies will improve the visual connections and provide historic vistas from the HOF covered walk. Selective thinning of trees atop the slope with removal of low shrub massing between Community Hall and HOF will improve the visual relationship between the structured areas and define this historic landscape area.</p>	Level 3		



Exterior - Landscape

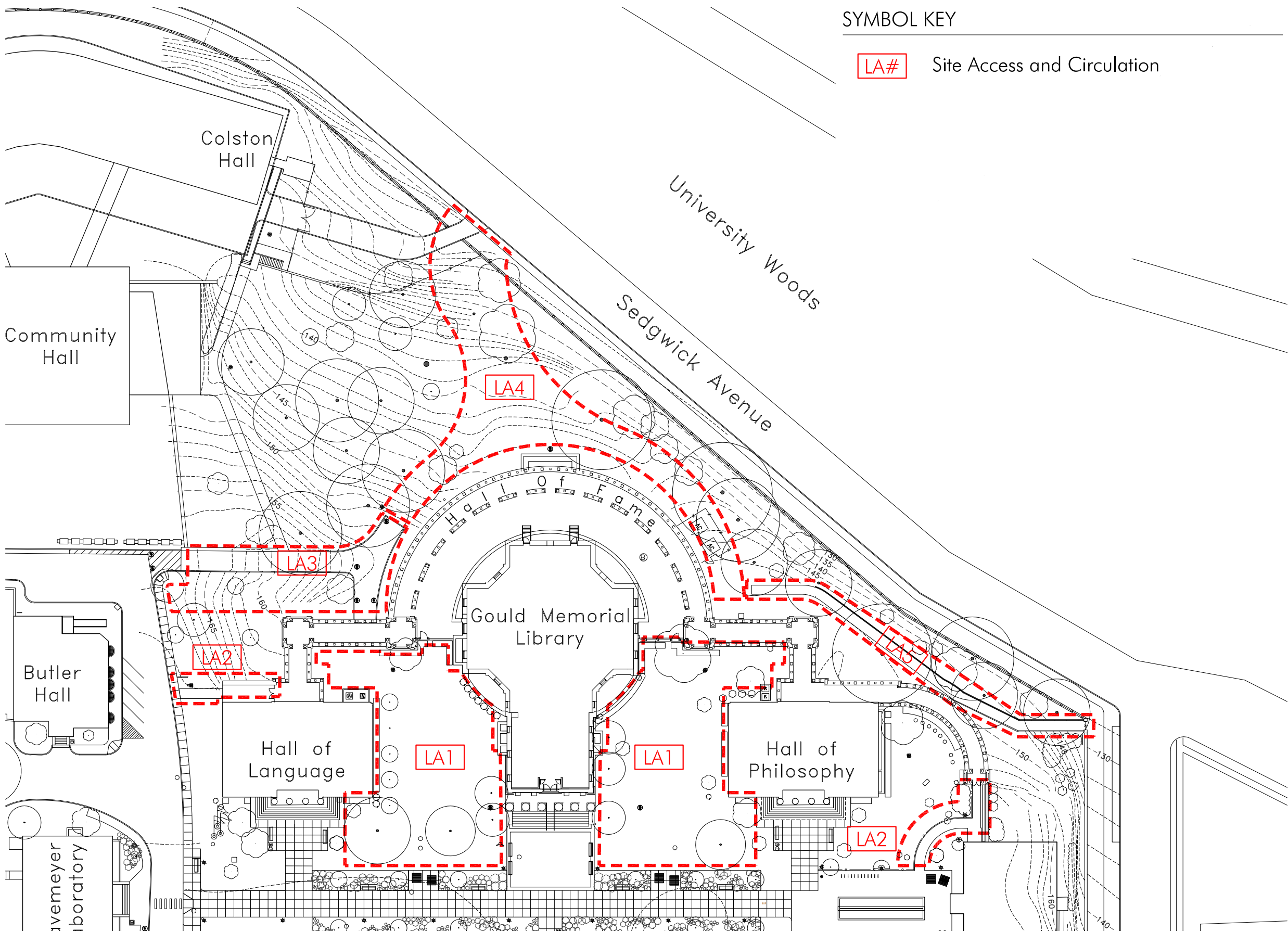
COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
LA1 - LA2	<p><b>Site Accessibility</b></p> <p>The landscape areas north and south of GML do not contain paved pedestrian walks to allow ADA access to GML and the HOF, or egress at the lower level.</p> <p>The gated entry to the HOF is access across the turf covered lawns. The HOF is accessible via a concrete walk that links the Campus green and North Hall and Library to the north end of the HOF walk and terrace.</p> <p>FDNY access to standpipes is blocked by yew hedgelings and flowering abelia.</p>	<p><b>Provide Accessible Exterior Routes</b></p> <p>Provide ADA access to the GML by installing a combined walk-ramp to the north side of GML. The ramp is to maintain a low profile that respects the historic setting with modest detail that relate to the historic structures while discernible.</p> <p>Improve connectivity in this area of campus by installing pedestrian walk to the HOF terraces to either side of the GML.</p> <p>Remove vegetation at standpipes.</p>	Level 4		
LA3 - LA4	<p><b>Site Accessibility</b></p> <p>The north auditorium archway and west slope is void of any pedestrian walkways. With exception of a path along the fenced AC condensing unit enclosure. The path is constructed of 24X36 inch bluestone paving set in a pea stone gravel.</p>	<p><b>Provide Accessible Exterior Route</b></p> <p>Construct walks to provide pedestrian, maintenance and emergency access to the west slope. Walk alignment should reflect historic carriage drive patterns and be constructed of durable materials able to accommodate vehicles and historically appropriate to the setting. Improve connectivity with Community Hall as a shared project with access to the GML Auditorium. Study grades for possible use of combined step, walk, and ramp configurations. Consider on grade emergency exiting below Community Hall to the south.</p>	Level 5		
LA5	<p><b>Southwest Pedestrian Walk Access</b></p> <p>The historic steps and walk from the White complex to the corner of Sedgwick Drive and University Terrace is deteriorated, unmaintained and out of service.</p>	<p><b>Removal</b></p> <p>The pedestrian connection at this location is no longer viable. The failed steps and walk should be removed.</p>	Level 5		

# Exterior - Landscape Conditions









Exterior - Landscape Conditions







Interior - Floor Systems


COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F1-MC</b>  Glass and Cast Iron Floor System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of cast iron structural members and connections by chemical reaction with their surrounding environment</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace and/or reinforce deteriorated members with new material to match existing.</li></ul>	Level 3	
<b>F1-CR</b>  Glass and Cast Iron Floor System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16" to 1/2" wide visible fissures in glass surface, possibly penetrating through the material surface</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>F1-MD</b>  Glass and Cast Iron Floor System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li><li>Additional survey and analysis will be required to determine if penetrated beams require repair or reinforcement.</li></ul>	Level 3	
<b>F1-LM</b>  Glass and Cast Iron Floor System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing subsurface layers</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	



# Interior - Floor Systems




COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F1-SA</b>  Glass and Cast Iron Floor System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building elements.</li></ul>	Level 3	
<b>F1-ST</b>  Glass and Cast Iron Floor System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building elements.</li></ul>	Level 3	
<b>F1-OJ</b>  Glass and Cast Iron Floor System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Joints without caulking</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for missing caulk and reseal edges.</li></ul>	Level 3	
<b>F1-LC</b>  Glass and Cast Iron Floor System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	

# Interior - Floor Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F1-W</b>  Glass and Cast Iron Floor System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>F1-DGC</b>  Glass and Cast Iron Floor System	<b>Deteriorateid Glazing Putty</b> <ul style="list-style-type: none"><li>Minimal amounts of glazing putty at glass remain.</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Scrape remaining glazing putty away and replace with new glazing compound.</li></ul>	Level 3	
<b>F2-W</b>  Wood Floor System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>F2-RT</b>  Wood Floor System	<b>Wood Rot</b> <ul style="list-style-type: none"><li>The growth of fungi when oxygen, warmth and moisture are present in wood.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Replace rotted elements and treat new wood to repel agents that cause rotting.</li></ul>	Level 3	



# Interior - Floor Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F2-OJ</b>  <b>Wood Floor System</b>	<b>Open Joints</b> <ul style="list-style-type: none"><li>• Joints between floor boards have opened and separated.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>• Determine reason for opening of joints. Replace affected areas of floor system.</li></ul>	Level 3	
<b>F2-SW</b>  <b>Wood Floor System</b>	<b>Water Damage</b> <ul style="list-style-type: none"><li>• Biological growth, blistering, efflorescence, wood rot or staining caused by the infiltration of water.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>• Identify source of water infiltration and remedy cause. Replace deteriorated and damaged material.</li></ul>	Level 3	
<b>F2-PR</b>  <b>Wood Floor System</b>	<b>Previous Repair</b> <ul style="list-style-type: none"><li>• Area where a previous repair was done, including patching and consolidation.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>• Replace inappropriate previous patches.</li></ul>	Level 3	
<b>F2-LC</b>  <b>Wood Floor System</b>	<b>Loss of Coating</b> <ul style="list-style-type: none"><li>• Loss of surface coating (stain).</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>• Determine reason for coating loss, correct problem and recoat.</li></ul>	Level 3	

# Interior - Floor Systems




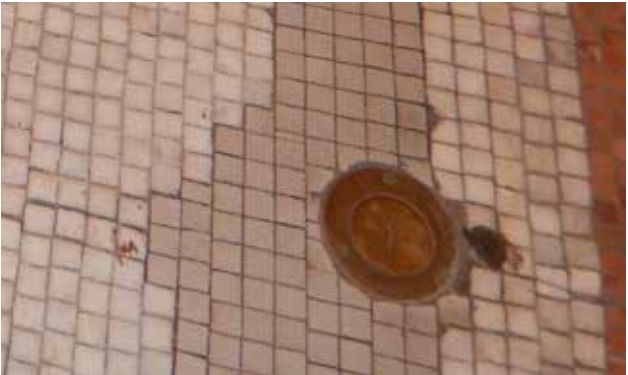
COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F2-CR</b>  Wood Floor System	<b>Cracking</b> <ul style="list-style-type: none"><li>• 1/16" to 1/2" wide visible fissures, possibly penetrating through the material surface</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>• Remove and replace damaged material.</li></ul>	Level 3	
<b>F2-MD</b>  Wood Floor System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>• Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>• Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>F2-LM</b>  Wood Floor System	<b>Material Loss</b> <ul style="list-style-type: none"><li>• Loss of material leaving holes or exposing subsurface layers</li><li>• Holes or damage to structural (terra cotta) slab below floor system</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>• Patch areas of missing material, if feasible, or replace material to match existing.</li><li>• Additional investigation is required to understand extents of damage from material loss and to document layout of existing structural framing below floor system. Supplemental framing may be required around openings/area of material loss to remain.</li></ul>	Level 3	
<b>F2-SA</b>  Wood Floor System	<b>Soiling</b> <ul style="list-style-type: none"><li>• Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>• Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	



# Interior - Floor Systems




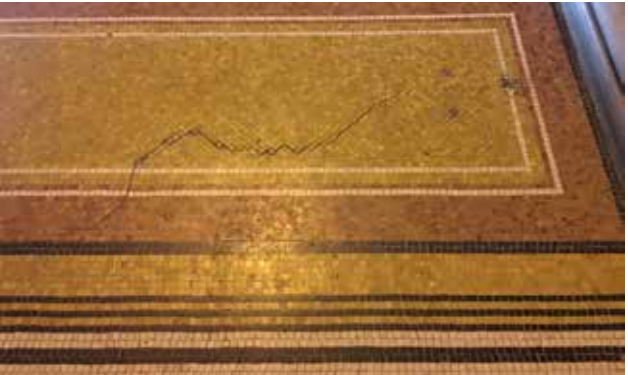
COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F2-SL</b>  Wood Floor System	<b>Splintering</b> <ul style="list-style-type: none"><li>Caused by the process of swelling from moisture and drying from heat, or mechanical damage.</li></ul>	<b>Material Repair</b> <ul style="list-style-type: none"><li>Repair by sanding or wood putty.</li></ul>	Level 3	
<b>F2-ST</b>  Wood Floor System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>F2-HW</b>  Wood Floor System	<b>Heaving Wood</b> <ul style="list-style-type: none"><li>Buckling of wood flooring caused by water infiltration, usually from the substrate.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Identify and elimatte water infiltration and replace damaged material.</li></ul>	Level 3	
<b>F2-SD</b>  Wood Floor System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	

Interior - Floor Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F3-SD</b>  Mosaic Tile Floor System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>F3-LM</b>  Mosaic Tile Floor System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing subsurface layers</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace lost material to match existing.</li></ul>	Level 3	
<b>F3-MD</b>  Mosaic Tile Floor System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>F3-PR</b>  Mosaic Tile Floor System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	



# Interior - Floor Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F3-CR</b>  Mosaic Tile Floor System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16" to 1/2" wide visible fissures, possibly penetrating through the material surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>F3-SA</b>  Mosaic Tile Floor System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>F3-ST</b>  Mosaic Tile Floor System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>F3-W</b>  Mosaic Tile Floor System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	

Interior - Floor Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F4-CR</b>  Terrazzo Floor System	<b>Cracking</b> <ul style="list-style-type: none"><li>• 1/16" to 1/2" wide visible fissures in glass surface, possibly penetrating through the material surface</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>• Remove and replace damaged material.</li><li>• Radial cracks at rotunda floor system are most likely due to the deflection of the cantilevered floor structure. Provide patch material appropriate for increased floor flexibility.</li></ul>	Level 3	
<b>F4-CH</b>  Terrazzo Floor System	<b>Hairline Cracking</b> <ul style="list-style-type: none"><li>• Numerous shallow cracks across the outer layer of a surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>• Patch where appropriate.</li><li>• Radial cracks at rotunda floor system are most likely due to the deflection of the cantilevered floor structure. Provide patch material appropriate for increased floor flexibility.</li></ul>	Level 3	
<b>F4-SA</b>  Terrazzo Floor System	<b>Soiling</b> <ul style="list-style-type: none"><li>• Surface staining caused by the build-up of pollutants</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>• Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>F4-ST</b>  Terrazzo Floor System	<b>Staining</b> <ul style="list-style-type: none"><li>• Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>• Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	



Interior - Floor Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F4-W</b>  Terrazzo Floor System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>F4-MD</b>  Terrazzo Floor System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>F4-LM</b>  Terrazzo Floor System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing subsurface layers</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>F4-PR</b>  Terrazzo Floor System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	

Interior - Floor Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F5-LM</b>  Concrete Slab Floor System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing subsurface layers</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li><li>Additional investigation is required to understand extent of damage from penetration and to document layout of existing steel framing. Supplemental framing may be required around openings/areas of material loss that are to remain.</li></ul>	Level 3	
<b>F5-MC</b>  Concrete Slab Floor System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of cast iron structural members and connections by chemical reaction with their surrounding environment</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace deteriorated members with new material to match existing.</li><li>Refer to assesment of structural engineer for details on replacement of select cast iron members.</li></ul>	Level 3	
<b>F5-PR</b>  Concrete Slab Floor System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	
<b>F5-SD</b>  Concrete Slab Floor System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	



# Interior - Floor Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F5-CR</b>  Concrete Slab Floor System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16" to 1/2" wide visible fissures, possibly penetrating through the material surface</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>F5-MD</b>  Concrete Slab Floor System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li><li>Additional investigation is required to understand extent of damage from penetration and to document layout of existing steel framing. Supplemental framing may be required around openings/areas of material loss that are to remain.</li></ul>	Level 3	
<b>F5-SA</b>  Concrete Slab Floor System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>F5-ST</b>  Concrete Slab Floor System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	

# Interior - Floor Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F5-W</b>  Concrete Slab Floor System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>F6-SA</b>  Brick Masonry Floor System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>F6-ST</b>  Brick Masonry Floor System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>F6-SD</b>  Brick Masonry Floor System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	



# Interior - Floor Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F6-PR</b>  Brick Masonry Floor System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	
<b>F6-OJ</b>  Brick Masonry Floor System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Joints without mortar.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Repoint masonry with an appropriate mortar.</li></ul>	Level 3	
<b>F6-LC</b>  Brick Masonry Floor System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>F6-SP</b>  Brick Masonry Floor System	<b>Spalling</b> <ul style="list-style-type: none"><li>Uneven breaking off of the outer layers of masonry.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove deteriorated bricks and replace with new masonry.</li></ul>	Level 3	

Interior - Floor Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F6-EF</b>  Brick Masonry Floor System	<b>Efflorescence</b> <ul style="list-style-type: none"><li>Whitish haze of soluble salts left as deposits on masonry by evaporation of water, generally a symptom of a worse condition or a hint that trouble may be beginning.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Clean deposit, identify and eliminate water infiltration.</li></ul>	Level 3	
<b>F6-CR</b>  Brick Masonry Floor System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16" to 1/2" wide visible fissures, possibly penetrating through the material surface</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>F6-MD</b>  Brick Masonry Floor System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>F6-LM</b>  Brick Masonry Floor System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing subsurface layers</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	



Interior - Floor Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F7-E</b>  Carpet Floor System	<b>Extant</b> <ul style="list-style-type: none"><li>An existing building system in good condition.</li></ul>	<b>Cyclical Maintenance</b> <ul style="list-style-type: none"><li>Develop a cleaning program to extend life of building system.</li></ul>	Level 3	
<b>F7-MD</b>  Carpet Floor System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>F7-LM</b>  Carpet Floor System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing subsurface layers</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace material to match existing.</li></ul>	Level 3	
<b>F7-SA</b>  Carpet Floor System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	

Interior - Floor Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F7-ST</b>  Carpet Floor System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>F7-W</b>  Carpet Floor System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>F8-SD</b>  Linoleum Tile Floor System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>F8-SA</b>  Linoleum Tile Floor System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	



Interior - Floor Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F8-ST</b>  Linoleum Tile Floor System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>F8-W</b>  Linoleum Tile Floor System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>F8-LM</b>  Linoleum Tile Floor System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing subsurface layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>F8-MD</b>  Linoleum Tile Floor System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	

Interior - Floor Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F9-SA</b>  Laylight over Tiffany Glass Floor System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>F9-MD</b>  Laylight over Tiffany Glass Floor System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>F9-CR</b>  Laylight over Tiffany Glass Floor System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16" to 1/2" wide visible fissures, possibly penetrating through the material surface</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>F9-LM</b>  Laylight over Tiffany Glass Floor System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing subsurface layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	



# Interior - Floor Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F10-CR</b>  Marble Slab Floor System	<b>Cracking</b> <ul style="list-style-type: none"><li>• 1/16" to 1/2" wide visible fissures in surface, possibly penetrating through the material surface</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>• Remove and replace damaged material.</li></ul>	Level 3	
<b>F10-SD</b>  Marble Slab Floor System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>• Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>• Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>F10-LM</b>  Marble Slab Floor System	<b>Material Loss</b> <ul style="list-style-type: none"><li>• Loss of material leaving holes or exposing subsurface layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>• Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>F10-MD</b>  Marble Slab Floor System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>• Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>• Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	

Interior - Floor Systems



COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F10-OJ</b>  Marble Slab Floor System	<b>Open Joints</b> <ul style="list-style-type: none"><li>• Joints without grout</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>• Determine reason for missing grout and regrout.</li></ul>	Level 3	
<b>F10-SA</b>  Marble Slab Floor System	<b>Soiling</b> <ul style="list-style-type: none"><li>• Surface staining caused by the build-up of pollutants</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>• Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>F10-ST</b>  Marble Slab Floor System	<b>Staining</b> <ul style="list-style-type: none"><li>• Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>• Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>F10-W</b>  Marble Slab Floor System	<b>Wear</b> <ul style="list-style-type: none"><li>• The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>• Leave alone unless severe, then consider replacing.</li></ul>	Level 3	



# Interior - Floor Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F11-LM</b>  Bronze Frame with Terrazzo Infill Floor System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing subsurface layers</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>F11-SD</b>  Bronze Frame with Terrazzo Infill Floor System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>F11-W</b>  Bronze Frame with Terrazzo Infill Floor System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>F11-MD</b>  Bronze Frame with Terrazzo Infill Floor System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	

Interior - Floor Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>F11-SA</b>  Bronze Frame with Terrazzo Infill Floor System	<b>Soiling</b> <ul style="list-style-type: none"><li>• Surface staining caused by the build-up of pollutants</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>• Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>F11-ST</b>  Bronze Frame with Terrazzo Infill Floor System	<b>Staining</b> <ul style="list-style-type: none"><li>• Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>• Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	



# Interior - Wall Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W1-MC</b>  Sheet Metal and Sheet Metal Soffit Wall System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace deteriorated members with new material to match existing.</li><li>Refer to assesment of structural engineer for details on replacement of select cast iron members.</li></ul>	Level 3	
<b>W1-MD</b>  Sheet Metal and Sheet Metal Soffit Wall System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>W1-LC</b>  Sheet Metal and Sheet Metal Soffit Wall System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem, and repaint.</li></ul>	Level 3	
<b>W1-SA</b>  Sheet Metal and Sheet Metal Soffit Wall System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	

Interior - Wall Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W1-ST</b>  Sheet Metal and Sheet Metal Soffit Wall System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>W1-ED</b>  Sheet Metal and Sheet Metal Soffit Wall System	<b>Deformation</b> <ul style="list-style-type: none"><li>Distortion or changing in shape of a material, usually through the application of pressure.</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for deformation and repair or replace material if necessary.</li></ul>	Level 3	
<b>W1-OJ</b>  Sheet Metal and Sheet Metal Soffit Wall System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Joints without caulking</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for missing caulk and reseal edges.</li></ul>	Level 3	
<b>W1-PR</b>  Sheet Metal and Sheet Metal Soffit Wall System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	



# Interior - Wall Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W2-BL</b>  Painted Plaster Wall System	<b>Blistering Paint</b> <ul style="list-style-type: none"><li>Swelling and rupturing of top layer, generally first stage of exfoliation.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Identify cause of blistering and remedy. Remove deteriorated paint and repaint.</li></ul>	Level 3	
<b>W2-CR</b>  Painted Plaster Wall System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16" to 1/2" wide visible fissures, possibly penetrating through the material surface</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>W2-CH</b>  Painted Plaster Wall System	<b>Hairline Cracking</b> <ul style="list-style-type: none"><li>Numerous shallow cracks across the outer layer of a surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch where appropriate.</li></ul>	Level 3	
<b>W2-LM</b>  Painted Plaster Wall System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	

# Interior - Wall Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W2-LC</b>  Painted Plaster Wall System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>W2-SA</b>  Painted Plaster Wall System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>W2-SP</b>  Painted Plaster Wall System	<b>Spalling</b> <ul style="list-style-type: none"><li>Uneven breaking off of the outer layers of plaster.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove decayed plaster to sound material; patch or replace with new plaster. Repaint.</li></ul>	Level 3	
<b>W2-ST</b>  Painted Plaster Wall System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	



Interior - Wall Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W2-SW</b>  Painted Plaster Wall System	<b>Water Damage</b> <ul style="list-style-type: none"><li>Biological growth, blistering, efflorescence, wood rot or staining caused by the infiltration of water.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Identify source of water infiltration and remedy cause. Replace deteriorated and damaged material.</li></ul>	Level 3	
<b>W2-EF</b>  Painted Plaster Wall System	<b>Efflorescence</b> <ul style="list-style-type: none"><li>Whitish haze of soluble salts left as deposits on masonry by evaporation of water, generally a symptom of a worse condition or a hint that trouble may be beginning.</li></ul>	<b>Removal of Biological Material</b> <ul style="list-style-type: none"><li>Clean deposit, identify and eliminate water infiltration. If plaster behind efflorescence is damaged, remove and replace.</li></ul>	Level 3	
<b>W2-SB</b>  Painted Plaster Wall System	<b>Biological Growth</b> <ul style="list-style-type: none"><li>Surface growth having biological origins, typically found in damp locations.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Clean, identify source of water infiltration and remedy cause. If severe, replace deteriorated material.</li></ul>	Level 3	
<b>W2-W</b>  Painted Plaster Wall System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	

Interior - Wall Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W2-G</b>  Painted Plaster Wall System	<b>Graffiti</b> <ul style="list-style-type: none"><li>Paint sprayed on surface.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Investigate proper removal methods, where appropriate, without damaging material.</li></ul>	Level 3	
<b>W2-MD</b>  Painted Plaster Wall System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>W2-SD</b>  Painted Plaster Wall System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>W2-OJ</b>  Painted Plaster Wall System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Joints without caulking</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for missing caulk and reseal edges.</li></ul>	Level 3	



Interior - Wall Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W2-OP</b>  Painted Plaster Wall System	<b>Overpainted</b> <ul style="list-style-type: none"><li>Multiple layers of paint.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless other forms of deterioration, then scrape to substrate and repaint.</li></ul>	Level 3	
<b>W2-PR</b>  Painted Plaster Wall System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	
<b>W2-ED</b>  Painted Plaster Wall System	<b>Deformation</b> <ul style="list-style-type: none"><li>Distortion or changing in shape of a material, usually through the application of pressure.</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for deformation and repair or replace material if necessary.</li></ul>	Level 3	
<b>W3-G</b>  Brick Masonry Wall System	<b>Graffiti</b> <ul style="list-style-type: none"><li>Paint sprayed on surface.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Investigate proper removal methods where appropriate without damaging material.</li></ul>	Level 3	

Interior - Wall Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W3-SP</b>  Brick Masonry Wall System	<b>Spalling</b> <ul style="list-style-type: none"><li>Uneven breaking off of the outer layers of masonry.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Remove deteriorated masonry and replace with new bricks and appropriate mortar.</li></ul>	Level 3	
<b>W3-CR</b>  Brick Masonry Wall System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16" to 1/2" wide visible fissures, possibly penetrating through the material surface</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Remove deteriorated bricks and replace with new masonry.</li></ul>	Level 3	
<b>W3-LC</b>  Brick Masonry Wall System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>W3-PR</b>  Brick Masonry Wall System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	



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COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W3-ST</b>  Brick Masonry Wall System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>W3-SB</b>  Brick Masonry Wall System	<b>Biological Growth</b> <ul style="list-style-type: none"><li>Surface growth having biological origins, typically found in damp locations.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Clean, identify source of water infiltration and remedy cause. If severe, replace deteriorated material.</li></ul>	Level 3	
<b>W3-MD</b>  Brick Masonry Wall System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li><li>If mechanical element is to remain, install new lintel above existing penetration.</li></ul>	Level 3	
<b>W3-EF</b>  Brick Masonry Wall System	<b>Efflorescence</b> <ul style="list-style-type: none"><li>Whitish haze of soluble salts left as deposits on masonry by evaporation of water, generally a symptom of a worse condition or a hint that trouble may be beginning.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Clean deposit, identify and eliminate water infiltration.</li></ul>	Level 3	

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COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W3-SA</b>  Brick Masonry Wall System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>W3-SD</b>  Brick Masonry Wall System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>W3-OJ</b>  Brick Masonry Wall System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Joints without mortar</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Repoint masonry with an appropriate mortar.</li></ul>	Level 3	
<b>W3-LM</b>  Brick Masonry Wall System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	



Interior - Wall Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W4-MD</b>  Tile Wall System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>W4-LM</b>  Tile Wall System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>W4-SA</b>  Tile Wall System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>W4-SP</b>  Tile Wall System	<b>Spalling</b> <ul style="list-style-type: none"><li>Uneven breaking off of the outer layers of masonry.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Remove deteriorated tile. Replace with new tile and appropriate setting bed and grout.</li></ul>	Level 3	

Interior - Wall Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W4-PR</b>  Tile Wall System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	
<b>W5-RT</b>  Wood Trim Wall System	<b>Wood Rot</b> <ul style="list-style-type: none"><li>The growth of fungi when oxygen, warmth and moisture are present in wood.</li></ul>	<b>Material Replacement and Treatment</b> <ul style="list-style-type: none"><li>Replace rotted elements and treat new wood to repel agents that cause rotting.</li></ul>	Level 3	
<b>W5-SA</b>  Wood Trim Wall System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>W5-LM</b>  Wood Trim Wall System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	



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COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W5-W</b>  Wood Trim Wall System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>W5-OJ</b>  Wood Trim Wall System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Open and separating joints between adjoining wood elements.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for opening joints and fill open joints.</li></ul>	Level 3	
<b>W5-LC</b>  Wood Trim Wall System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>W5-SD</b>  Wood Trim Wall System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	

Interior - Wall Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W5-SL</b>  Wood Trim Wall System	<b>Splintering</b> <ul style="list-style-type: none"><li>Caused by the process of swelling from moisture and drying from heat, or mechanical damage.</li></ul>	<b>Repair of Deteriorated Material</b> <ul style="list-style-type: none"><li>Repair by sanding or wood putty.</li></ul>	Level 3	
<b>W5-ST</b>  Wood Trim Wall System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>W5-MD</b>  Wood Trim Wall System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>W5-CR</b>  Wood Trim Wall System	<b>Crack</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure, possibly penetrating through the surface.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	



# Interior - Wall Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W6-MD</b>  Wood Panel Wall System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>W6-LM</b>  Wood Panel Wall System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>W6-SA</b>  Wood Panel Wall System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>W6-W</b>  Wood Panel Wall System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	

Interior - Wall Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W6-LC</b>  Wood Panel Wall System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>W6-SB</b>  Wood Panel Wall System	<b>Biological Growth</b> <ul style="list-style-type: none"><li>Surface growth having biological origins, typically found in damp locations.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Clean, identify source of water infiltration and remedy cause. If severe, replace deteriorated material.</li></ul>	Level 3	
<b>W6-CH</b>  Wood Panel Wall System	<b>Hairline Cracking</b> <ul style="list-style-type: none"><li>Numerous shallow cracks across the outer layer of a surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch where appropriate.</li></ul>	Level 3	
<b>W6-ST</b>  Wood Panel Wall System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	



# Interior - Wall Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W6-RT</b>  Wood Panel Wall System	<b>Wood Rot</b> <ul style="list-style-type: none"><li>The growth of fungi when oxygen, warmth and moisture are present in wood.</li></ul>	<b>Material Replacement and Treatment</b> <ul style="list-style-type: none"><li>Replace rotted elements and treat new wood to repel agents that cause rotting.</li></ul>	Level 3	
<b>W7-SA</b>  Wood Framed Plywood Partition Wall System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>W7-OJ</b>  Wood Framed Plywood Partition Wall System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Joints without caulking</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for missing caulk and reseal edges.</li></ul>	Level 3	
<b>W7-MD</b>  Wood Framed Plywood Partition Wall System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	

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COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W7-LM</b>  Wood Framed Plywood Partition Wall System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>W8-SA</b>  Marble Slab Wall System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>W8-ST</b>  Marble Slab Wall System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>W8-OJ</b>  Marble Slab Wall System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Joints without caulking or grout</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for missing joint sealant and reseal.</li></ul>	Level 3	



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COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W9-OJ</b>  Vinyl Trim Wall System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Open, separating joints between segments of vinyl trim.</li></ul>	<b>Material Reapir or Replacement</b> <ul style="list-style-type: none"><li>Reinstall trim to eliminate gaps at joints between segments, if possible; if necessary, replace segments of trim to allow closed joints between segments.</li></ul>	Level 3	
<b>W9-SD</b>  Vinyl Trim Wall System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>W9-SA</b>  Vinyl Trim Wall System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>W9-MD</b>  Vinyl Trim Wall System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	

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COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W10-SA</b>  Mosaic Frieze Wall System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>W11-W</b>  Stone Masonry Wall System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>W11-OJ</b>  Stone Masonry Wall System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Joints without mortar or caulk</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Repoint with appropriate mortar; install new caulk if expansion joint is required.</li></ul>	Level 3	
<b>W11-SA</b>  Stone Masonry Wall System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	



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COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W11-ST</b>  Stone Masonry Wall System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>W11-CR</b>  Stone Masonry Wall System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissures, possible penetrating through the surface.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>W11-MD</b>  Stone Masonry Wall System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>W11-LM</b>  Stone Masonry Wall System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	

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COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W11-EF</b>  Stone Masonry Wall System	<b>Efflorescence</b> <ul style="list-style-type: none"><li>Whitish haze of soluble salts left as deposits on masonry by evaporation of water, generally a symptom of a worse condition or a hint that trouble may be beginning.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Clean deposit, identify and eliminate water infiltration.</li></ul>	Level 3	
<b>W12-W</b>  Plaster Balustrade Wall System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>W12-MD</b>  Plaster Balustrade Wall System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>W12-LM</b>  Plaster Balustrade Wall System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	



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COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W12-SA</b>  Plaster Balustrade Wall System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>W12-LC</b>  Plaster Balustrade Wall System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>W13-OJ</b>  Concrete Coated Pier and Door Surround Wall System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Joints without mortar or caulking</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Repoint with appropriate mortar; install new caulk if expansion joint is required.</li></ul>	Level 3	
<b>W13-W</b>  Concrete Coated Pier and Door Surround Wall System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	

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COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W13-SA</b>  Concrete Coated Pier and Door Surround Wall System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>W13-CR</b>  Concrete Coated Pier and Door Surround Wall System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in a surface, possibly penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>w13-ST</b>  Concrete Coated Pier and Door Surround Wall System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>w13-MD</b>  Concrete Coated Pier and Door Surround Wall System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	



# Interior - Wall Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W14-SA</b>  Metal Mesh Partition Wall System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>W14-LC</b>  Metal Mesh Partition Wall System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>W14-MC</b>  Metal Mesh Partition Wall System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace deteriorated members with new material to match existing.</li><li>Refer to assesment of structural engineer for details on replacement of select cast iron members.</li></ul>	Level 3	

Interior - Wall Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>W15-MD</b>  Toilet Partitions Wall System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>W15-MC</b>  Toilet Partitions Wall System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace deteriorated members with new material to match existing.</li><li>Refer to assesment of structural engineer for details on replacement of select cast iron members.</li></ul>	Level 3	
<b>W15-LC</b>  Toilet Partitions Wall System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>W15-SD</b>  Toilet Partitions Wall System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	



Interior - Column Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>CM1-MC</b>  Cast Iron Column System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace and/or reinforce deteriorated members with new material to match existing.</li></ul>	Level 3	
<b>CM1-SA</b>  Cast Iron Column System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>CM1-ST</b>  Cast Iron Column System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>CM1-LC</b>  Cast Iron Column System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	

Interior - Column Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>CM1-OP</b>  Cast Iron Column System	<b>Overpainted</b> <ul style="list-style-type: none"><li>Multiple layers of paint.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless other forms of deterioration are present, then scrape to substrate and repaint.</li></ul>	Level 3	
<b>CM1-SD</b>  Cast Iron Column System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>CM1-CR</b>  Cast Iron Column System	<b>Crack</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure, possibly penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>CM1-MD</b>  Cast Iron Column System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	



# Interior - Column Systems




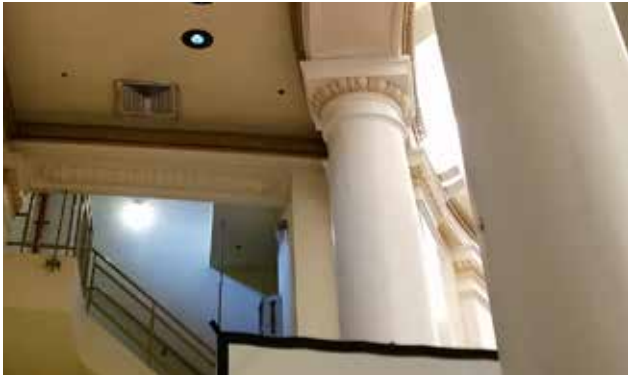
COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>CM2-LC</b>  Engaged Sheet Metal with Plaster Capital Column System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>CM2-ST</b>  Engaged Sheet Metal with Plaster Capital Column System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>CM2-SA</b>  Engaged Sheet Metal with Plaster Capital Column System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>CM2-CR</b>  Engaged Sheet Metal with Plaster Capital Column System	<b>Crack</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in surface, possibly penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	

Interior - Column Systems

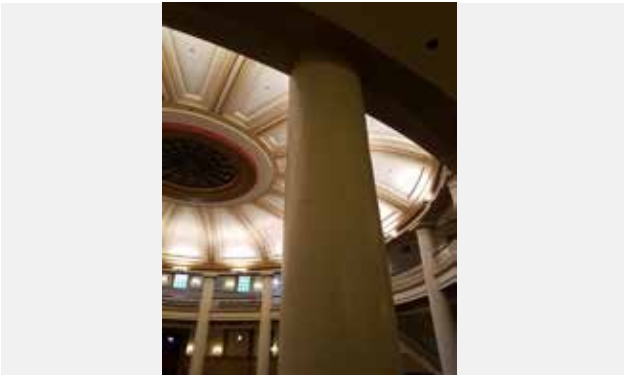



COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>CM2-LM</b>  Engaged Sheet Metal with Plaster Capital Column System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>CM2-MD</b>  Engaged Sheet Metal with Plaster Capital Column System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>CM3-SA</b>  Marble with Plaster Capital Column System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>CM3-MD</b>  Marble with Plaster Capital Column System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	



# Interior - Column Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>CM3-ST</b>  Marble with Plaster Capital Column System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>CM4-LC</b>  Plaster with Plaster Capital Column System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>CM4-SD</b>  Plaster with Plaster Capital Column System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>CM4-SA</b>  Plaster with Plaster Capital Column System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	

Interior - Column Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>CM4-CR</b>  Plaster with Plaster Capital Column System	<b>Crack</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in a surface, possibly penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>CM4-CH</b>  Plaster with Plaster Capital Column System	<b>Hairline Cracking</b> <ul style="list-style-type: none"><li>Numerous shallow cracks across the outer layer of a surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch where appropriate.</li></ul>	Level 3	
<b>CM4-MD</b>  Plaster with Plaster Capital Column System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>CM4-W</b>  Plaster with Plaster Capital Column System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	



# Interior - Ceiling Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C1-MC</b>  Cast Iron Ceiling Support (beams/ grid) Ceiling System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace and/or reinforce deteriorated members with new material to match existing.</li></ul>	Level 3	
<b>C1-MD</b>  Cast Iron Ceiling Support (beams/ grid) Ceiling System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>C1-SA</b>  Cast Iron Ceiling Support (beams/ grid) Ceiling System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>C1-LC</b>  Cast Iron Ceiling Support (beams/ grid) Ceiling System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	

# Interior - Ceiling Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C1-ST</b>  Cast Iron Ceiling Support (beams/ grid) Ceiling System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>C1-CR</b>  Cast Iron Ceiling Support (beams/ grid) Ceiling System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in a surface, possibly penetrating through the surface.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>C1-DGC</b>  Cast Iron Ceiling Support (beams/ grid) Ceiling System	<b>Deteriorateid Glazing Putty</b> <ul style="list-style-type: none"><li>Minimal amounts of glazing putty remain.</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Scrape remaining glazing putty away and replace with new glazing compound.</li></ul>	Level 3	
<b>C1-LM</b>  Cast Iron Ceiling Support (beams/ grid) Ceiling System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	



Interior - Ceiling Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C1-PR</b>  Cast Iron Ceiling Support (beams/ grid) Ceiling System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	
<b>C1-SD</b>  Cast Iron Ceiling Support (beams/ grid) Ceiling System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>C2-EF</b>  Painted Plaster Ceiling System	<b>Efflorescence</b> <ul style="list-style-type: none"><li>Whitish haze of soluble salts left as deposits on masonry by evaporation of water, generally a symptom of a worse condition or a hint that trouble may be beginning.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Clean deposit, identify and eliminate water infiltration.</li></ul>	Level 3	
<b>C2-MD</b>  Painted Plaster Ceiling System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	

Interior - Ceiling Systems




COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C2-BL</b>  Painted Plaster Ceiling System	<b>Blistering Paint</b> <ul style="list-style-type: none"><li>Swelling and rupturing of top layer, generally first stage of exfoliation.</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Clean, identify source of water infiltration and remedy cause. Repair substrate, if necessary, and repaint.</li></ul>	Level 3	
<b>C2-CR</b>  Painted Plaster Ceiling System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in a surface, possibly penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>C2-CH</b>  Painted Plaster Ceiling System	<b>Hairline Cracking</b> <ul style="list-style-type: none"><li>Numerous shallow cracks across the outer layer of a surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch where appropriate.</li></ul>	Level 3	
<b>C2-LM</b>  Painted Plaster Ceiling System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li><li>Additional investigation will be required to understand extent of damage from loss of material and substrate and to document the layout of the existing structural framing. Supplemental framing may be required around openings/areas of material loss that are to remain.</li></ul>	Level 3	



# Interior - Ceiling Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C2-LC</b>  Painted Plaster Ceiling System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>C2-SA</b>  Painted Plaster Ceiling System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>C2-SP</b>  Painted Plaster Ceiling System	<b>Spalling</b> <ul style="list-style-type: none"><li>Uneven breaking off of the outer layers of masonry.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove decayed plaster to sound material; patch or replace with new plaster. Repaint.</li></ul>	Level 3	
<b>C2-ST</b>  Painted Plaster Ceiling System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	

Interior - Ceiling Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C2-SW</b>  Painted Plaster Ceiling System	<b>Water Damage</b> <ul style="list-style-type: none"><li>Biological growth, blistering, efflorescence, wood rot or staining caused by the infiltration of water.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Identify source of water infiltration and remedy cause. Replace deteriorated and damaged material.</li></ul>	Level 3	
<b>C2-PR</b>  Painted Plaster Ceiling System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	
<b>C2-W</b>  Painted Plaster Ceiling System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	



# Interior - Ceiling Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C3-PR</b>  Plaster Soffit Ceiling System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	
<b>C3-SP</b>  Plaster Soffit Ceiling System	<b>Spalling</b> <ul style="list-style-type: none"><li>Uneven breaking off of the outer layers of plaster.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove decayed plaster to sound material; patch or replace with new plaster. Repaint.</li></ul>	Level 3	
<b>C3-LM</b>  Plaster Soffit Ceiling System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>C3-LC</b>  Plaster Soffit Ceiling System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	

Interior - Ceiling Systems



COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C3-MD</b>  Plaster Soffit Ceiling System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>C3-ST</b>  Plaster Soffit Ceiling System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>C3-CR</b>  Plaster Soffit Ceiling System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in a surface, possibly penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>C3-SB</b>  Plaster Soffit Ceiling System	<b>Biological Growth</b> <ul style="list-style-type: none"><li>Surface growth having biological origins, typically found in damp locations.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Clean, identify source of water infiltration and remedy cause. If severe, replace deteriorated material.</li></ul>	Level 3	







# Interior - Ceiling Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C4-SA</b>  Concrete Slab Ceiling System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>C4-MD</b>  Concrete Slab Ceiling System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>C4-SP</b>  Concrete Slab Ceiling System	<b>Spalling</b> <ul style="list-style-type: none"><li>Uneven breaking off of the outer layers of masonry.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Cutting and resurfacing, remove decayed layers and patch; in severe cases, replace with new masonry and concrete.</li></ul>	Level 3	
<b>C4-ST</b>  Concrete Slab Ceiling System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	

Interior - Ceiling Systems




COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C4-CR</b>  Concrete Slab Ceiling System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in surface, possibly penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>C4-LC</b>  Concrete Slab Ceiling System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>C4-LM</b>  Concrete Slab Ceiling System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	

# Interior - Ceiling Systems


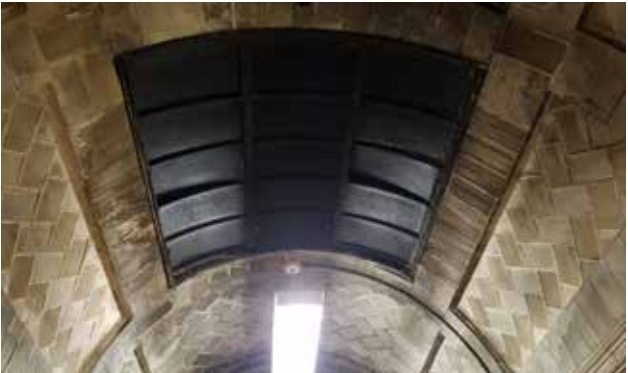


COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
C5-LC  Brick Masonry Ceiling System	Paint Loss <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	Material Replacement <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
C5-OJ  Brick Masonry Ceiling System	Open Joints <ul style="list-style-type: none"><li>Joints without mortar.</li></ul>	Material Repair or Replacement <ul style="list-style-type: none"><li>Repoint masonry with an appropriate mortar.</li></ul>	Level 3	
C5-MD  Brick Masonry Ceiling System	Mechanical Damage <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	Material Repair or Replacement <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
C5-LM  Brick Masonry Ceiling System	Material Loss <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	Material Patching or Replacement <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	







Interior - Ceiling Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
C5-SA  Brick Masonry Ceiling System	<b>Soiling</b> <ul style="list-style-type: none"><li>• Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>• Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
C5-CR  Brick Masonry Ceiling System	<b>Cracking</b> <ul style="list-style-type: none"><li>• 1/16 to 1/2 inch wide visible fissure in a surface, possible penetrating through the surface.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>• Remove and replace damaged material.</li></ul>	Level 3	
C5-SP  Brick Masonry Ceiling System	<b>Spalling</b> <ul style="list-style-type: none"><li>• Uneven breaking off of the outer layers of masonry.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>• Remove deteriorated masonry and replace with new bricks and appropriate mortar.</li></ul>	Level 3	

# Interior - Ceiling Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C6-LM</b>  Guastavino Tile Ceiling System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>C6-SA</b>  Guastavino Tile Ceiling System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>C6-OJ</b>  Guastavino Tile Ceiling System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Joints without mortar</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Repoint tile with an appropriate mortar.</li></ul>	Level 3	
<b>C6-EF</b>  Guastavino Tile Ceiling System	<b>Efflorescence</b> <ul style="list-style-type: none"><li>Whitish haze of soluble salts left as deposits on masonry by evaporation of water, generally a symptom of a worse condition or a hint that trouble may be beginning.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Clean deposit, identify and eliminate water infiltration.</li></ul>	Level 3	

Interior - Ceiling Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C6-SP</b>  Guastavino Tile Ceiling System	<b>Spalling</b> <ul style="list-style-type: none"><li>Uneven breaking off of the intrados of the masonry.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Remove deteriorated tile and replace with new tiles and appropriate mortar.</li></ul>	Level 3	
<b>C6-ST</b>  Guastavino Tile Ceiling System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>C7-MC</b> Steel Beams Ceiling System  (Brick Vault or Corrugated Metal Deck Infill)	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove (scrape) corrosion and corrosive products and paint steel to remain; in severe cases, replace deteriorated members with new material to match existing.</li></ul>	Level 3	
<b>C7-LC</b>  Steel Beams Ceiling System  (Brick Vault or Corrugated Metal Deck Infill)	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	







# Interior - Ceiling Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C8-CR</b>  Cast Iron Grid with Wood Bead Board Ceiling System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in surface, possibly penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>C8-W</b>  Cast Iron Grid with Wood Bead Board Ceiling System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>C8-EF</b>  Cast Iron Grid with Wood Bead Board Ceiling System	<b>Efflorescence</b> <ul style="list-style-type: none"><li>Whitish haze of soluble salts left as deposits on masonry by evaporation of water, generally a symptom of a worse condition or a hint that trouble may be beginning.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Clean deposit, identify and eliminate water infiltration.</li></ul>	Level 3	
<b>C8-G</b>  Cast Iron Grid with Wood Bead Board Ceiling System	<b>Graffiti</b> <ul style="list-style-type: none"><li>Paint sprayed on surface.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Investigate proper removal methods where appropriate without damaging material.</li></ul>	Level 3	

# Interior - Ceiling Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C8-MC</b>  Cast Iron Grid with Wood Bead Board Ceiling System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace deteriorated members with new material to match existing.</li><li>Refer to assesment of structural engineer for details on replacement of select cast iron members.</li></ul>	Level 3	
<b>C8-ST</b>  Cast Iron Grid with Wood Bead Board Ceiling System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>C8-SA</b>  Cast Iron Grid with Wood Bead Board Ceiling System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>C8-MD</b>  Cast Iron Grid with Wood Bead Board Ceiling System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	

# Interior - Ceiling Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C8-LC</b>  Cast Iron Grid with Wood Bead Board Ceiling System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>C8-SB</b>  Cast Iron Grid with Wood Bead Board Ceiling System	<b>Biological Growth</b> <ul style="list-style-type: none"><li>Surface growth having biological origins, typically found in damp locations.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Clean, identify source of water infiltration and remedy cause. If severe, replace deteriorated material.</li></ul>	Level 3	
<b>C8-RT</b>  Cast Iron Grid with Wood Bead Board Ceiling System	<b>Wood Rot</b> <ul style="list-style-type: none"><li>The growth of fungi when oxygen, warmth and moisture are present in wood.</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Replace rotted elements and treat new wood to repel agents that cause rotting.</li></ul>	Level 3	
<b>C8-LM</b>  Cast Iron Grid with Wood Bead Board Ceiling System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	







Interior - Ceiling Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C8-PR</b>  Cast Iron Grid with Wood Bead Board Ceiling System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	
<b>C8-OJ</b>  Cast Iron Grid with Wood Bead Board Ceiling System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Joints without caulking</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for opening of joints. Replace affected areas.</li></ul>	Level 3	
<b>C9-SA</b>  Wood Bead Board Ceiling and Soffits Ceiling System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>C9-LC</b>  Wood Bead Board Ceiling and Soffits Ceiling System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	

# Interior - Ceiling Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C9-MD</b>  Wood Bead Board Ceiling and Soffits Ceiling System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>C9-CR</b>  Wood Bead Board Ceiling and Soffits Ceiling System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16" to 1/2" wide visible fissures, possibly penetrating through the material surface</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>C9-LM</b>  Wood Bead Board Ceiling and Soffits Ceiling System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>C10-SW</b>  Acoustic Ceiling Tile Ceiling System	<b>Water Damage</b> <ul style="list-style-type: none"><li>Biological growth, blistering, efflorescence, wood rot or staining caused by the infiltration of water.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Identify source of water infiltration and remedy cause. Replace deteriorated and damaged material.</li></ul>	Level 3	

Interior - Ceiling Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C10-DS</b>  Acoustic Ceiling Tile Ceiling System	<b>Displacement</b> <ul style="list-style-type: none"><li>• Movement of a building material or element from its original location.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>• Investigation to determine cause of movement and then subsequent repair.</li></ul>	Level 3	
<b>C10-ST</b>  Acoustic Ceiling Tile Ceiling System	<b>Staining</b> <ul style="list-style-type: none"><li>• Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>• Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>C10-MD</b>  Acoustic Ceiling Tile Ceiling System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>• Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>• Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>C10-LM</b>  Acoustic Ceiling Tile Ceiling System	<b>Material Loss</b> <ul style="list-style-type: none"><li>• Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>• Replace material to match existing.</li></ul>	Level 3	







# Interior - Ceiling Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C11-CR</b>  Cast Iron and Glass Skylight Ceiling System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16 to ½ inch wide visible fissure in glass surface, possibly penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>C11-LM</b>  Cast Iron and Glass Skylight Ceiling System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>C11-MC</b>  Cast Iron and Glass Skylight Ceiling System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace deteriorated members with new material to match existing.</li><li>Refer to assesment of structural engineer for details on replacement of select cast iron members.</li></ul>	Level 3	
<b>C11-PR</b>  Cast Iron and Glass Skylight Ceiling System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	

Interior - Ceiling Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C11-SA</b>  Cast Iron and Glass Skylight Ceiling System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>C11-DS</b>  Cast Iron and Glass Skylight Ceiling System	<b>Displacement</b> <ul style="list-style-type: none"><li>Movement of a building material or element from its original location.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Investigate to determine cause of movement and then subsequent repair.</li></ul>	Level 3	
<b>C11-ST</b>  Cast Iron and Glass Skylight Ceiling System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>C11-DGC</b>  Cast Iron and Glass Skylight Ceiling System	<b>Deteriorated Glazing Putty</b> <ul style="list-style-type: none"><li>Minimal amounts of glazing putty at glass remain.</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Scrape remaining glazing putty away and replace with new glazing compound.</li></ul>	Level 3	

# Interior - Ceiling Systems



COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C12-SA</b>  Cast Iron and Glass Oculus Ceiling System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>C13-LM</b>  Wood and Glass Laylight Ceiling System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>C13-MD</b>  Wood and Glass Laylight Ceiling System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>C13-CR</b>  Wood and Glass Laylight Ceiling System	<b>Crack</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in a surface, possibly penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	




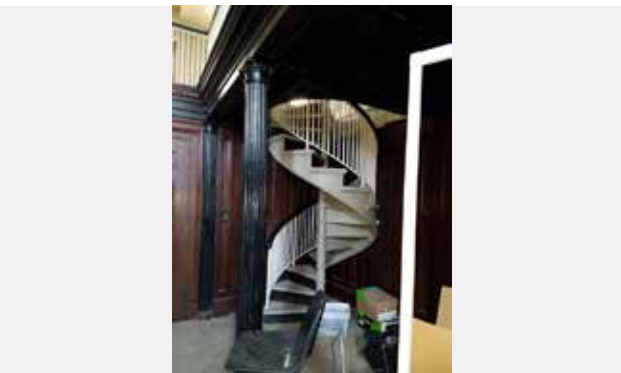
Interior - Ceiling Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C13-SL</b>  Wood and Glass Laylight Ceiling System	<b>Splintering</b> <ul style="list-style-type: none"><li>Caused by the process of swelling from moisture and drying from heat, or mechanical damage.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Repair by sanding or wood putty.</li></ul>	Level 3	
<b>C13-SW</b>  Wood and Glass Laylight Ceiling System	<b>Water Damage</b> <ul style="list-style-type: none"><li>Biological growth, blistering, efflorescence, wood rot or staining caused by the infiltration of water.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Identify source of water infiltration and remedy cause. Replace deteriorated and damaged material.</li></ul>	Level 3	
<b>C13-LC</b>  Wood and Glass Laylight Ceiling System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>C13-ST</b>  Wood and Glass Laylight Ceiling System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	

# Interior - Ceiling Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>C13-SA</b>  Wood and Glass Laylight Ceiling System	<b>Soiling</b> <ul style="list-style-type: none"><li>• Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>• Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>C14-E</b>  Tiffany Stained Glass Oculus Ceiling System	<b>Extant</b> <ul style="list-style-type: none"><li>• An existing building system in good condition.</li></ul>	<b>Cyclical Maintenance</b> <ul style="list-style-type: none"><li>• Develop a cleaning program to extend life of building system.</li></ul>	Level 3	

Interior - Stair Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>S1-W</b>  Cast Iron Stair System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>S1-SA</b>  Cast Iron Stair System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>S1-ST</b>  Cast Iron Stair System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>S1-LC</b>  Cast Iron Stair System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	







# Interior - Stair Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>S1-MC</b>  Cast Iron Stair System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace and/or reinforce deteriorated members with new material to match existing.</li></ul>	Level 3	
<b>S1-CR</b>  Cast Iron Stair System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16" to 1/2" wide visible fissures, possibly penetrating through the material surface</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>S1-LM</b>  Cast Iron Stair System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>S1-SD</b>  Cast Iron Stair System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	

Interior - Stair Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>S1-MD</b>  Cast Iron Stair System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>S1-OP</b>  Cast Iron Stair System	<b>Overpainted</b> <ul style="list-style-type: none"><li>Multiple layers of paint.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless other forms of deterioration are present, then scrape to substrate and repaint.</li></ul>	Level 3	
<b>S2-LC</b>  Steel Stair and Railing Stair System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>S2-SA</b>  Steel Stair and Railing Stair System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	

# Interior - Stair Systems



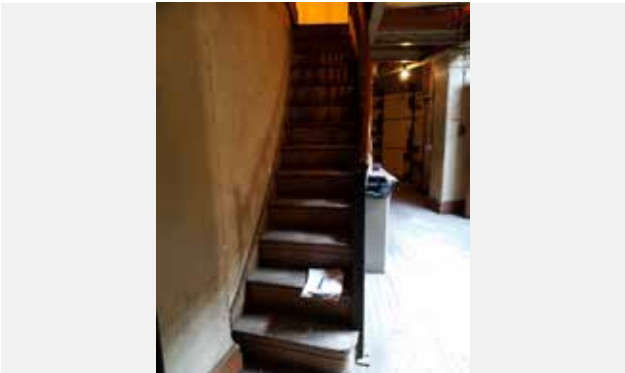
COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>S2-W</b>  Steel Stair and Railing Stair System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>S3-LC</b>  Wood Treads Stair System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>S3-G</b>  Wood Treads Stair System	<b>Graffiti</b> <ul style="list-style-type: none"><li>Paint sprayed on surface.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Investigate proper removal methods where appropriate without damaging material.</li></ul>	Level 3	
<b>S3-OJ</b>  Wood Treads Stair System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Open separating joints between wood elements</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for missing caulk and rejoin; if severe, replace affected areas of wood floor finish.</li></ul>	Level 3	







Interior - Stair Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>S3-W</b>  Wood Treads Stair System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>S3-CR</b>  Wood Treads Stair System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16" to 1/2" wide visible fissures in surface, possibly penetrating through the material surface</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>S3-SA</b>  Wood Treads Stair System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>S3-SD</b>  Wood Treads Stair System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	

# Interior - Stair Systems




COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>S3-ST</b>  Wood Treads Stair System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>S3-LM</b>  Wood Treads Stair System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>S3-PR</b>  Wood Treads Stair System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	

Interior - Stair Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>S4-LM</b>  Marble Treads Stair System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>S4-SD</b>  Marble Treads Stair System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>S4-MD</b>  Marble Treads Stair System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>S4-ST</b>  Marble Treads Stair System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	







Interior - Stair Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>S4-CR</b>  Marble Treads Stair System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16" to 1/2" wide visible fissures in surface, possibly penetrating through the material surface</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch damaged material, if feasible; remove and replace damaged material, as required.</li></ul>	Level 3	
<b>S4-SA</b>  Marble Treads Stair System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>S4-W</b>  Marble Treads Stair System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	

Interior - Stair Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>S5-LM</b>  Concrete Coated Treads Stair System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>S5-PR</b>  Concrete Coated Treads Stair System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	
<b>S5-CR</b>  Concrete Coated Treads Stair System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16" to 1/2" wide visible fissures in surface, possibly penetrating through the material surface</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch damaged material, if feasible; remove and replace damaged material, as required.</li></ul>	Level 3	
<b>S5-ST</b>  Concrete Coated Treads Stair System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	

# Interior - Stair Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>S5-W</b>  Concrete Coated Treads Stair System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>S5-SA</b>  Concrete Coated Treads Stair System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>S6-LC</b>  Iron Railing with Wood Handrail Stair System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>S6-NE</b>  Iron Railing with Wood Handrail Stair System	<b>Non-Extant</b> <ul style="list-style-type: none"><li>Describes the absence of a particular building system or component of building system.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace missing building element.</li></ul>	Level 3	







# Interior - Stair Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>S6-MD</b>  Iron Railing with Wood Handrail Stair System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>S6-SD</b>  Iron Railing with Wood Handrail Stair System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>S6-OP</b>  Iron Railing with Wood Handrail Stair System	<b>Overpainted</b> <ul style="list-style-type: none"><li>Multiple layers of paint.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless other forms of deterioration are present, then scrape to substrate and repaint.</li></ul>	Level 3	
<b>S6-CR</b>  Iron Railing with Wood Handrail Stair System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16" to 1/2" wide visible fissures in surface, possibly penetrating through the material surface</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch material, if feasible; remove and replace damaged material as required.</li></ul>	Level 3	

# Interior - Stair Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>S6-ST</b>  Iron Railing with Wood Handrail Stair System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>S6-SA</b>  Iron Railing with Wood Handrail Stair System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>S6-W</b>  Iron Railing with Wood Handrail Stair System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>S6-LM</b>  Iron Railing with Wood Handrail Stair System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	

# Interior - Stair Systems



COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>S6-MC</b>  Iron Railing with Wood Handrail Stair System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace deteriorated members with new material to match existing.</li><li>Refer to assesment of structural engineer for details on replacement of select cast iron members.</li></ul>	Level 3	
<b>S6-OJ</b>  Iron Railing with Wood Handrail Stair System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Joints without caulking</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for missing caulk and reseal edges.</li></ul>	Level 3	
<b>S7-W</b>  Brass Railing Stair System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>S7-SA</b>  Brass Railing Stair System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	





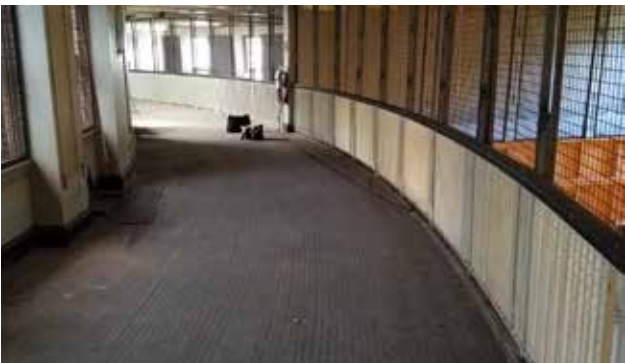

# Interior - Stair Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>S8-CR</b>  Wood Stair with Wood Handrail Stair System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16" to 1/2" wide visible fissures in surface, possibly penetrating through the material surface</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch material, if feasible; remove and replace damaged material as required.</li></ul>	Level 3	
<b>S8-SA</b>  Wood Stair with Wood Handrail Stair System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>S8-LM</b>  Wood Stair with Wood Handrail Stair System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>S8-ST</b>  Wood Stair with Wood Handrail Stair System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	

Interior - Stair Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>S8-W</b>  Wood Stair with Wood Handrail Stair System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>S8-SD</b>  Wood Stair with Wood Handrail Stair System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	

# Interior - Railing Systems




COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>R1-W</b>  Balcony Railing at Mezzanine, Balcony and Auditorium Railing System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>R1-ST</b>  Balcony Railing at Mezzanine, Balcony and Auditorium Railing System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>R1-MD</b>  Balcony Railing at Mezzanine, Balcony and Auditorium Railing System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>R1-MC</b>  Balcony Railing at Mezzanine, Balcony and Auditorium Railing System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace deteriorated members with new material to match existing.</li><li>Refer to assesment of structural engineer for details on replacement of select cast iron members.</li></ul>	Level 3	







# Interior - Railing Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>R1-SA</b>  Balcony Railing at Mezzanine, Balcony and Auditorium Railing System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>R1-LM</b>  Balcony Railing at Mezzanine, Balcony and Auditorium Railing System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>R1-CR</b>  Balcony Railing at Mezzanine, Balcony and Auditorium Railing System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16" to 1/2" wide visible fissures in surface, possibly penetrating through the material surface</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch material, if feasible; remove and replace damaged material as required.</li></ul>	Level 3	
<b>R1-LC</b>  Balcony Railing at Mezzanine, Balcony and Auditorium Railing System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	

# Interior - Railing Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>R1-OP</b>  Balcony Railing at Mezzanine, Balcony and Auditorium Railing System	<b>Overpainted</b> <ul style="list-style-type: none"><li>Multiple layers of paint.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless other forms of deterioration are present, then scrape to substrate and repaint.</li></ul>	Level 3	
<b>R1-OJ</b>  Balcony Railing at Mezzanine, Balcony and Auditorium Railing System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Open, unfilled joints between segments of wood handrail</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for open joint; fill or caulk joint.</li></ul>	Level 3	
<b>R1-SD</b>  Balcony Railing at Mezzanine, Balcony and Auditorium Railing System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	

# Interior - Railing Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>R2-ST</b>  Balcony Railing at Lightwell Railing System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>R2-SA</b>  Balcony Railing at Lightwell Railing System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>R2-W</b>  Balcony Railing at Lightwell Railing System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>R2-MC</b>  Steel Stair System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace deteriorated members with new material to match existing.</li><li>Refer to assesment of structural engineer for details on replacement of select cast iron members.</li></ul>	Level 3	







# Interior - Door Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>D1-MC</b>  Door Door System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace deteriorated members with new material to match existing.</li><li>Refer to assesment of structural engineer for details on replacement of select cast iron members.</li></ul>	Level 3	
<b>D1-ST</b>  Door Door System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>D1-SA</b>  Door Door System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>D1-W</b>  Door Stair System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	

Interior - Door Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>D1-D</b>  Door Door System	<b>Door Frame Only</b> <ul style="list-style-type: none"><li>Describes the existence of a door frame only, no door.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace missing door.</li></ul>	Level 3	
<b>D1-E/NE</b>  Door Door System	<b>Extant / Non-extant</b> <ul style="list-style-type: none"><li>Describes the existence or absence of a particular building system.</li></ul>	<b>Cyclical Maintenance / Material Replacement</b> <ul style="list-style-type: none"><li>Develop a cleaning program to extend life of building system / Replace missing element.</li></ul>	Level 3	
<b>D1-O/NO</b>  Door Door System	<b>Operable / Not Operable</b> <ul style="list-style-type: none"><li>Describes existing functionality of door.</li></ul>	<b>Cyclical Maintenance / Material Repair</b> <ul style="list-style-type: none"><li>Maintain operability of system / Repair system to make operable again.</li></ul>	Level 3	
<b>D1-PR</b>  Door Stair System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	

# Interior - Door Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>D1-BL</b>  Door Door System	<b>Blistering Paint</b> <ul style="list-style-type: none"><li>Swelling and rupturing of top layer, generally first stage of exfoliation.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Clean, identify source of water infiltration and remedy cause.</li></ul>	Level 3	
<b>D1-DS</b>  Door Door System	<b>Displacement</b> <ul style="list-style-type: none"><li>Movement of a building material or element from its original location.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Investigation to determine movement and then subsequent repair.</li></ul>	Level 3	
<b>D1-G</b>  Door Door System	<b>Graffiti</b> <ul style="list-style-type: none"><li>Paint sprayed on surface.</li></ul>	<b>Removal of Material</b> <ul style="list-style-type: none"><li>Investigate proper removal methods where appropriate without damaging material.</li></ul>	Level 3	
<b>D1-OJ</b>  Door Stair System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Joints without caulking</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for missing caulk and reseal edges.</li></ul>	Level 3	






Interior - Door Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>D1-W</b>  Door Door System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>D1-SW</b>  Door Door System	<b>Water Damage</b> <ul style="list-style-type: none"><li>Biological growth, blistering, efflorescence, wood rot or staining caused by the infiltration of water.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Clean, identify source of water infiltration and remedy cause.</li></ul>	Level 3	
<b>D1-PR</b>  Door Door System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	
<b>D1-LM</b>  Door Stair System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	

Interior - Door Systems




COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>D1-LC</b>  Door Door System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>D1-CR</b>  Door Door System	<b>Crack</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in a surface, possible penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>D1-SL</b>  Door Door System	<b>Splintering</b> <ul style="list-style-type: none"><li>Caused by the process of swelling from moisture and drying from heat, or mechanical damage.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Repair by sanding or wood putty.</li></ul>	Level 3	
<b>D1-MD</b>  Door Stair System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	

Interior - Door Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>D1-SD</b>  Door Door System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>D2-SD</b>  Door Hardware Door System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>D2-W</b>  Door Hardware Door System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	




# Interior - Door Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>D2-E/NE</b> Door Hardware Door System	<b>Extant / Non-extant</b> <ul style="list-style-type: none"><li>Describes the existence or absence of a particular building system.</li></ul>	<b>Cyclical Maintenance / Material Replacement</b> <ul style="list-style-type: none"><li>Develop a cleaning program to extend life of building system / Replace missing element.</li></ul>	Level 3	
<b>D2-HM</b> Door Hardware Door System	<b>Missing Hardware</b> <ul style="list-style-type: none"><li>The absence of knobs, hinges, pulls, etc.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace missing hardware.</li></ul>	Level 3	
<b>D2-OP</b> Door Hardware Door System	<b>Overpainted</b> <ul style="list-style-type: none"><li>Multiple layers of paint.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless other forms of deterioration, then scrape to substrate and repaint.</li></ul>	Level 3	

Interior - Window Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>WD1-LC</b>  Wood and Glass Window System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>WD1-DGC</b>  Wood and Glass Window System	<b>Deteriorated Glazing Putty</b> <ul style="list-style-type: none"><li>Minimal amounts of glazing putty at window remain.</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Scrape remaining glazing putty away and replace with new glazing compound.</li></ul>	Level 3	
<b>WD1-NGC</b>  Wood and Glass Window System	<b>No Glazing Putty</b> <ul style="list-style-type: none"><li>Lack of glazing putty at window panes</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Apply new glazing compound.</li></ul>	Level 3	
<b>WD1-SL</b>  Wood and Glass Window System	<b>Splintering</b> <ul style="list-style-type: none"><li>Caused by the process of swelling from moisture and drying from heat, or mechanical damage.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Repair by sanding or wood putty.</li></ul>	Level 3	

# Interior - Window Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>WD1-LM</b>  Wood and Glass Window System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>WD1-W</b>  Wood and Glass Window System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>WD1-CR</b>  Wood and Glass Window System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in a surface, possible penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>WD1-OJ</b>  Wood and Glass Window System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Joints without caulking</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for missing caulk and reseal edges.</li></ul>	Level 3	







Interior - Window Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>WD1-PR</b>  Wood and Glass Window System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	
<b>WD1-OP</b>  Wood and Glass Window System	<b>Overpainted</b> <ul style="list-style-type: none"><li>Multiple layers of paint.</li></ul>	<b>Material Refinishing</b> <ul style="list-style-type: none"><li>Leave alone unless other forms of deterioration, then scrape to substrate and repaint.</li></ul>	Level 3	
<b>WD1-NA</b>  Wood and Glass Window System	<b>Not Accessible</b> <ul style="list-style-type: none"><li>Window could not be reached during survey.</li></ul>	<b>Further Investigation</b> <ul style="list-style-type: none"><li>Further investigation required to assess operability and condition.</li></ul>	Level 3	
<b>WD1-E</b>  Wood and Glass Window System	<b>Extant</b> <ul style="list-style-type: none"><li>An existing building system in good condition.</li></ul>	<b>Cyclical Maintenance</b> <ul style="list-style-type: none"><li>Develop a cleaning program to extend life of building system.</li></ul>	Level 3	

# Interior - Window Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>WD1-MD</b> Wood and Glass Window System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>WD1-CH</b> Wood and Glass Window System	<b>Hairline Cracking</b> <ul style="list-style-type: none"><li>Numerous shallow cracks across the outer layer of a surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch where appropriate.</li></ul>	Level 3	
<b>WD1-BL</b> Wood and Glass Window System	<b>Blistering Paint</b> <ul style="list-style-type: none"><li>Swelling and rupturing of top layer, generally first stage of exfoliation.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Clean, identify source of water infiltration and remedy cause.</li></ul>	Level 3	
<b>WD1-RT</b> Wood and Glass Window System	<b>Wood Rot</b> <ul style="list-style-type: none"><li>The growth of fungi when oxygen, warmth and moisture are present in wood.</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Replace rotted elements and treat new wood to repel agents that cause rotting.</li></ul>	Level 3	

Interior - Window Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>WD1-O/NO</b>  Wood and Glass Window System	<b>Operable / Not Operable</b> <ul style="list-style-type: none"><li>Describes existing functionality of window.</li></ul>	<b>Cyclical Maintenance / Material Repair</b> <ul style="list-style-type: none"><li>Maintain operability of system / Repair system to make operable again.</li></ul>	Level 3	
<b>WD1-SA</b>  Wood and Glass Window System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>WD1-ST</b>  Wood and Glass Window System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>WD1-SD</b>  Wood and Glass Window System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	






# Interior - Window Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>WD1-SW</b>  Wood and Glass Window System	<b>Water Damage</b> <ul style="list-style-type: none"><li>Biological growth, blistering, efflorescence, wood rot or staining caused by the infiltration of water.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Identify source of water infiltration and remedy cause. Replace deteriorated and damaged material.</li></ul>	Level 3	
<b>WD2-O/NO</b>  Hardware Windows System	<b>Operable / Not Operable</b> <ul style="list-style-type: none"><li>Describes existing functionality of window hardware.</li></ul>	<b>Cyclical Maintenance / Material Repair</b> <ul style="list-style-type: none"><li>Maintain operability of system / Repair system to make operable again.</li></ul>	Level 3	
<b>WD2-HM</b>  Hardware Windows System	<b>Missing Hardware</b> <ul style="list-style-type: none"><li>The absence of knobs, hinges, pulls, etc.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace missing hardware.</li></ul>	Level 3	
<b>WD2-E</b>  Hardware Windows System	<b>Extant</b> <ul style="list-style-type: none"><li>An existing building system in good condition.</li></ul>	<b>Cyclical Maintenance</b> <ul style="list-style-type: none"><li>Develop a cleaning program to extend life of building system.</li></ul>	Level 3	

Interior - Window Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>WD3-LM</b>  Tiffany Stained Glass Windows System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Replace material to match existing/historic.</li></ul>	Level 3	
<b>WD3-PR</b>  Tiffany Stained Glass Windows System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	
<b>WD3-SA</b>  Tiffany Stained Glass Windows System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>WD3-MD</b>  Tiffany Stained Glass Windows System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Replace areas of missing or damaged material.</li></ul>	Level 3	

# Interior - Window Systems



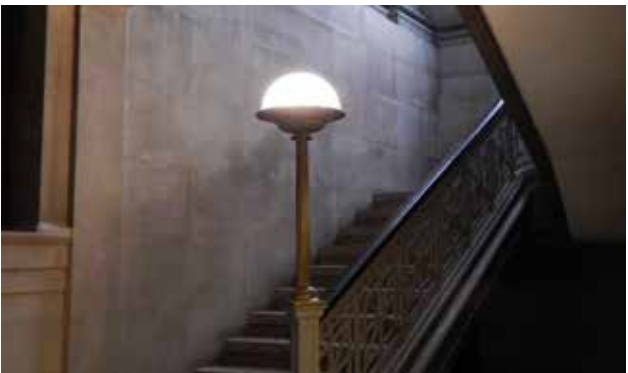

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>WD3-ST</b>  Tiffany Stained Glass Windows System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>WD3-CR</b>  Tiffany Stained Glass Windows System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16" to 1/2" wide visible fissures in glass surface, possibly penetrating through the material surface</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>WD3-MC</b>  Tiffany Stained Glass Windows System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace deteriorated members with new material to match existing.</li></ul>	Level 3	







Interior - Lighting Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>L1-SA</b>  Wall Sconce with Globes Lighting System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>L1-CR</b>  Wall Sconce with Globes Lighting System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in a surface, possibly penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>L1-O/NO</b>  Wall Sconce with Globes Lighting System	<b>Operable / Not Operable</b> <ul style="list-style-type: none"><li>Describes existing functionality of fixture.</li></ul>	<b>Cyclical Maintenance / Material Repair</b> <ul style="list-style-type: none"><li>Maintain operability of system / Repair system to make operable again.</li></ul>	Level 3	
<b>L1-HM</b>  Wall Sconce with Globes Lighting System	<b>Missing Hardware</b> <ul style="list-style-type: none"><li>The absence of hardware associated with the light fixture.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace missing hardware.</li></ul>	Level 3	

Interior - Lighting Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>L1-OU</b>  Wall Sconce with Globes Lighting System	<b>Operation Unknown</b> <ul style="list-style-type: none"><li>Operability of light fixture was not determined.</li></ul>	<b>Further Investigation</b> <ul style="list-style-type: none"><li>Further investigation required to assess operability.</li></ul>	Level 3	
<b>L1-LM</b>  Wall Sconce with Globes Lighting System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material or component of fixture</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Repair or replace missing material.</li></ul>	Level 3	
<b>L2-O/NO</b>  Railing Post Mounted Fixtures Lighting System	<b>Operable / Not Operable</b> <ul style="list-style-type: none"><li>Describes existing functionality of fixture.</li></ul>	<b>Cyclical Maintenance / Material Repair</b> <ul style="list-style-type: none"><li>Maintain operability of system / Repair system to make operable again.</li></ul>	Level 3	
<b>L2-SA</b>  Railing Post Mounted Fixtures Lighting System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without causing damage.</li></ul>	Level 3	

# Interior - Lighting Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>L3-OP</b>  Wall Mounted Flourescents Lighting System	<b>Overpainted</b> <ul style="list-style-type: none"><li>Multiple layers of paint.</li></ul>	<b>Clean Material</b> <ul style="list-style-type: none"><li>Leave alone unless other forms of deterioration are present, then scrape to substrate.</li></ul>		
<b>L3-SA</b>  Wall Mounted Flourescents Lighting System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>L3-CR</b>  Wall Mounted Flourescents Lighting System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in a surface, possible penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>L3-O/NO</b>  Wall Mounted Flourescents Lighting System	<b>Operable / Not Operable</b> <ul style="list-style-type: none"><li>Describes existing finctionality of fixture.</li></ul>	<b>Cyclical Maintenance / Material Repair</b> <ul style="list-style-type: none"><li>Maintain operability of system / Repair system to make operable again.</li></ul>	Level 3	



# Interior - Lighting Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>L3-MD</b>  Wall Mounted Flourescents Lighting System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>L3-PR</b>  Wall Mounted Flourescents Lighting System	<b>Previous Repair</b> <ul style="list-style-type: none"><li>Area where a previous repair was done, including repointing, patching and consolidation.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Replace inappropriate previous patches.</li></ul>	Level 3	
<b>L3-LM</b>  Wall Mounted Flourescents Lighting System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Repair or replace missing material.</li></ul>	Level 3	
<b>L4-OU</b>  Ceiling Mounted Compact Flourescent Bulbs Lighting System	<b>Operation Unknown</b> <ul style="list-style-type: none"><li>Operability of light fixture was not determined.</li></ul>	<b>Further Investigation</b> <ul style="list-style-type: none"><li>Further investigation required to assess operability.</li></ul>	Level 3	

Interior - Lighting Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>L4-SA</b>  Ceiling Mounted Compact Flourescent Bulbs Lighting System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>L4-CR</b>  Ceiling Mounted Compact Flourescent Bulbs Lighting System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in a surface, possibly penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>L4-O/NO</b>  Ceiling Mounted Compact Flourescent Bulbs Lighting System	<b>Operable / Not Operable</b> <ul style="list-style-type: none"><li>Describes existing finctionality of fixture.</li></ul>	<b>Cyclical Maintenance / Material Repair</b> <ul style="list-style-type: none"><li>Maintain operability of system / Repair system to make operable again.</li></ul>	Level 3	
<b>L4-HM</b>  Ceiling Mounted Compact Flourescent Bulbs Lighting System	<b>Missing Hardware</b> <ul style="list-style-type: none"><li>The absence of hardware associated with the light fixture.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace missing hardware.</li></ul>	Level 3	

Interior - Lighting Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>L4-W</b>  Ceiling Mounted Compact Flourescent Bulbs Lighting System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>L4-LM</b>  Ceiling Mounted Compact Flourescent Bulbs Lighting System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Repair or replace missing material.</li></ul>	Level 3	
<b>L4-MC</b>  Ceiling Mounted Compact Flourescent Bulbs Lighting System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace deteriorated members with new material to match existing.</li></ul>	Level 3	
<b>L4-ST</b>  Ceiling Mounted Compact Flourescent Bulbs Lighting System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	







Interior - Lighting Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>L5-LM</b>  Hanging Pendant Lighting System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Repair or replace missing material.</li></ul>	Level 3	
<b>L5-CR</b>  Hanging Pendant Lighting System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in a surface, possibly penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>L5-O/NO</b>  Hanging Pendant Lighting System	<b>Operable / Not Operable</b> <ul style="list-style-type: none"><li>Describes existing functionality of fixture.</li></ul>	<b>Cyclical Maintenance / Material Repair</b> <ul style="list-style-type: none"><li>Maintain operability of system / Repair system to make operable again.</li></ul>	Level 3	
<b>L5-HM</b>  Hanging Pendant Lighting System	<b>Missing Hardware</b> <ul style="list-style-type: none"><li>The absence of hardware associated with the light fixture.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace missing hardware.</li></ul>	Level 3	

# Interior - Lighting Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>L5-SA</b>  Hanging Pendant Lighting System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>L6-OU</b>  Suspended Flourescents Lighting System	<b>Operation Unknown</b> <ul style="list-style-type: none"><li>Operability of light fixture was not determined.</li></ul>	<b>Further Investigation</b> <ul style="list-style-type: none"><li>Further investigation required to assess operability.</li></ul>	Level 3	
<b>L6-O/NO</b>  Suspended Flourescents Lighting System	<b>Operable / Not Operable</b> <ul style="list-style-type: none"><li>Describes existing finctionality of fixture.</li></ul>	<b>Cyclical Maintenance / Material Repair</b> <ul style="list-style-type: none"><li>Maintain operability of system / Repair system to make operable again.</li></ul>	Level 3	
<b>L6-HM</b>  Suspended Flourescents Lighting System	<b>Missing Hardware</b> <ul style="list-style-type: none"><li>The absence of hardware associated with the light fixture.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace missing hardware.</li></ul>	Level 3	

Interior - Lighting Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>L6-SA</b>  Suspended Flourescents Lighting System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>L6-CR</b>  Suspended Flourescents Lighting System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in a surface, possibly penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>L7-O/NO</b>  Ceiling Mounted Dome Lighting System	<b>Operable / Not Operable</b> <ul style="list-style-type: none"><li>Describes existing fnctionality of fixture.</li></ul>	<b>Cyclical Maintenance / Material Repair</b> <ul style="list-style-type: none"><li>Maintain operability of system / Repair system to make operable again.</li></ul>	Level 3	
<b>L7-OU</b>  Ceiling Mounted Dome Lighting System	<b>Operation Unknown</b> <ul style="list-style-type: none"><li>Operability of light fixture was not determined.</li></ul>	<b>Further Investigation</b> <ul style="list-style-type: none"><li>Further investigation required to assess operability.</li></ul>	Level 3	




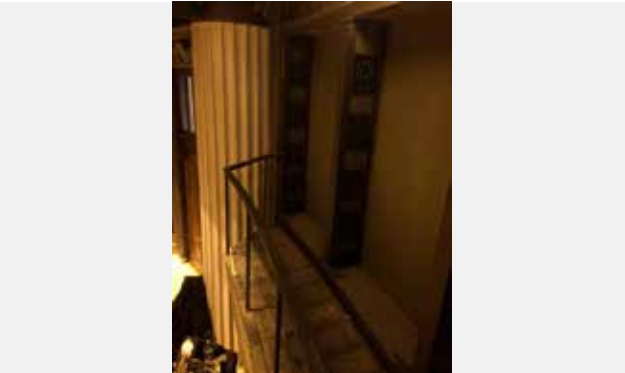


Interior - Lighting Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>L7-HM</b>  Ceiling Mounted Dome Lighting System	<b>Missing Hardware</b> <ul style="list-style-type: none"><li>The absence of hardware associated with the light fixture.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace missing hardware.</li></ul>	Level 3	
<b>L7-CR</b>  Ceiling Mounted Dome Lighting System	<b>Cracking</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in a surface, possible penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>L8-O/NO</b>  Empty J-box / Socket Lighting System	<b>Operable / Not Operable</b> <ul style="list-style-type: none"><li>Describes existing functionality of fixture.</li></ul>	<b>Cyclical Maintenance / Material Repair</b> <ul style="list-style-type: none"><li>Maintain operability of system / Repair system to make operable again.</li></ul>	Level 3	
<b>L8-OU</b>  Empty J-box / Socket Lighting System	<b>Operation Unknown</b> <ul style="list-style-type: none"><li>Operability of light fixture was not determined.</li></ul>	<b>Further Investigation</b> <ul style="list-style-type: none"><li>Further investigation required to assess operability.</li></ul>	Level 3	

# Interior - Bookstack Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>B1-MC</b>  Stack Panel Bookstacks System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace deteriorated members with new material to match existing.</li><li>Refer to assesment of structural engineer for details on replacement of select cast iron members.</li></ul>	Level 3	
<b>B1-ST</b>  Stack Panel Bookstacks System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>B1-SA</b>  Stack Panel Bookstacks System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>B1-LC</b>  Stack Panel Bookstacks System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	

# Interior - Bookstack Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>B1-MD</b>  Stack Panel Bookstacks System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>B1-ED</b>  Stack Panel Bookstacks System	<b>Deformation</b> <ul style="list-style-type: none"><li>Distortion or changing in shape of a material, usually through the application of pressure.</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for deformation and repair or replace material if necessary.</li></ul>	Level 3	
<b>B1-LM</b>  Stack Panel Bookstacks System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Replace missing material to match existing.</li></ul>	Level 3	
<b>B1-SD</b>  Stack Panel Bookstacks System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	







# Interior - Bookstack Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>B1-SW</b>  Stack Panel Bookstacks System	<b>Water Damage</b> <ul style="list-style-type: none"><li>Biological growth, blistering, efflorescence, wood rot or staining caused by the infiltration of water.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Identify source of water infiltration and remedy cause. Replace deteriorated and damaged material.</li></ul>	Level 3	
<b>B2-ST</b>  Stack Panel Door Bookstacks System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>B2-SA</b>  Stack Panel Door Bookstacks System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>B2-SD</b>  Stack Panel Door Bookstacks System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	

# Interior - Bookstack Systems



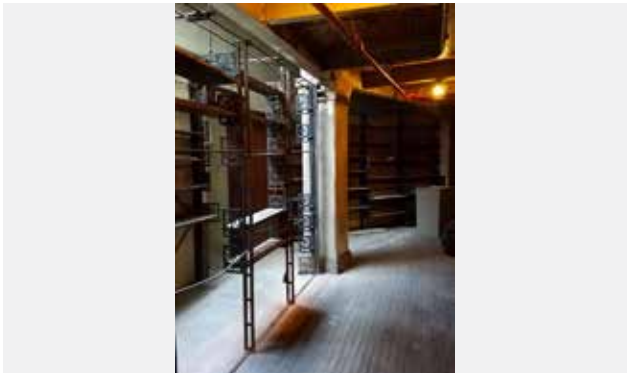

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>B2-HM</b>  Stack Panel Door Bookstacks System	<b>Missing Hardware</b> <ul style="list-style-type: none"><li>The absence of knobs, hinges, pulls, etc.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Replace missing hardware.</li></ul>	Level 3	
<b>B2-SW</b>  Stack Panel Door Bookstacks System	<b>Water Damage</b> <ul style="list-style-type: none"><li>Biological growth, blistering, efflorescence, wood rot or staining caused by the infiltration of water.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Identify source of water infiltration and remedy cause. Replace deteriorated and damaged material.</li></ul>	Level 3	
<b>B2-MC</b>  Stack Panel Door Bookstacks System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace deteriorated members with new material to match existing.</li><li>Refer to assesment of structural engineer for details on replacement of select cast iron members.</li></ul>	Level 3	
<b>B2-LC</b>  Stack Panel Door Bookstacks System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	

# Interior - Bookstack Systems


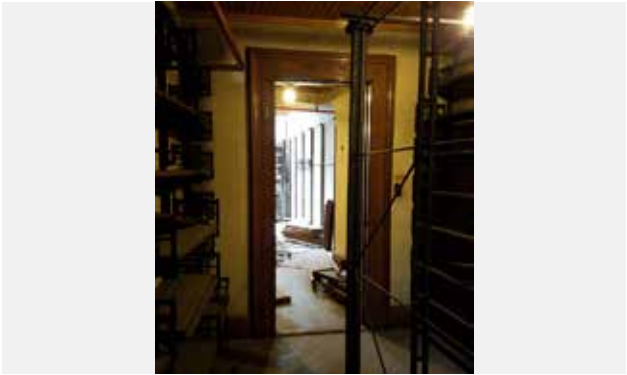


COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>B2-MD</b>  Stack Panel Door Bookstacks System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>B2-ED</b>  Stack Panel Door Bookstacks System	<b>Deformation</b> <ul style="list-style-type: none"><li>Distortion or changing in shape of a material, usually through the application of pressure.</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for deformation and repair or replace material if necessary.</li></ul>	Level 3	
<b>B2-W</b>  Stack Panel Door Bookstacks System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>B2-LM</b>  Stack Panel Door Bookstacks System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	







# Interior - Bookstack Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>B3-SB</b>  Free Standing Bookstacks System	<b>Biological Growth</b> <ul style="list-style-type: none"><li>• Surface growth having biological origins, typically found in damp locations.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>• Clean, identify source of water infiltration and remedy cause. If severe, replace deteriorated material.</li></ul>	Level 3	
<b>B3-ST</b>  Free Standing Bookstacks System	<b>Staining</b> <ul style="list-style-type: none"><li>• Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>• Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>B3-SA</b>  Free Standing Bookstacks System	<b>Soiling</b> <ul style="list-style-type: none"><li>• Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>• Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>B3-MC</b>  Free Standing Bookstacks System	<b>Corrosion</b> <ul style="list-style-type: none"><li>• Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>• Remove corrosion and corrosive products; in severe cases, replace deteriorated members with new material to match existing.</li><li>• Refer to assesment of structural engineer for details on replacement of select cast iron members.</li></ul>	Level 3	

# Interior - Bookstack Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>B3-E</b>  Free Standing Bookstacks System	<b>Extant</b> <ul style="list-style-type: none"><li>An existing building system in good condition.</li></ul>	<b>Cyclical Maintenance</b> <ul style="list-style-type: none"><li>Develop a cleaning program to extend life of building system.</li></ul>	Level 3	
<b>B3-MD</b>  Free Standing Bookstacks System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>B3-LM</b>  Free Standing Bookstacks System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>B3-CR</b>  Free Standing Bookstacks System	<b>Crack</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in a surface, possibly penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	

# Interior - Bookstack Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>B3-SL</b>  Free Standing Bookstacks System	<b>Splintering</b> <ul style="list-style-type: none"><li>Caused by the process of swelling from moisture and drying from heat, or mechanical damage.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Repair by sanding or wood putty.</li></ul>	Level 3	
<b>B3-LC</b>  Free Standing Bookstacks System	<b>Paint Loss</b> <ul style="list-style-type: none"><li>Loss of surface paint.</li></ul>	<b>Material Replacement</b> <ul style="list-style-type: none"><li>Determine reason for paint loss, correct problem and repaint.</li></ul>	Level 3	
<b>B3-OJ</b>  Free Standing Bookstacks System	<b>Open Joints</b> <ul style="list-style-type: none"><li>Joints without caulking</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Determine reason for missing caulk and reseal edges.</li></ul>	Level 3	
<b>B3-SW</b>  Free Standing Bookstacks System	<b>Water Damage</b> <ul style="list-style-type: none"><li>Biological growth, blistering, efflorescence, wood rot or staining caused by the infiltration of water.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Identify source of water infiltration and remedy cause. Replace deteriorated and damaged material.</li></ul>	Level 3	







# Interior - Bookstack Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>B3-W</b>  Free Standing Bookstacks System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>B4-MD</b>  Wall Mounted Bookstacks System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>B4-SW</b>  Wall Mounted Bookstacks System	<b>Water Damage</b> <ul style="list-style-type: none"><li>Biological growth, blistering, efflorescence, wood rot or staining caused by the infiltration of water.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Identify source of water infiltration and remedy cause. Replace deteriorated and damaged material.</li></ul>	Level 3	
<b>B4-RT</b>  Wall Mounted Bookstacks System	<b>Wood Rot</b> <ul style="list-style-type: none"><li>The growth of fungi when oxygen, warmth and moisture are present in wood.</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Replace rotted elements and treat new wood to repel agents that cause rotting.</li></ul>	Level 3	

# Interior - Bookstack Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>B4-MC</b>  Wall Mounted Bookstacks System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace deteriorated members with new material to match existing.</li><li>Refer to assesment of structural engineer for details on replacement of select cast iron members.</li></ul>	Level 3	
<b>B4-ST</b>  Wall Mounted Bookstacks System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>B4-SA</b>  Wall Mounted Bookstacks System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>B4-E</b>  Wall Mounted Bookstacks System	<b>Extant</b> <ul style="list-style-type: none"><li>An existing building system in good condition.</li></ul>	<b>Cyclical Maintenance</b> <ul style="list-style-type: none"><li>Develop a cleaning program to extend life of building system.</li></ul>	Level 3	

# Interior - Bookstack Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>B4-W</b>  Wall Mounted Bookstacks System	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>B4-LM</b>  Wall Mounted Bookstacks System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>B4-CR</b>  Wall Mounted Bookstacks System	<b>Crack</b> <ul style="list-style-type: none"><li>1/16 to 1/2 inch wide visible fissure in a surface, possibly penetrating through the surface.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Remove and replace damaged material.</li></ul>	Level 3	
<b>B4-BL</b>  Wall Mounted Bookstacks System	<b>Blistering Paint</b> <ul style="list-style-type: none"><li>Swelling and rupturing of top layer, generally first stage of exfoliation.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Identify cause of blistering and remedy. Remove deteriorated paint and repaint.</li></ul>	Level 3	






# Interior - Bookstack Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>B5-SW</b>  By-Pass (Through Floor) Bookstacks System	<b>Water Damage</b> <ul style="list-style-type: none"><li>Biological growth, blistering, efflorescence, wood rot or staining caused by the infiltration of water.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Identify source of water infiltration and remedy cause. Replace deteriorated and damaged material.</li></ul>	Level 3	
<b>B5-ST</b>  By-Pass (Through Floor) Bookstacks System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>B5-SA</b>  By-Pass (Through Floor) Bookstacks System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>B5-E</b>  By-Pass (Through Floor) Bookstacks System	<b>Extant</b> <ul style="list-style-type: none"><li>An existing building system in good condition.</li></ul>	<b>Cyclical Maintenance</b> <ul style="list-style-type: none"><li>Develop a cleaning program to extend life of building system.</li></ul>	Level 3	

# Interior - Bookstack Systems





COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>B5-MD</b>  By-Pass (Through Floor) Bookstacks System	<b>Mechanical Damage</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Remove mechanical remnants and connections. Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>B5-SD</b>  By-Pass (Through Floor) Bookstacks System	<b>Scratches / Dents</b> <ul style="list-style-type: none"><li>Damage to material caused by mechanical components or equipment</li></ul>	<b>Material Repair or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing or damaged material, if feasible; remove and replace material, as required.</li></ul>	Level 3	
<b>B5-LM</b>  By-Pass (Through Floor) Bookstacks System	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>B5-MC</b>  By-Pass (Through Floor) Bookstacks System	<b>Corrosion</b> <ul style="list-style-type: none"><li>Deterioration of material by a chemical reaction with its environment.</li></ul>	<b>Removal of Deteriorated Material</b> <ul style="list-style-type: none"><li>Remove corrosion and corrosive products; in severe cases, replace deteriorated members with new material to match existing.</li><li>Refer to assesment of structural engineer for details on replacement of select cast iron members.</li></ul>	Level 3	

# Interior - Bookstack Systems

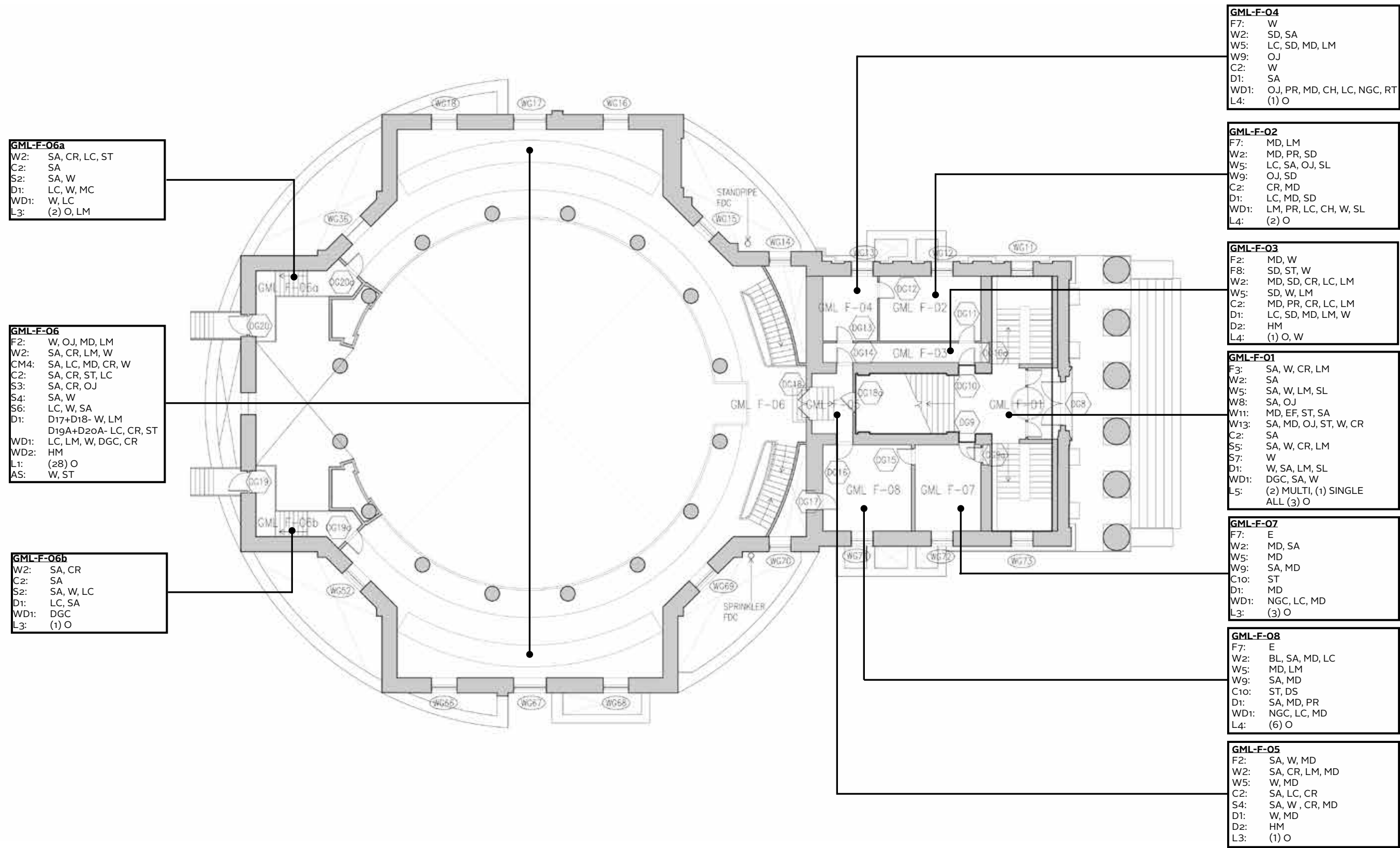
COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>B6-SA</b>  Dome Level Shelves Bookstacks System	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	
<b>B6-E</b>  Dome Level Shelves Bookstacks System	<b>Extant</b> <ul style="list-style-type: none"><li>An existing building system in good condition.</li></ul>	<b>Cyclical Maintenance</b> <ul style="list-style-type: none"><li>Develop a cleaning program to extend life of building system.</li></ul>	Level 3	
<b>B6-ST</b>  Dome Level Shelves Bookstacks System	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to building system.</li></ul>	Level 3	



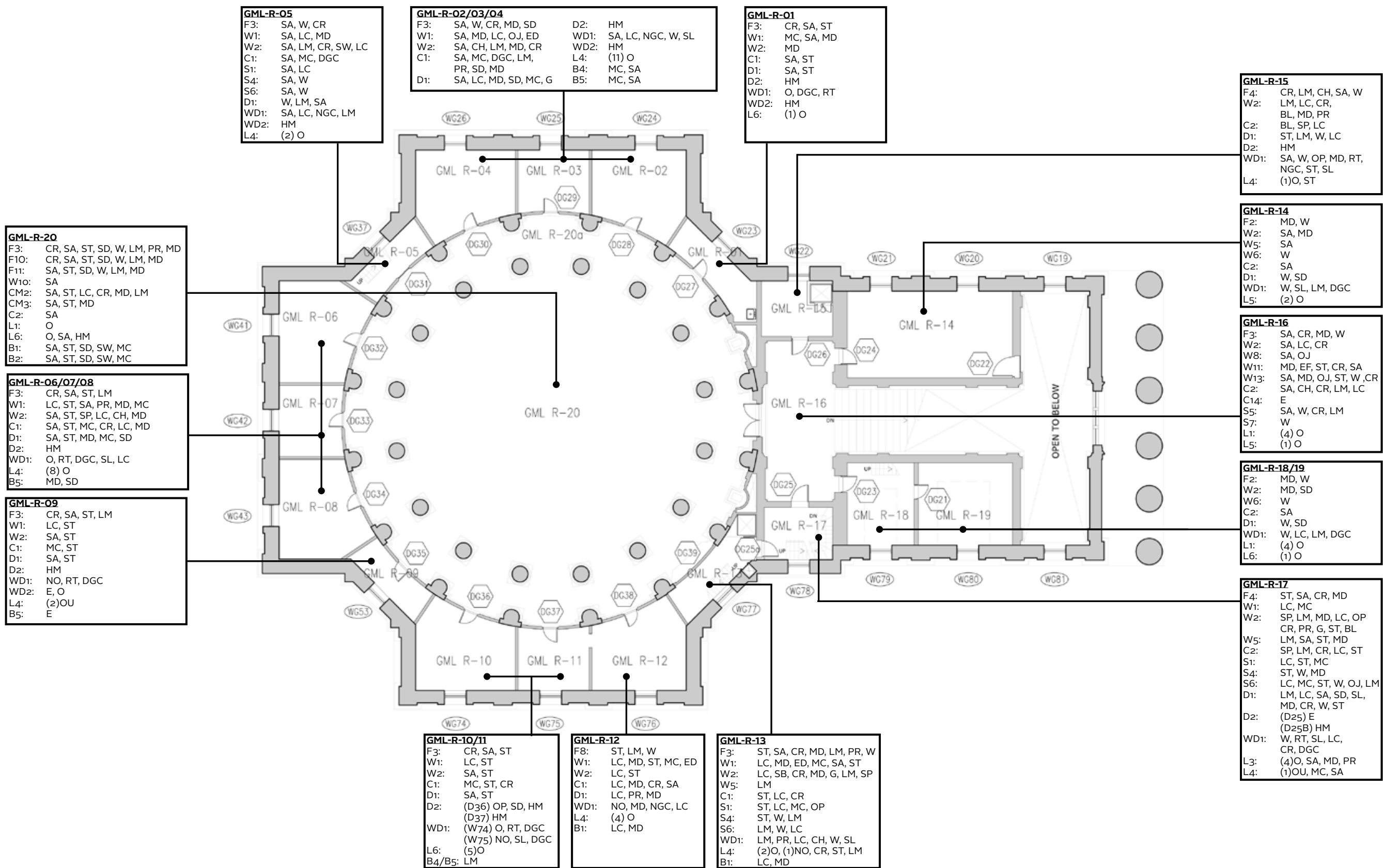
Interior - Miscellaneous Systems

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO
<b>PS-LM</b>  Plaster Statue	<b>Material Loss</b> <ul style="list-style-type: none"><li>Loss of material leaving holes or exposing inner layers.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Patch areas of missing material, if feasible, or replace material to match existing.</li></ul>	Level 3	
<b>PS-SA</b>  Plaster Statue	<b>Soiling</b> <ul style="list-style-type: none"><li>Surface staining caused by the build-up of pollutants.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	
<b>AS-W</b>  Auditorium Seating	<b>Wear</b> <ul style="list-style-type: none"><li>The gradual disintegration and erosion of materials caused by gradual use overtime.</li></ul>	<b>Material Patching or Replacement</b> <ul style="list-style-type: none"><li>Leave alone unless severe, then consider replacing.</li></ul>	Level 3	
<b>AS-ST</b>  Auditorium Seating	<b>Staining</b> <ul style="list-style-type: none"><li>Surface problem caused by the build-up of pollutants, mineral deposits and water marks.</li></ul>	<b>Develop Cleaning Program</b> <ul style="list-style-type: none"><li>Develop a cleaning program if it can be implemented without damage to bulding system.</li></ul>	Level 3	

Interior Plan o2 - Quad Entrance & Auditorium Balcony Level

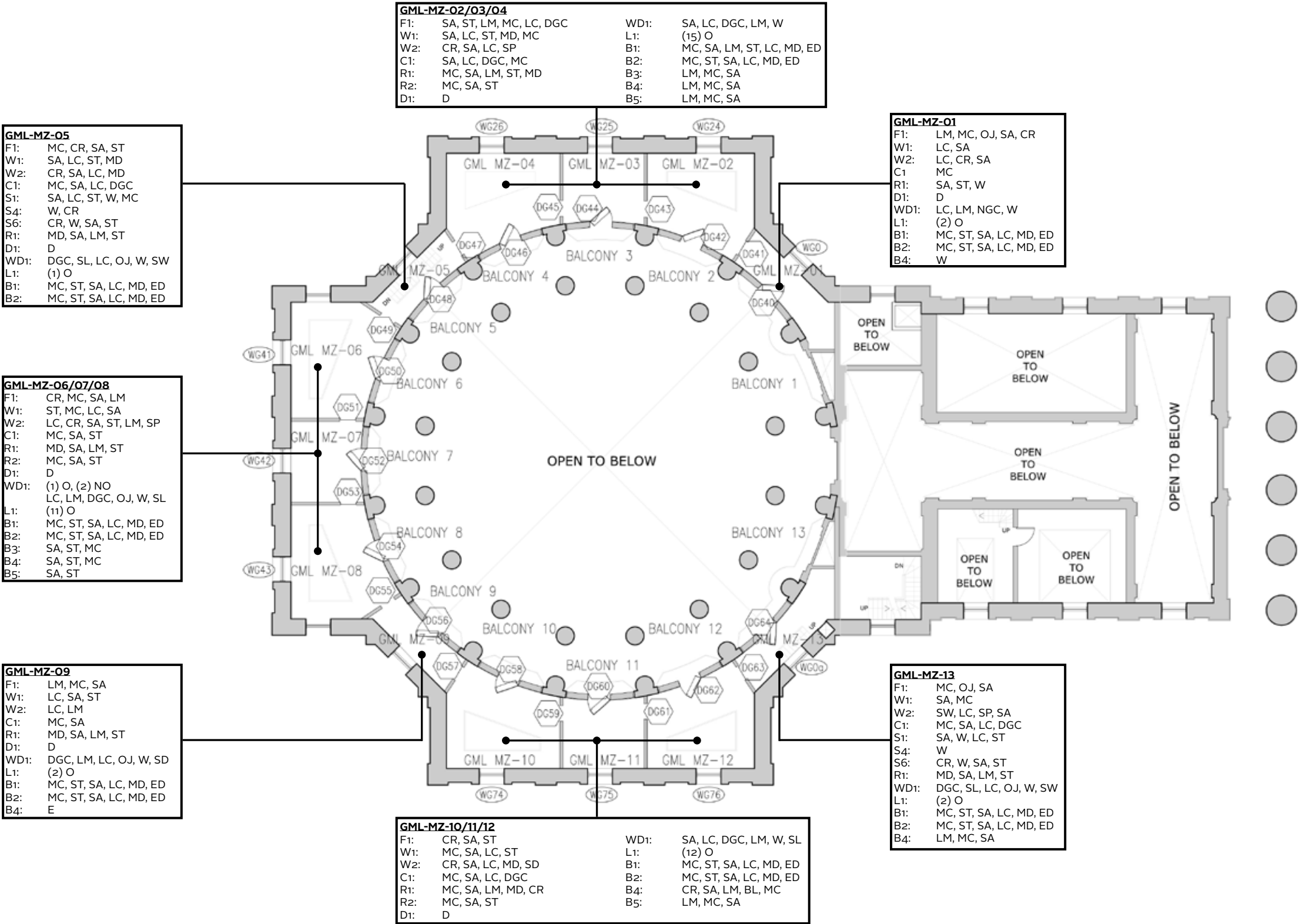


Interior Plan 03 - Rotunda Level

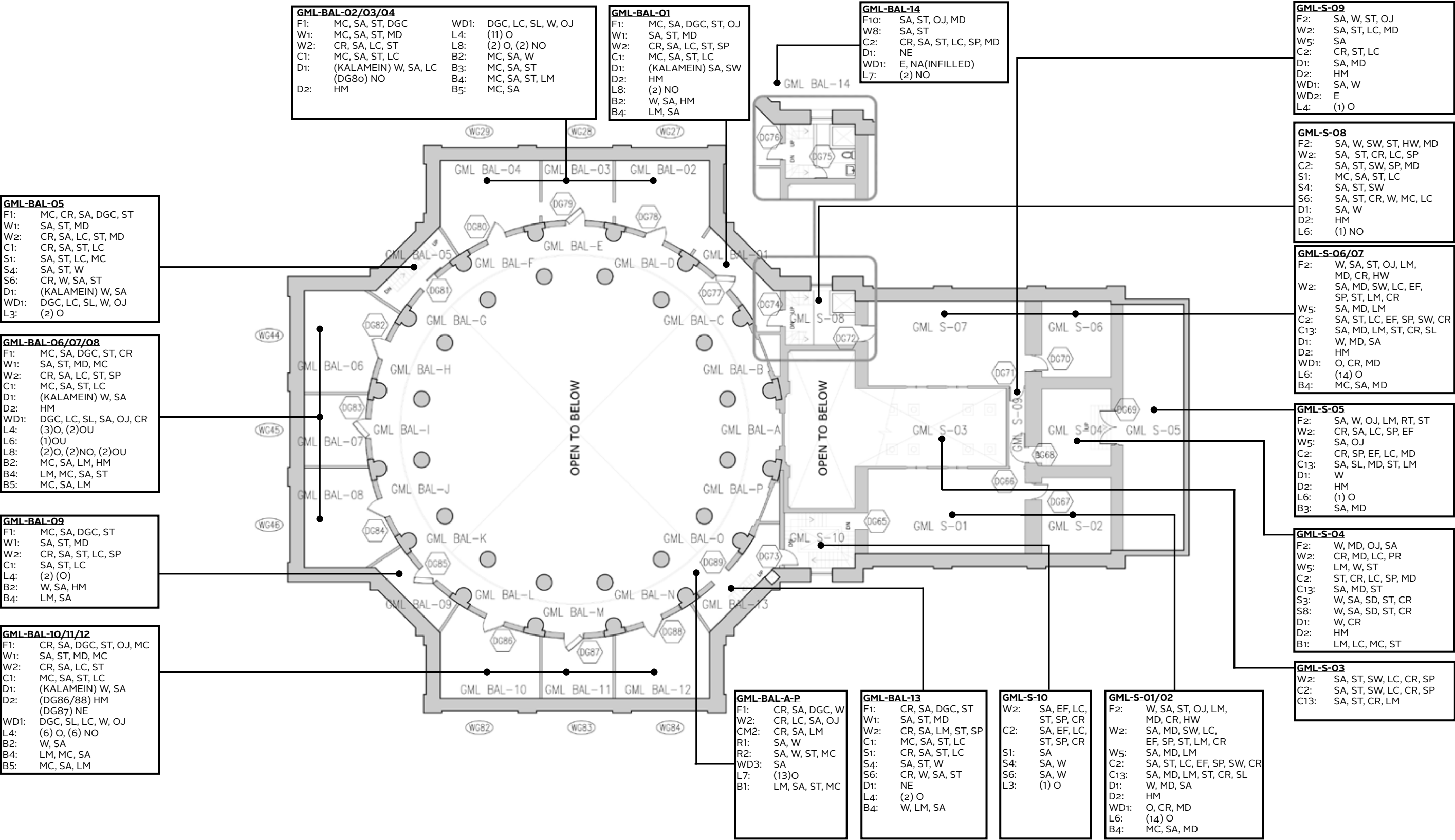




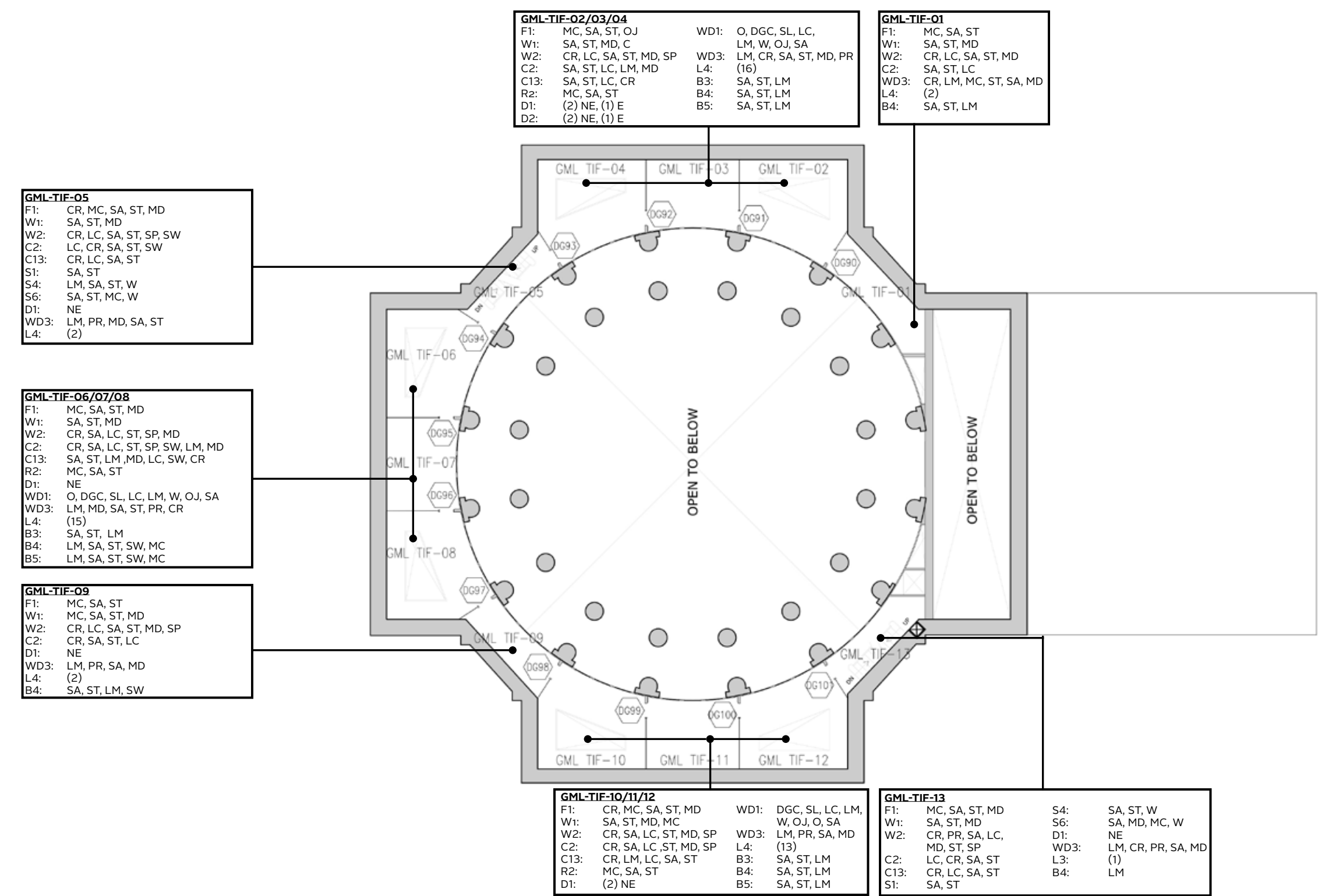
Interior Plan o4 - Mezzanine Level



Interior Plan 05 - Balcony Level

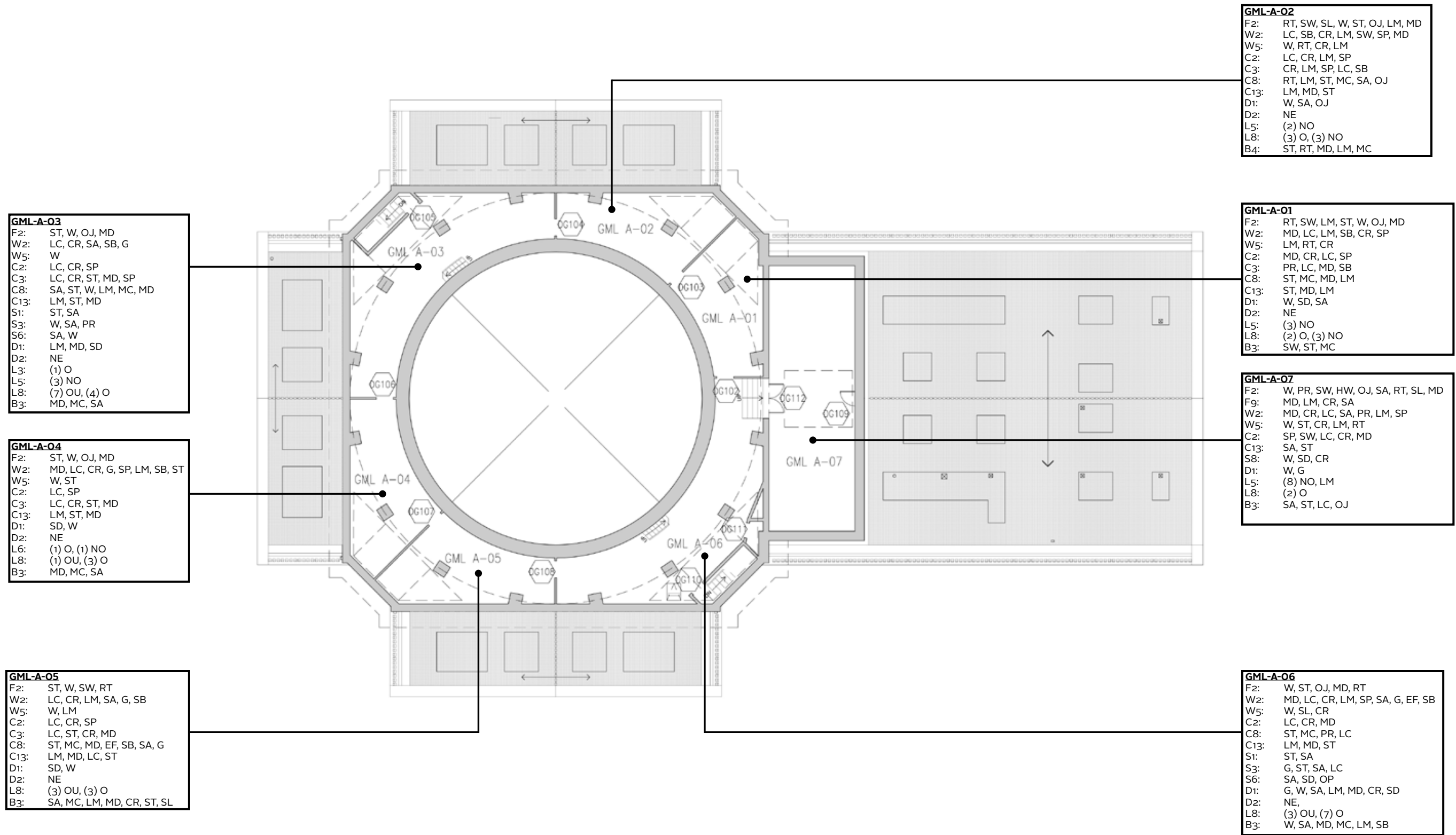


Interior Plan o6 - Tiffany Glass Level





Interior Plan 07 - Attic Level



# Interior Plan o8 - Dome Room Level

GML-D-08	
F2:	W, SA, OJ, ST
W2:	CR, ST, SW, LC, SA
W12:	SA, W, LC
C2:	CR, SA
S1:	ST, SA
S3:	SA, W, PR
S6:	SA, W
D1:	SA, W, CR
B6:	SA, ST
PS:	SA, LM

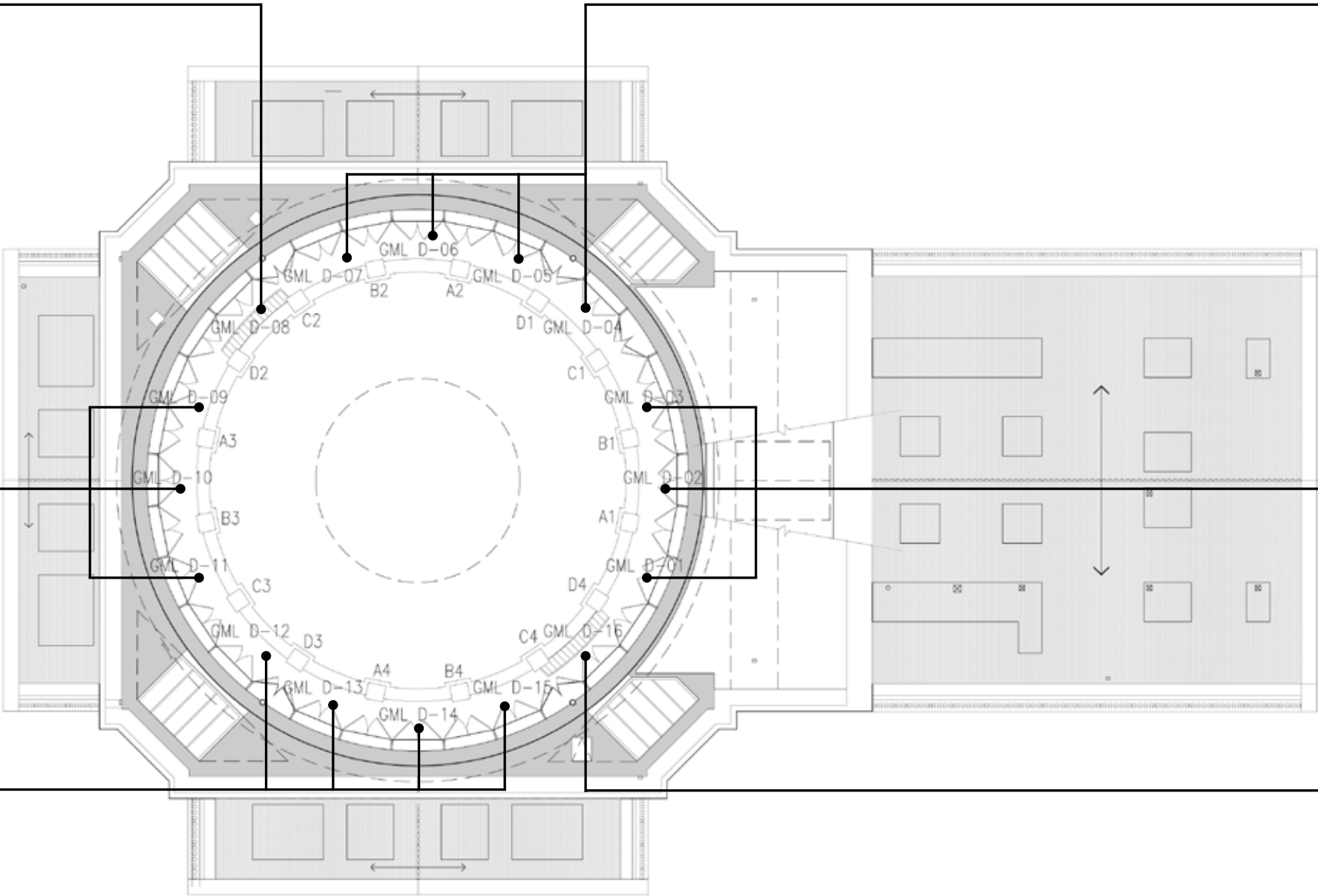
GML-D-04/05/06/07	
F2:	W, SA, OJ, ST
W2:	CR, LM, ST, SW, LC
W12:	SA, W, LC, LM
C2:	CR, SA
D1:	SA, W, ST, LM, CR
B6:	SA, ST
PS:	SA, LM

GML-D-09/10/11	
F2:	W, SA, OJ, ST
W2:	CR, ST, LC
W12:	SA, W, MD, LM
C2:	CR, SA
D1:	SA, W, CR
B6:	SA, ST
PS:	SA, LM

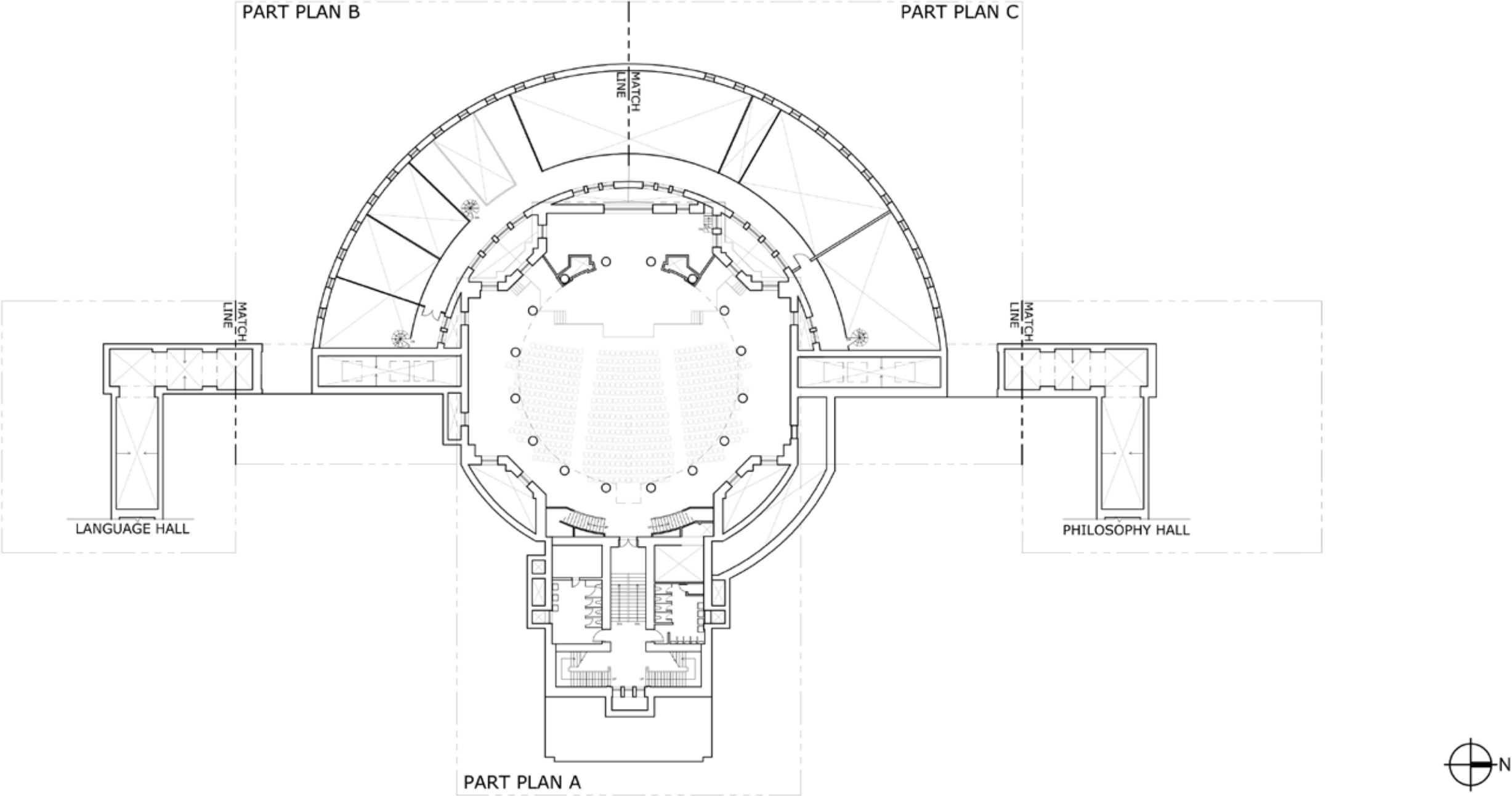
GML-D-01/02/03	
F2:	W, SA, OJ, ST
W2:	CR, LC, ST
W12:	SA, W, LC, LM
C2:	CR, SA
D1:	SA, W, CR
B6:	SA, ST
PS:	SA, LM

GML-D-12/13/14/15	
F2:	W, SA, OJ, ST
W2:	CR, SW, LM, LC, ST, SA
W12:	SA, W, MD, LC
C2:	CR, SA
D1:	SA, W, ST, LM, CR, LC
B6:	SA, ST
PS:	SA, LM

GML-D-16	
F2:	W, SA, OJ, ST
W2:	CR, MD, SW, LC
W12:	SA, W, LC
C2:	CR, SA
S1:	ST, SA
S3:	SG, ST, SA, LC
S6:	SA, SD, OP
D1:	SA, W
B6:	SA, ST
PS:	SA, LM

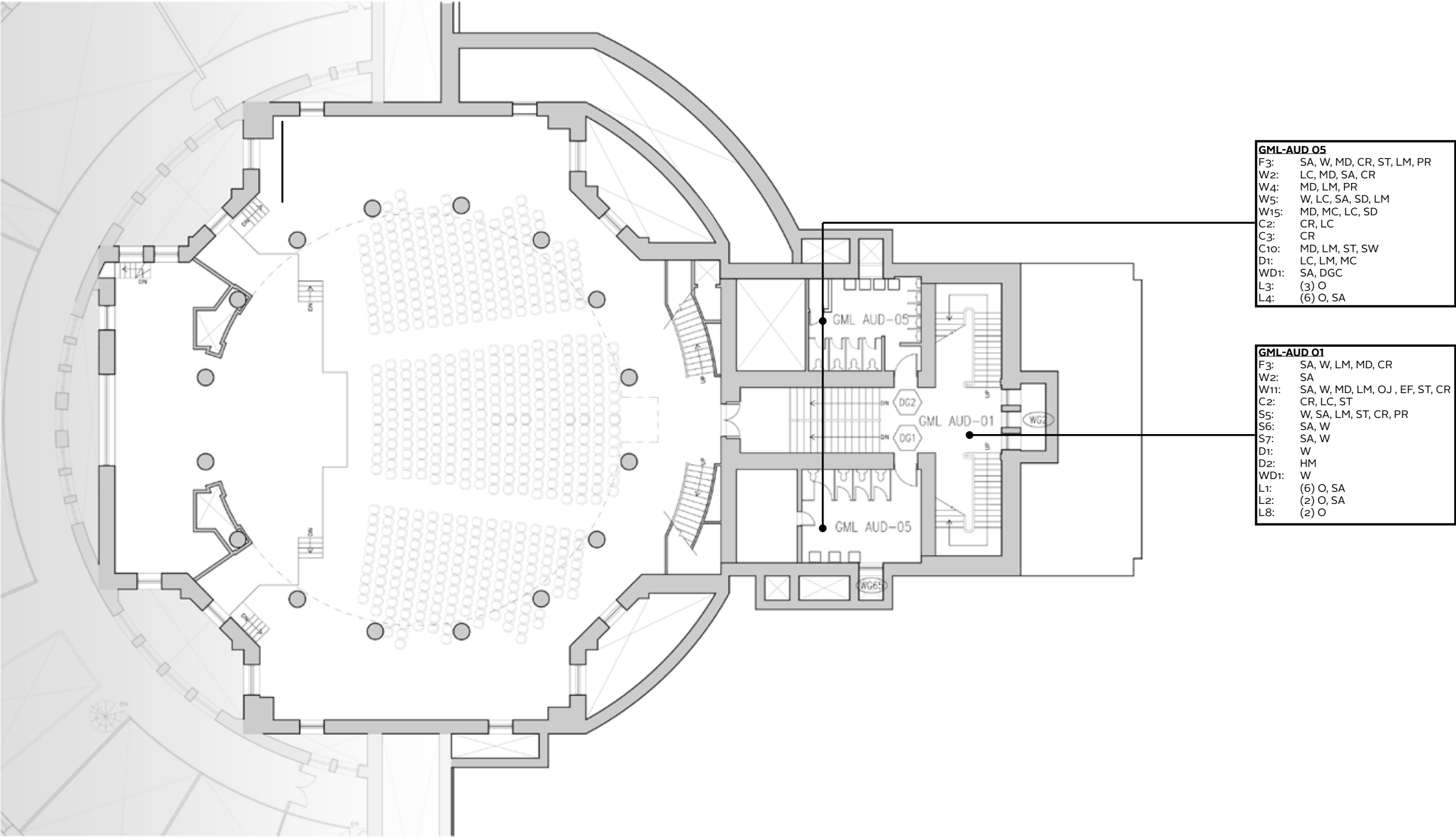


Interior Key Plan 01A - Hall of Fame Mezzanine & GML Facilities Level

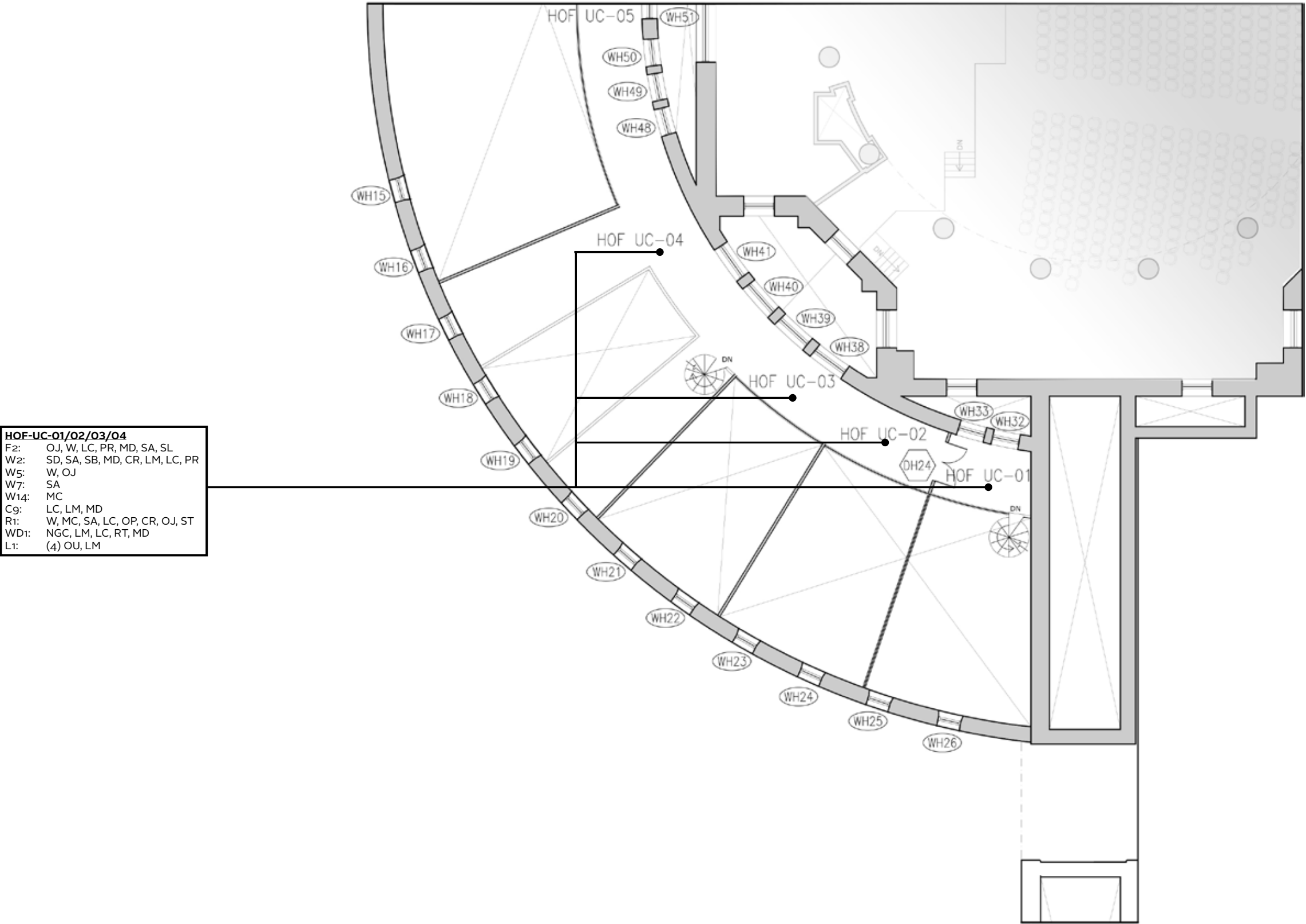




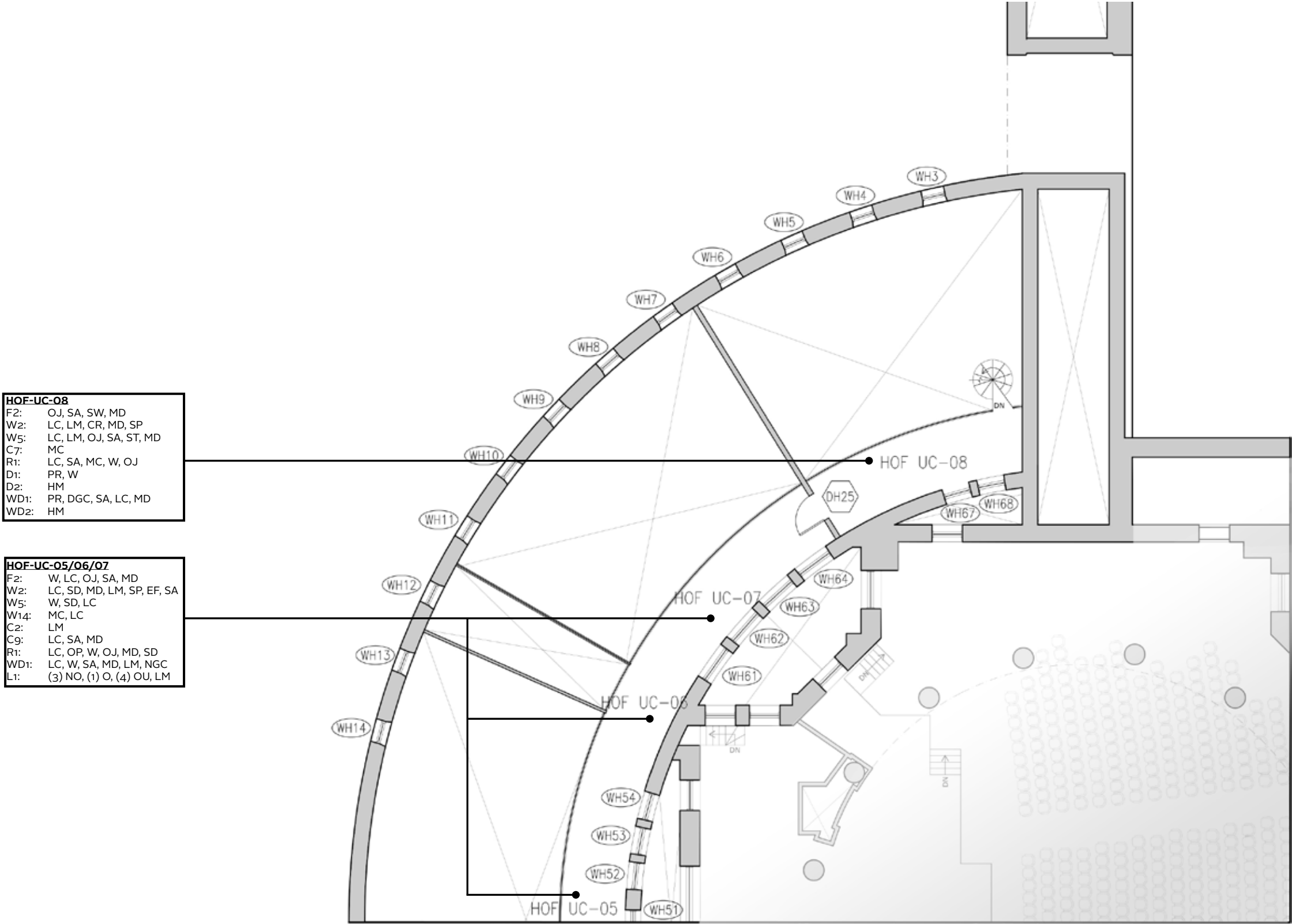
Interior Plan 01A Part A - GML Facilities Level



Interior Plan o1A Part B - Hall of Fame Mezzanine South

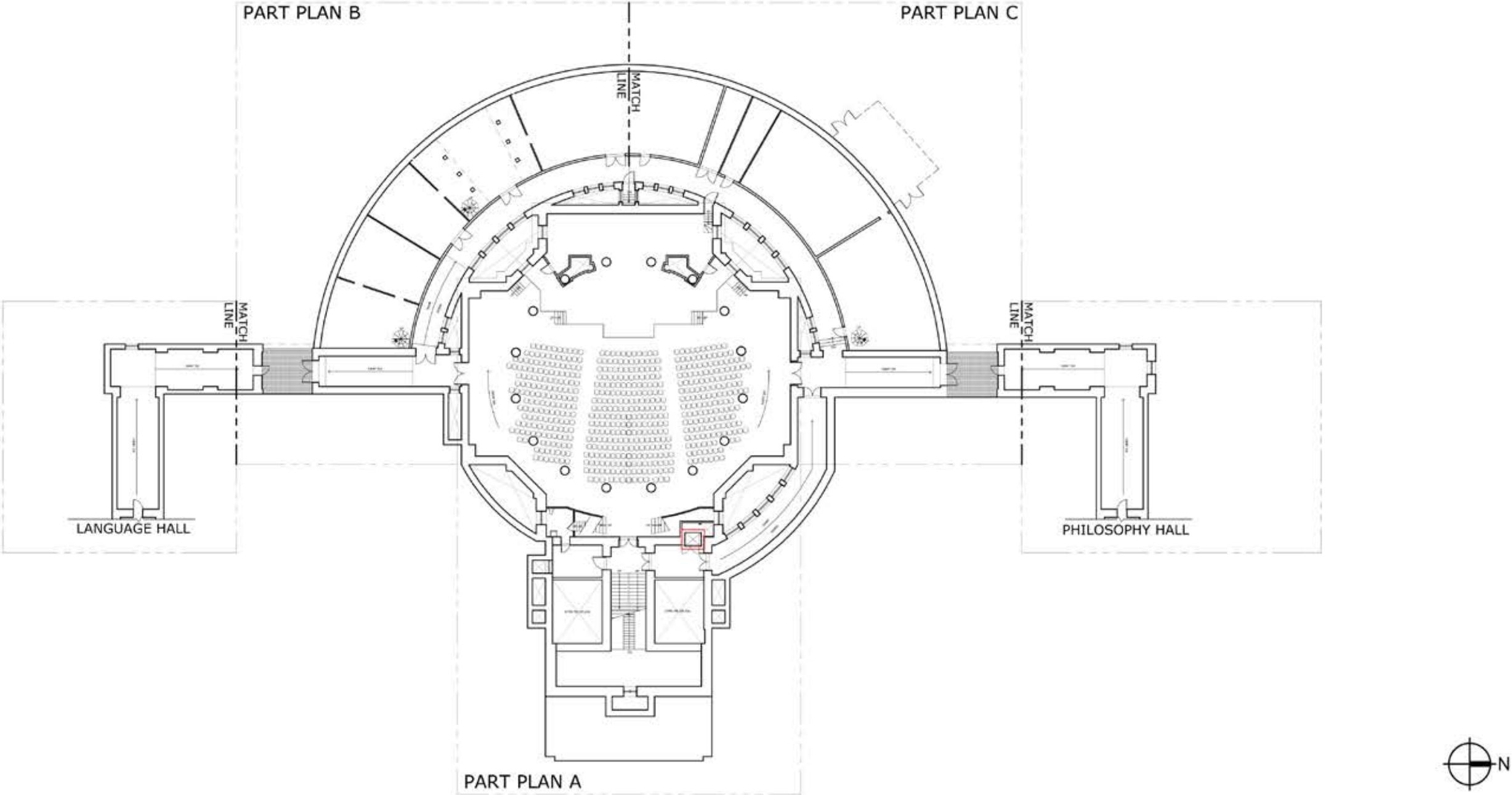


Interior Plan 01A Part C - Hall of Fame Mezzanine North

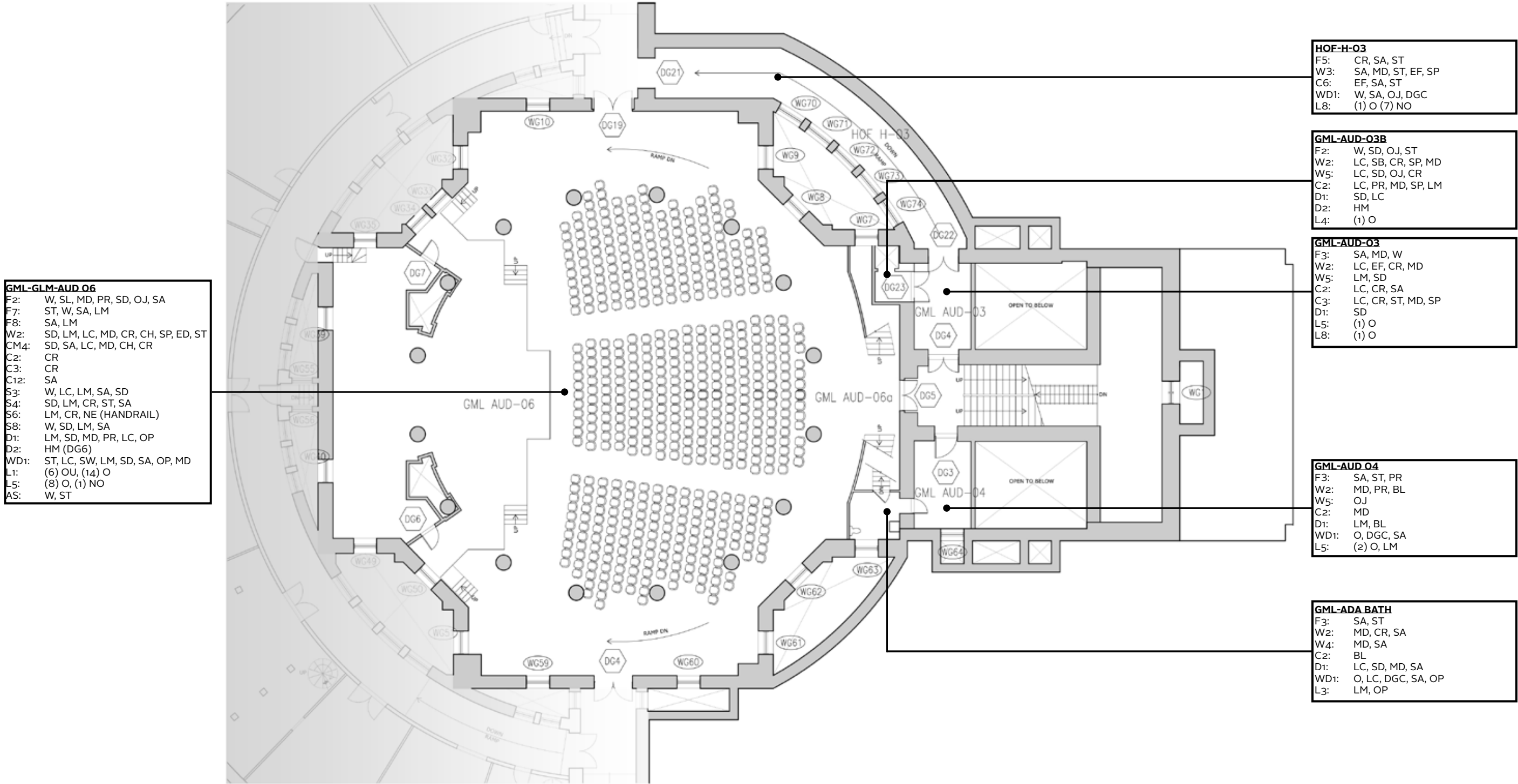




Interior Key Plan 01 - Auditorium Level



# Interior Plan o1 Part A - Auditorium Level



Interior Plan o1 Part B - Auditorium Level HOF South

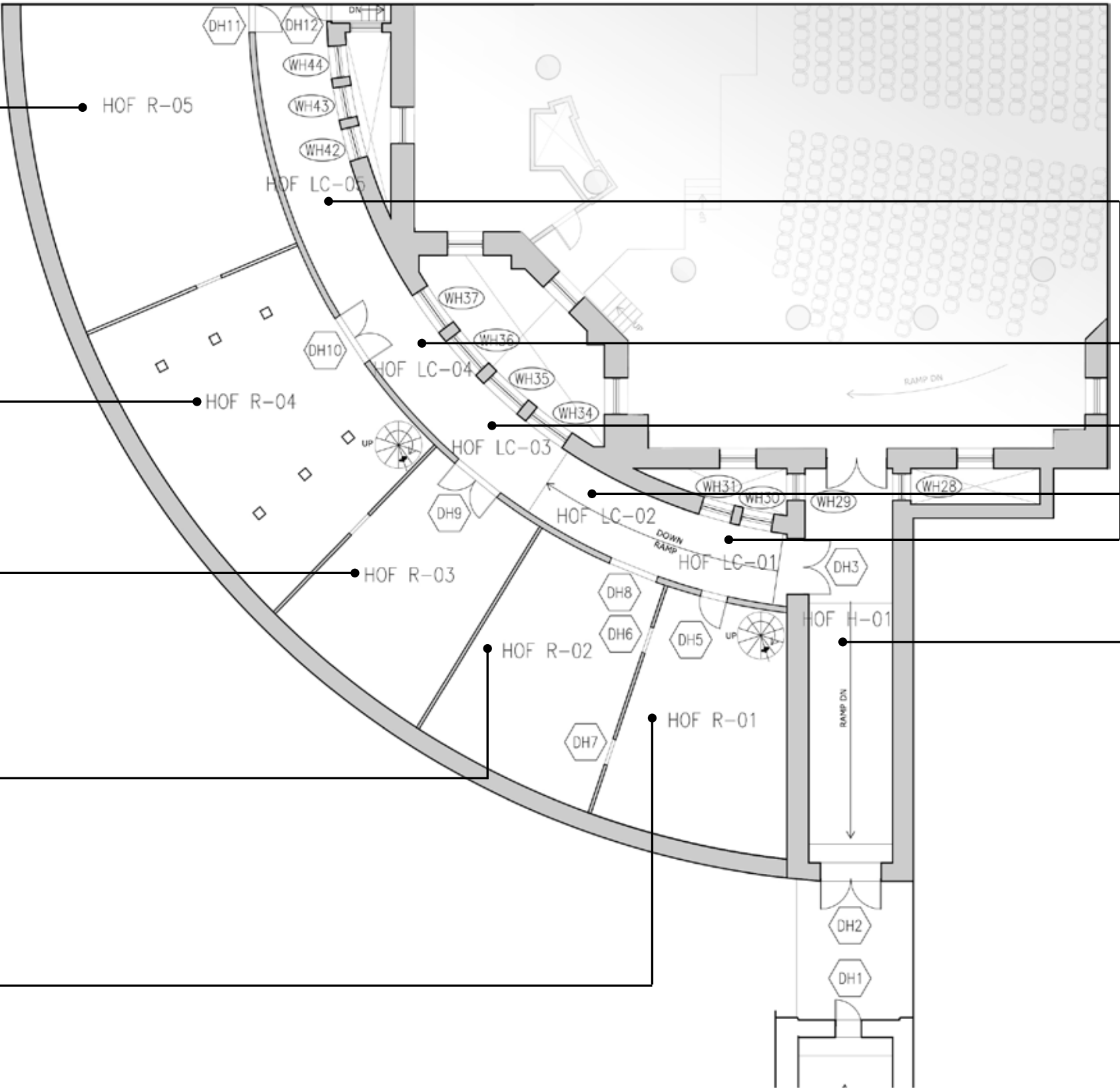
HOF-R-05	
F4:	PR, CR, SA
W2:	MD, SP, LC, SD
W5:	LM
C9:	LM, SA, MD
D1:	W, SD, SA
WD1:	RT, LM, ST, LC, CR, NGC
L8:	(6) OU

HOF-R-04	
F4:	CR, PR, SA
W2:	LC, CR
W6:	W, LC
CM1:	LC, OP, MC
C9:	SA, MD, LM
S1:	LC, OP
S4:	LM, W, SA
S6:	LC, CR, W
D1:	W, SD
D2:	HM, W
WD1:	SW, RT, LM

HOF-R-03	
F3:	SA, LM, ST
W2:	ST, LM, SP
W4:	MD, SA, LM
W5:	LM
W7:	SA, OJ
W14:	SA, MC
C9:	SA
D1:	(NON-ORIGINAL) SA, W, SD
D2:	(NON-ORIGINAL) HM
WD1:	MD, LM, PR, SW, ST

HOF-R-02	
F5:	W, SA, MD
F8:	W, SA, MD
W2:	SP, LM, MD, LC
W5:	LM
W6:	LC, W, ST, LM, RT
W7:	SA
CM1:	MC, LC, CR, ST
C9:	MD, CR
D1:	(DH6) D, MC, LM, MD
WD1:	LM, W, DGC, ST
L8:	(4) NO

HOF-R-01	
F5:	ST, W, MD, LM, CR
W2:	CR, LC, EF, SA, SP, LM
W5:	LC, OJ
W6:	ST, LC, MD
CM1:	MC, LC
C7:	MC
D1:	(D7) W, LM, DS
D2:	HM
WD1:	NGC, LC, LM, MD, SL
WD2:	HM
S1:	MC, LC
S4:	SA, W
S6:	W, MC, LC

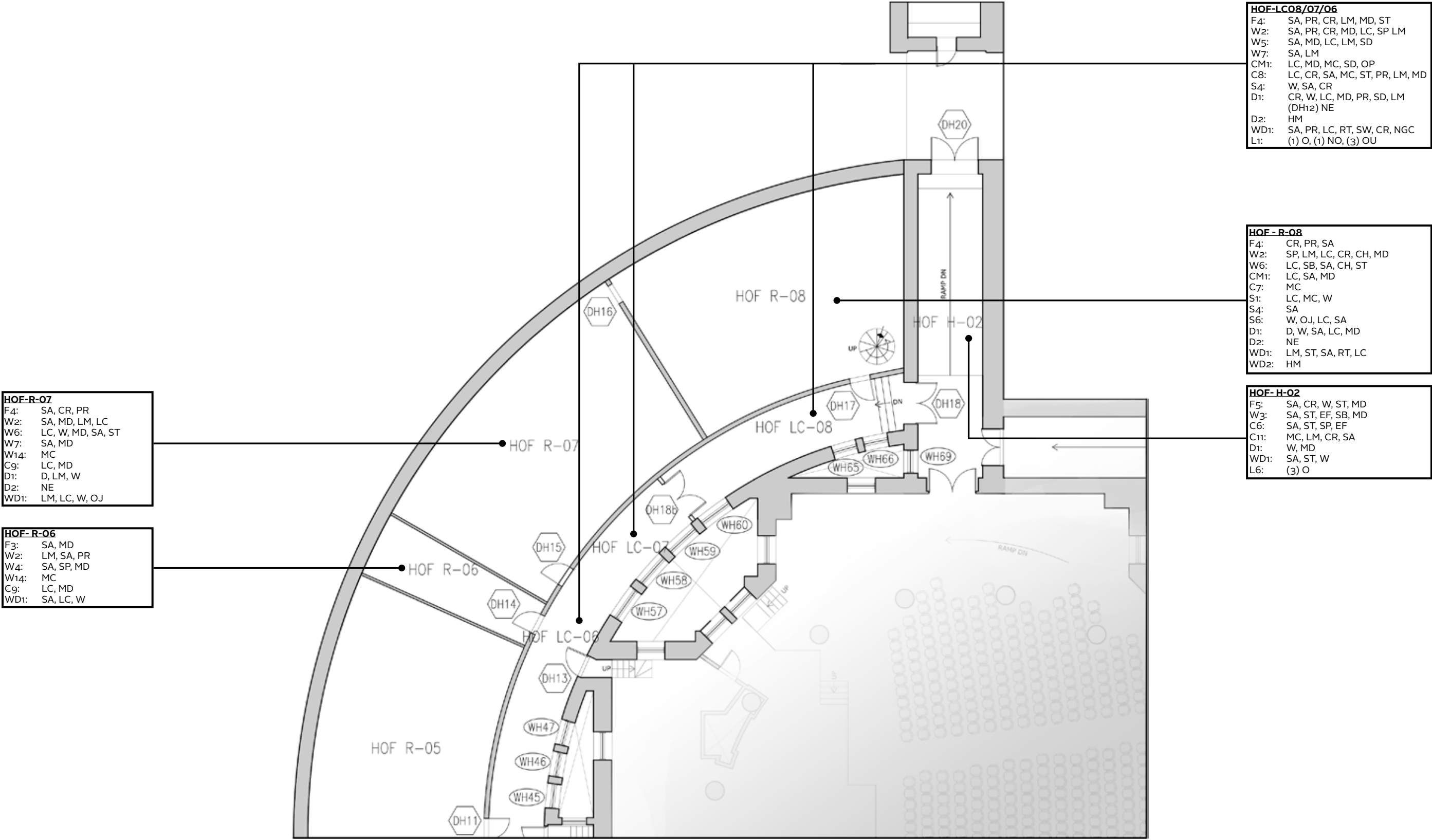


HOF-LC-01/02/03/04/05	
F2:	(LC-01/RAMP) OJ, LC, W, LM
F4:	CR, PR, SA, ST, W, MD
F5:	(LC-01/LANDING) ST, W, MD
W2:	LC, SD, SP, CR, LM, SB, MD, EF, SA, ST
W5:	LC, SD, W, SA, LM, MD
W7:	SA
W14:	MC
CM1:	LC, MC, SD, OP
C8:	LC, W, SA, PR, ST, LM, MD, RT, MC
D1:	D (DH8), NE (DH5) W, MD, LC, LM, SD, CR, PR, SA
D2:	HM, W
WD1:	DGC, NGC, LC, SA, PR, RT, SW, LM, SL
WD2:	HM
L1:	(2) O, (4) NO
L8:	(2) O, (3) NO, (5) OU

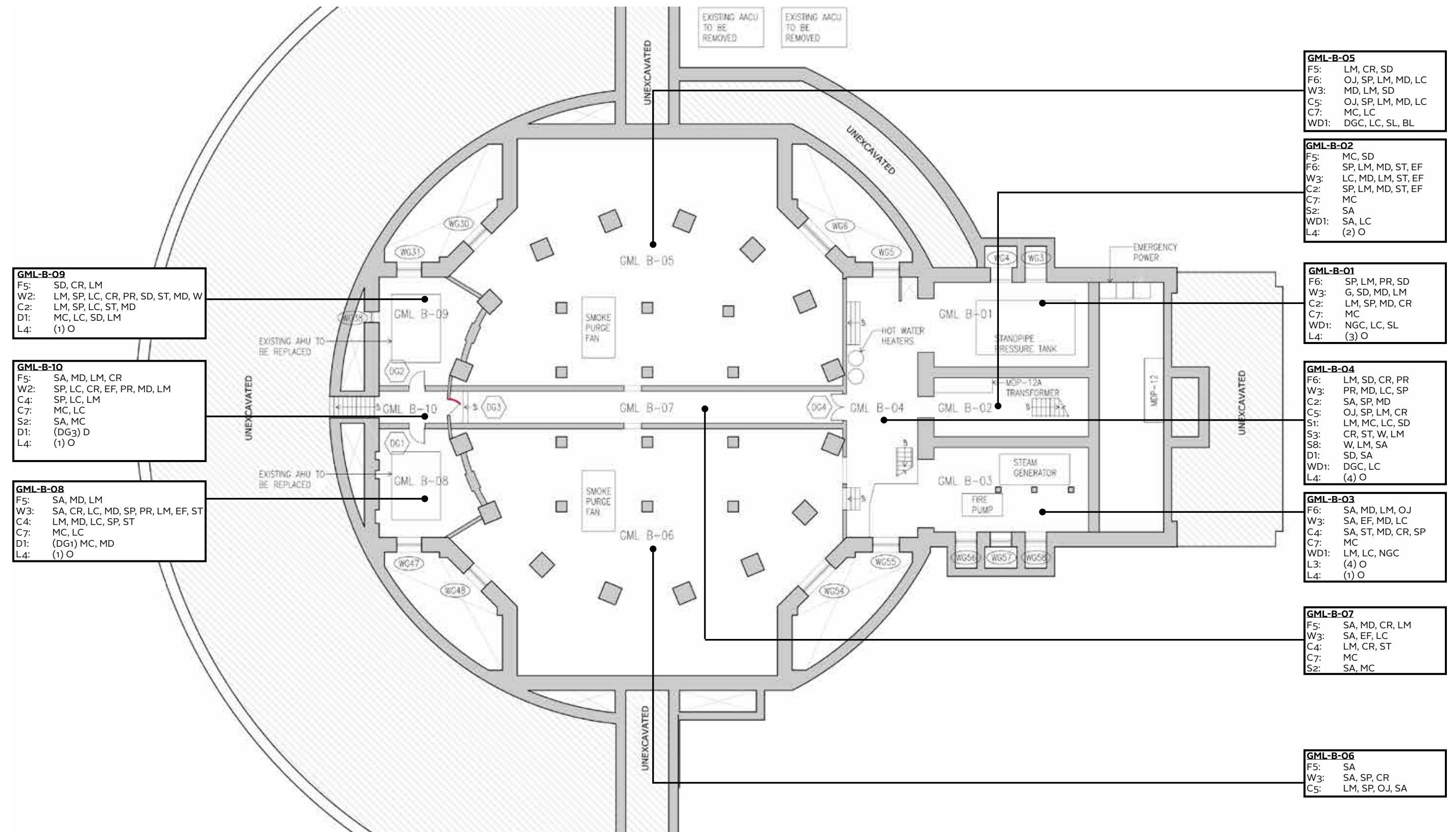
HOF-H-01	
F5:	SA, ST, W, PR
W3:	EF, SA, ST, SB, MD, OJ, LM, CR
C6:	SP, OJ, SA, ST, EF, LM
C11:	LM, PR, SA, MC, DS, ST, DGC
D1:	MC, LC, SD
WD1:	(W28) O, LM, PR, SA, MD, NGC (W29) NO, NGC, LC, SA
L6:	(3) O



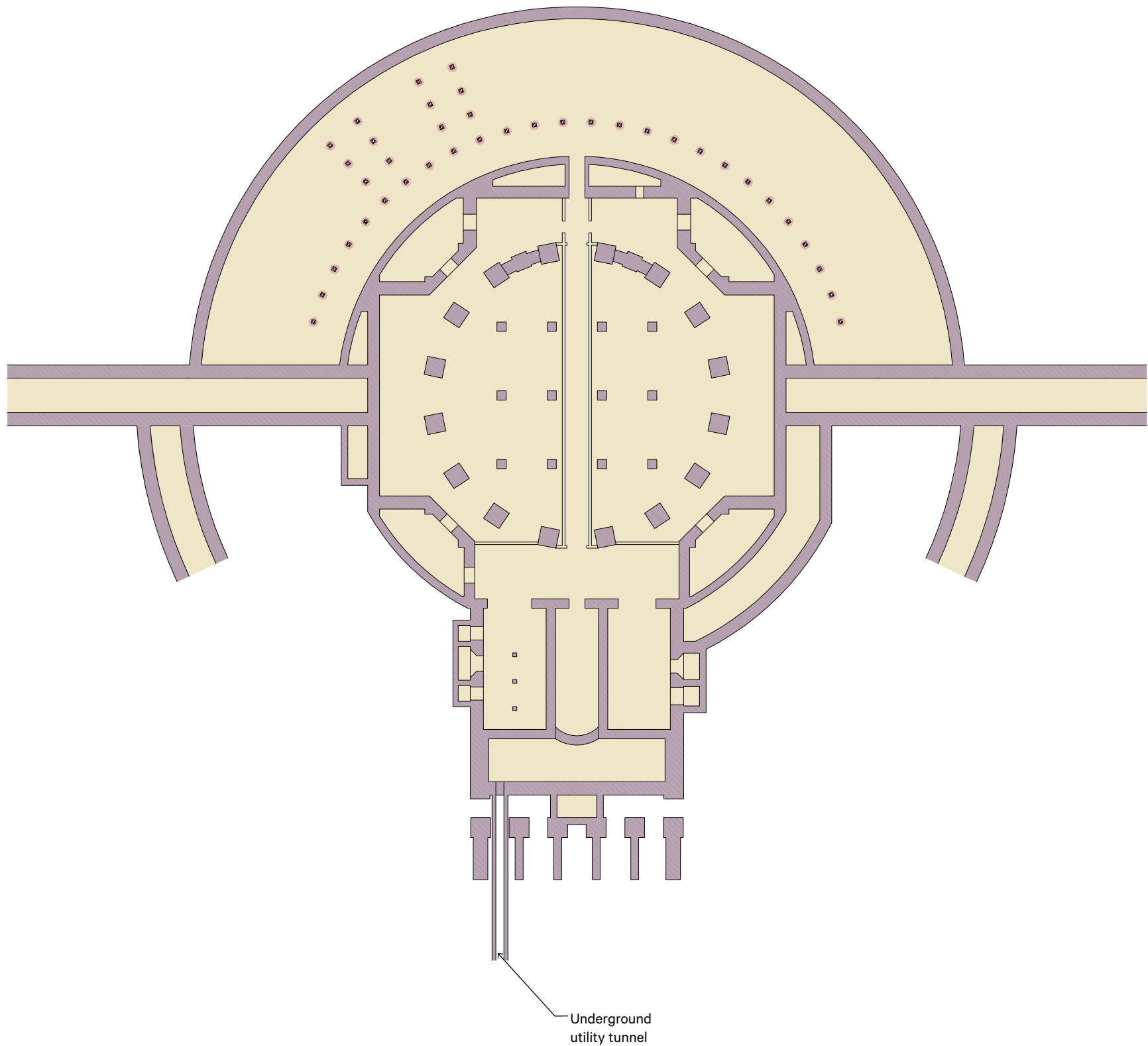
Interior Plan o1 Part C - Auditorium Level HOF North



# Interior Plan oB - Basement



Structural System Plan oB: Basement Level



**Legend**

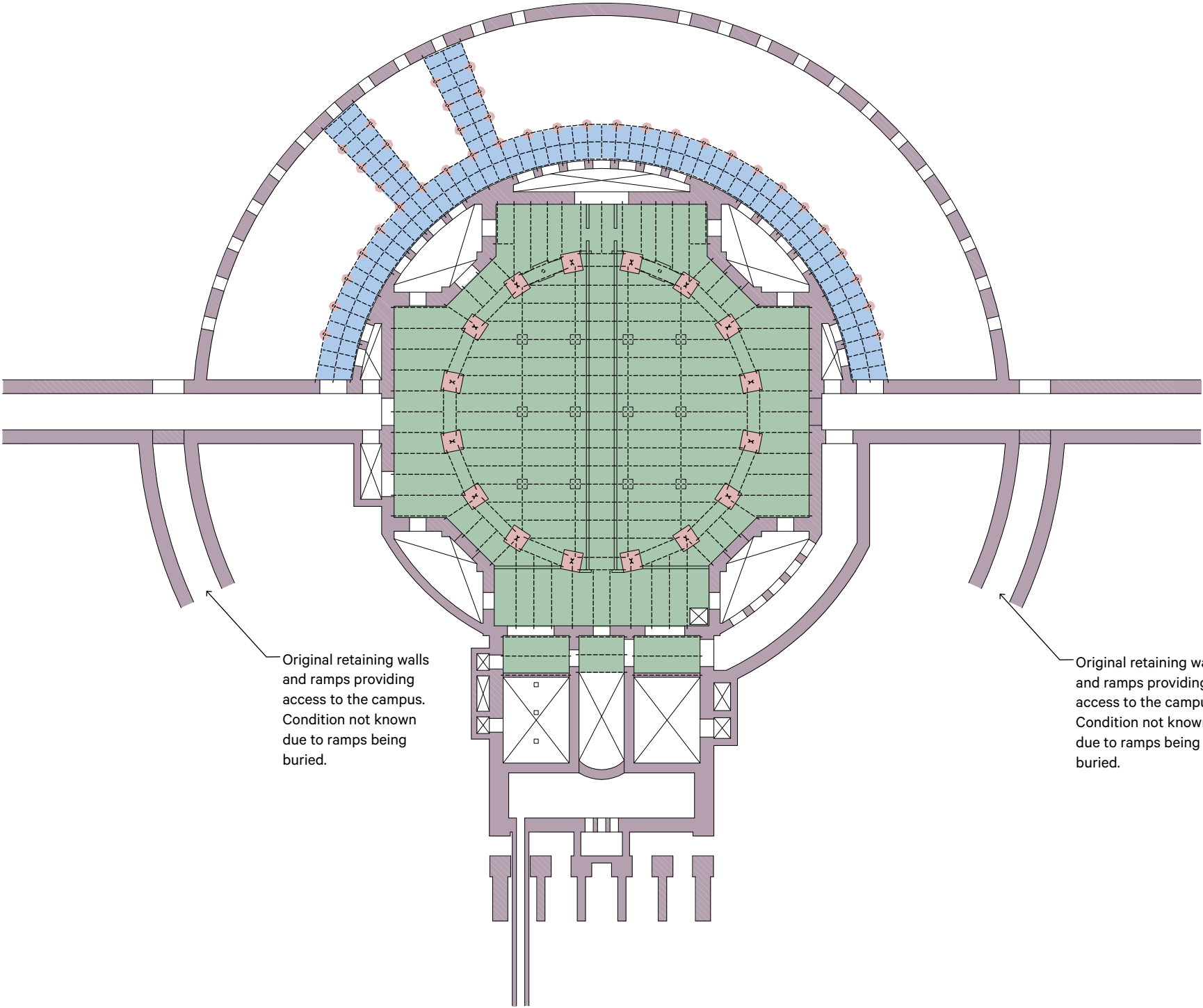
Concrete slab on grade

Load-bearing masonry

See page 14 of Volume 1 for Systems descriptions.



# Structural System Plan o1: Auditorium Level

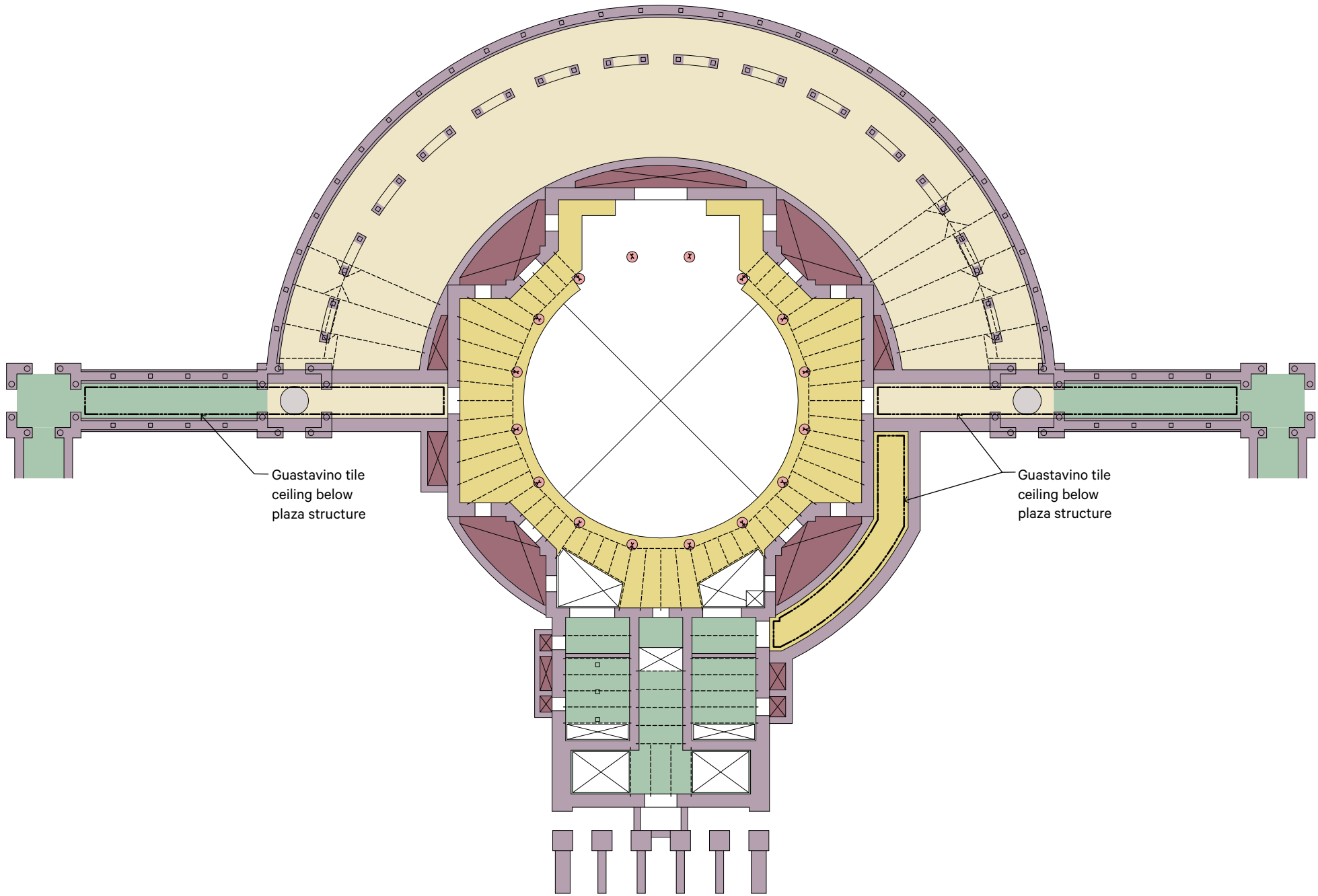


## Legend

- Metal columns/hangers
- F6 Brick masonry vaults
- F2 Wood
- Load-bearing masonry

See page 14 of Volume 1 for Systems descriptions.

# Structural System Plan 02: Quad Entrance & Auditorium Balcony Level

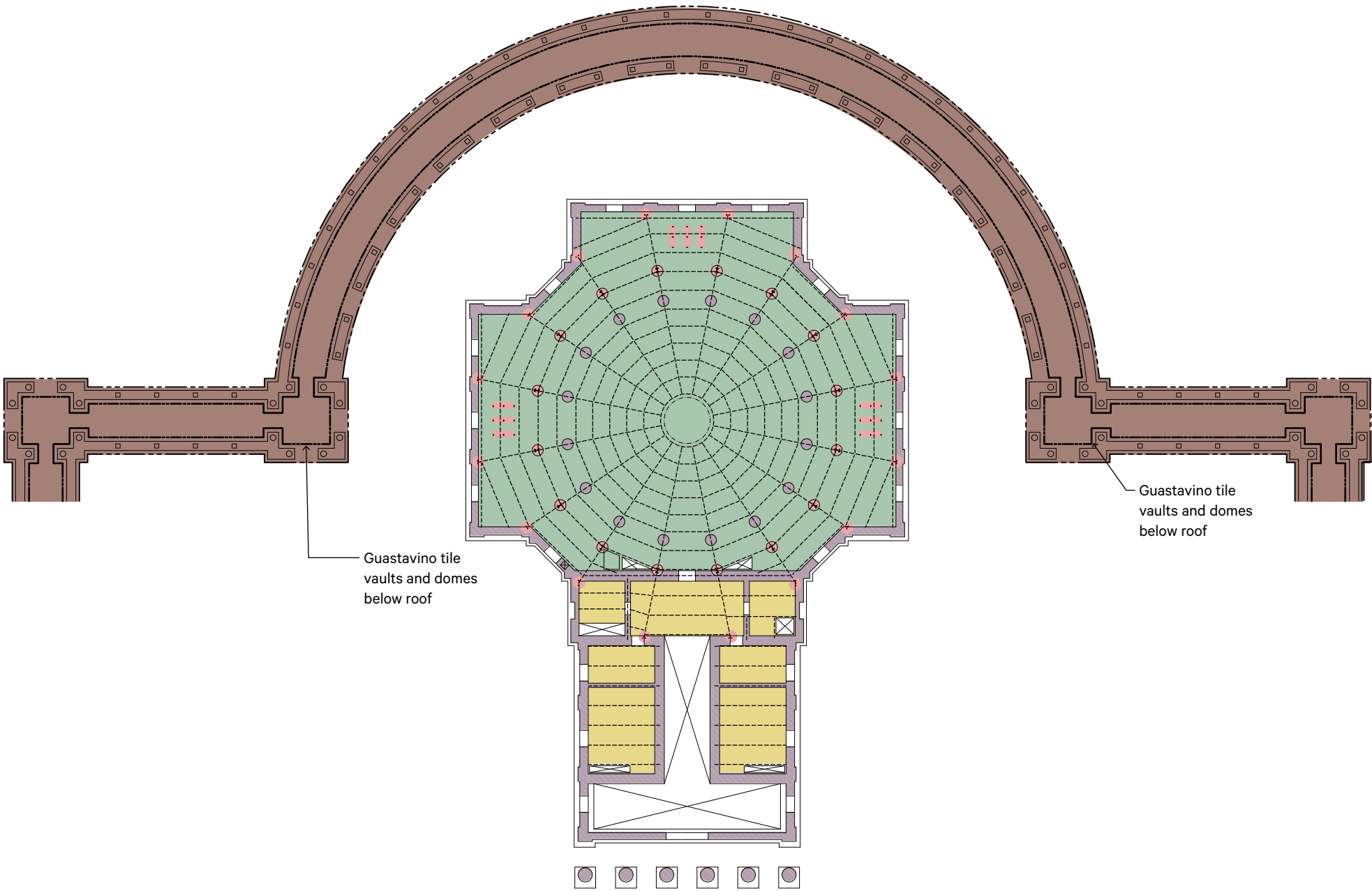


## Legend

- Metal columns/hangers
- Unknown, assumed to be C2 terra cotta flat arch
- Concrete slab on metal deck
- F6 Brick masonry vaults
- Load-bearing masonry
- F1 Glass and cast iron/steel
- Steel grating at areaway
- Steel beam, typ.

See page 14 of Volume 1 for Systems descriptions.

# Structural System Plan 03: Rotunda Level

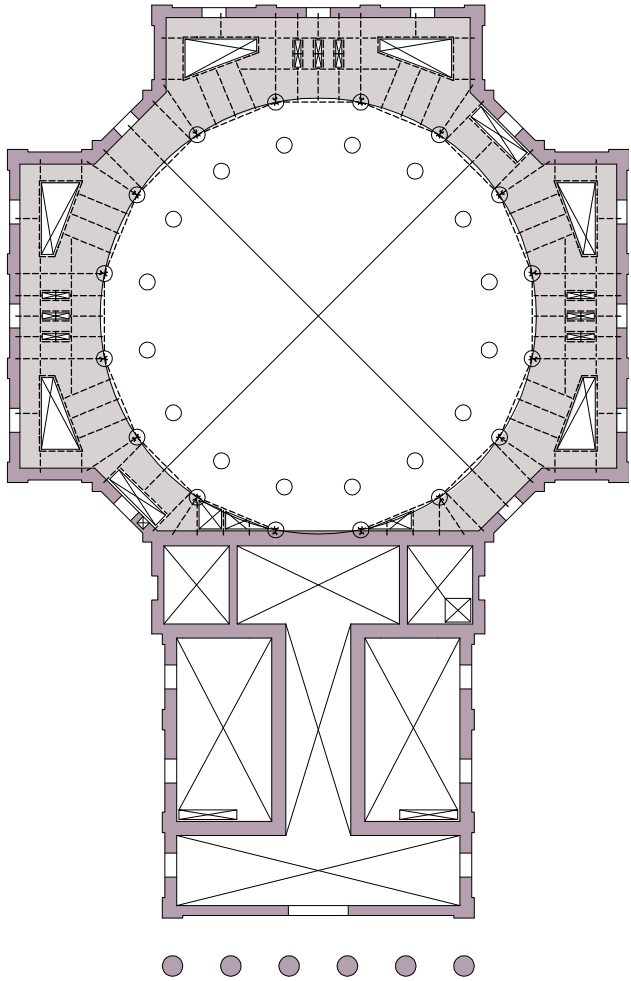


- Legend**
- Metal columns/hangers
  - Unknown, assumed to be C2 terra cotta flat arch
  - F6 Brick masonry vaults
  - Load-bearing masonry
  - C2 Concrete plank & Guastavino tile over brick knee walls

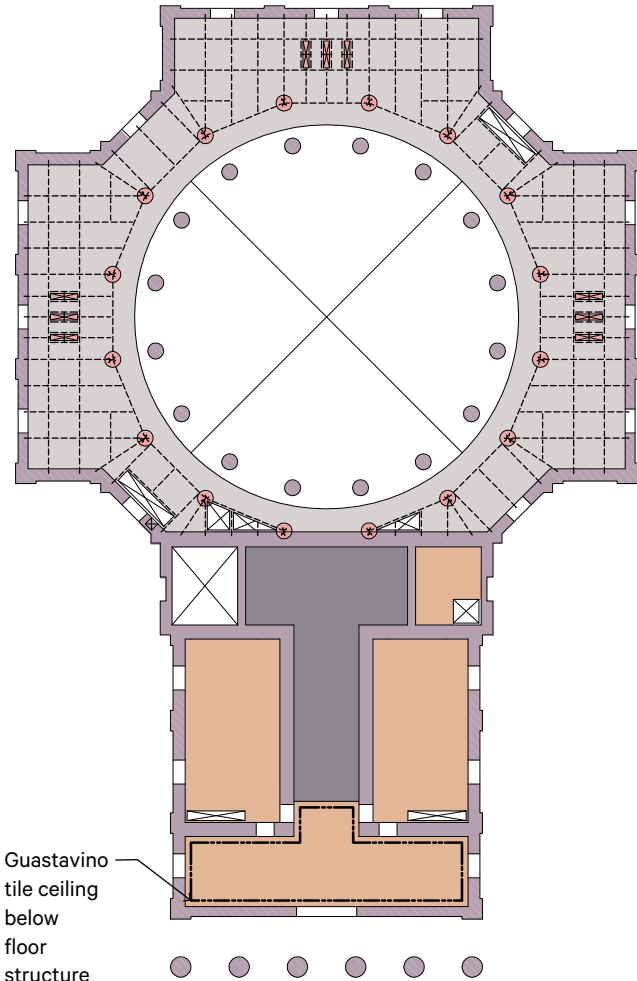
See page 14 of Volume 1 for Systems descriptions.



Structural System Plan 04:  
Mezzanine Level



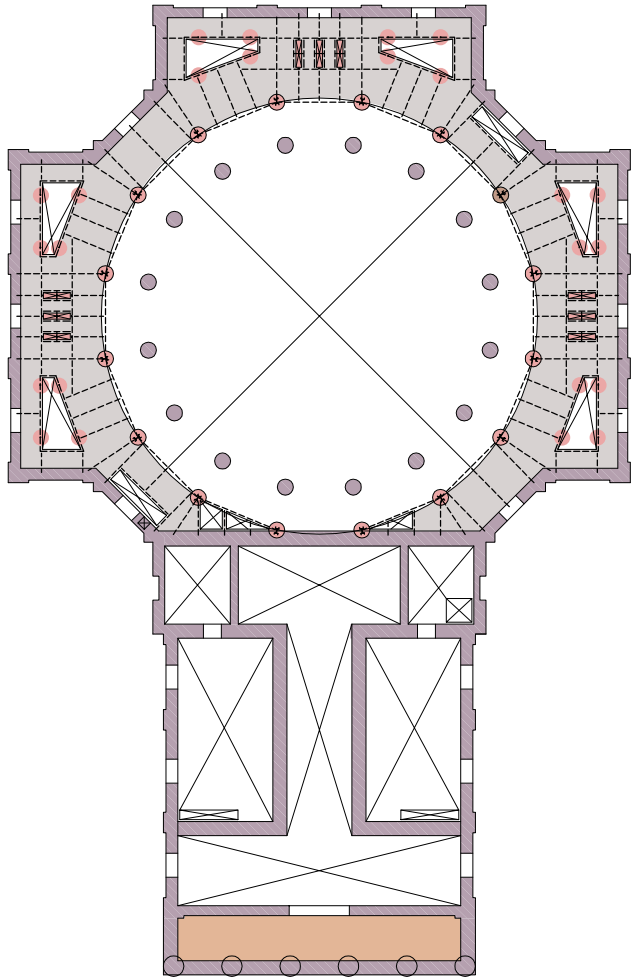
Structural System Plan 05:  
Balcony Level



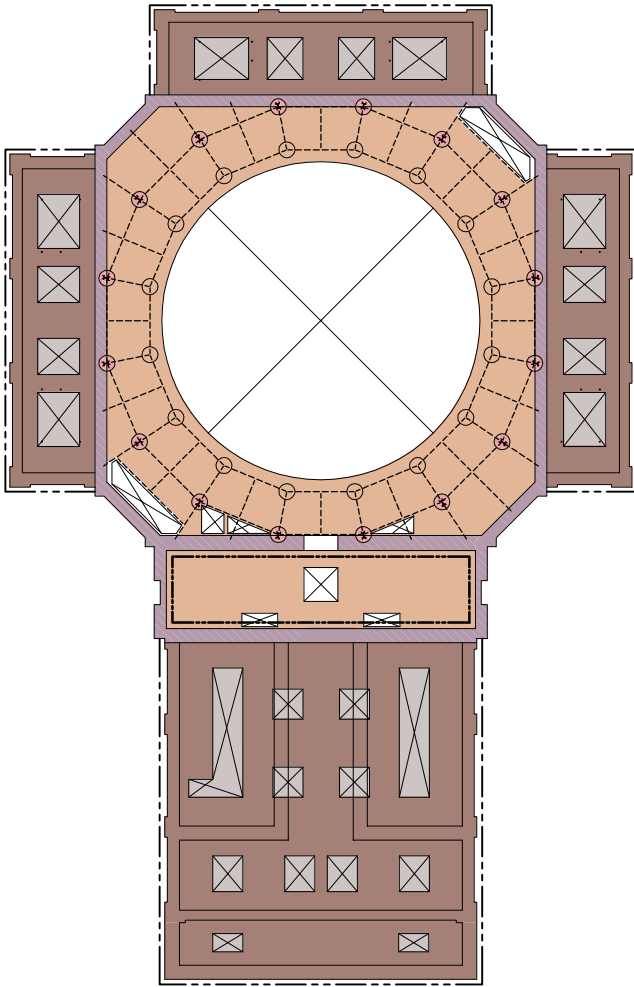
- Legend**
- Metal columns/hangers
  - C2 Terra cotta flat arch
  - Load-bearing masonry
  - C6 Guastavino
  - F1 Glass and cast iron/steel

See page 14 of Volume 1 for Systems descriptions.




Structural System Plan o6:  
Tiffany Glass Level



Structural System Plan o7:  
Attic Level

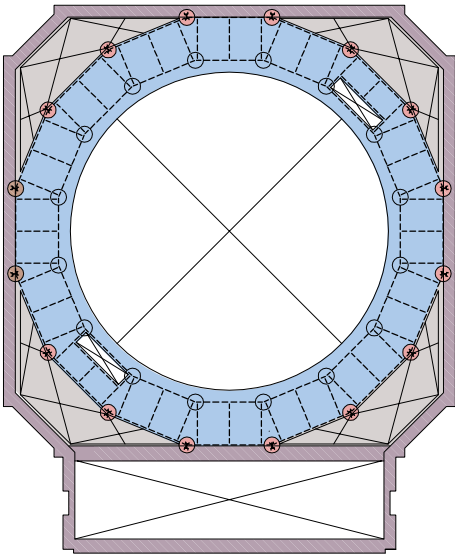


**Legend**

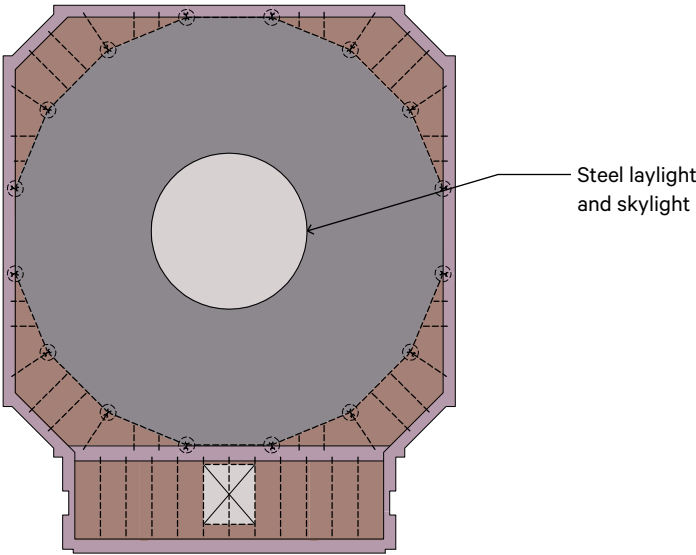
-  Metal columns/hangers
-  C2 Terra cotta flat arch
-  Load-bearing masonry
-  C2 Terra cotta flat arch roof
-  F1 Glass and cast iron/steel

See page 14 of Volume 1 for Systems descriptions.

Structural System Plan o8:  
Dome Room Level



Structural System Plan o9:  
Dome Roof Level

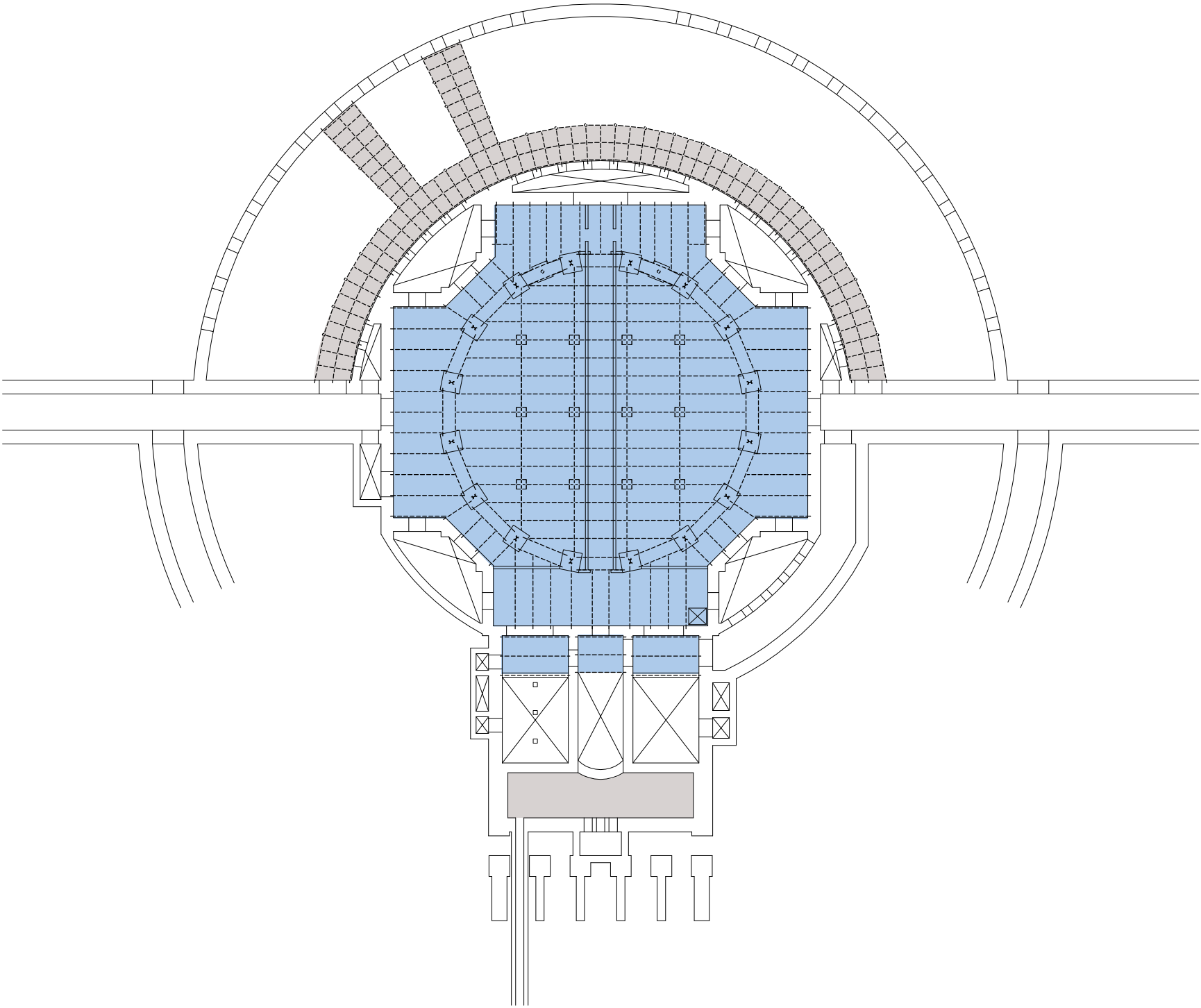


- Legend**
- Metal columns/hangers
  - F2 Wood
  - Load-bearing masonry
  - C2 Terra cotta flat arch roof
  - C6 Guastavino
  - F1 Glass and cast iron/steel

See page 14 of Volume 1 for Systems descriptions.



Live Load Plans oB: Basement Level / o1: Auditorium Level



The plans and table illustrate the live loads mandated by the building codes for the use or occupancy of given spaces in the library.

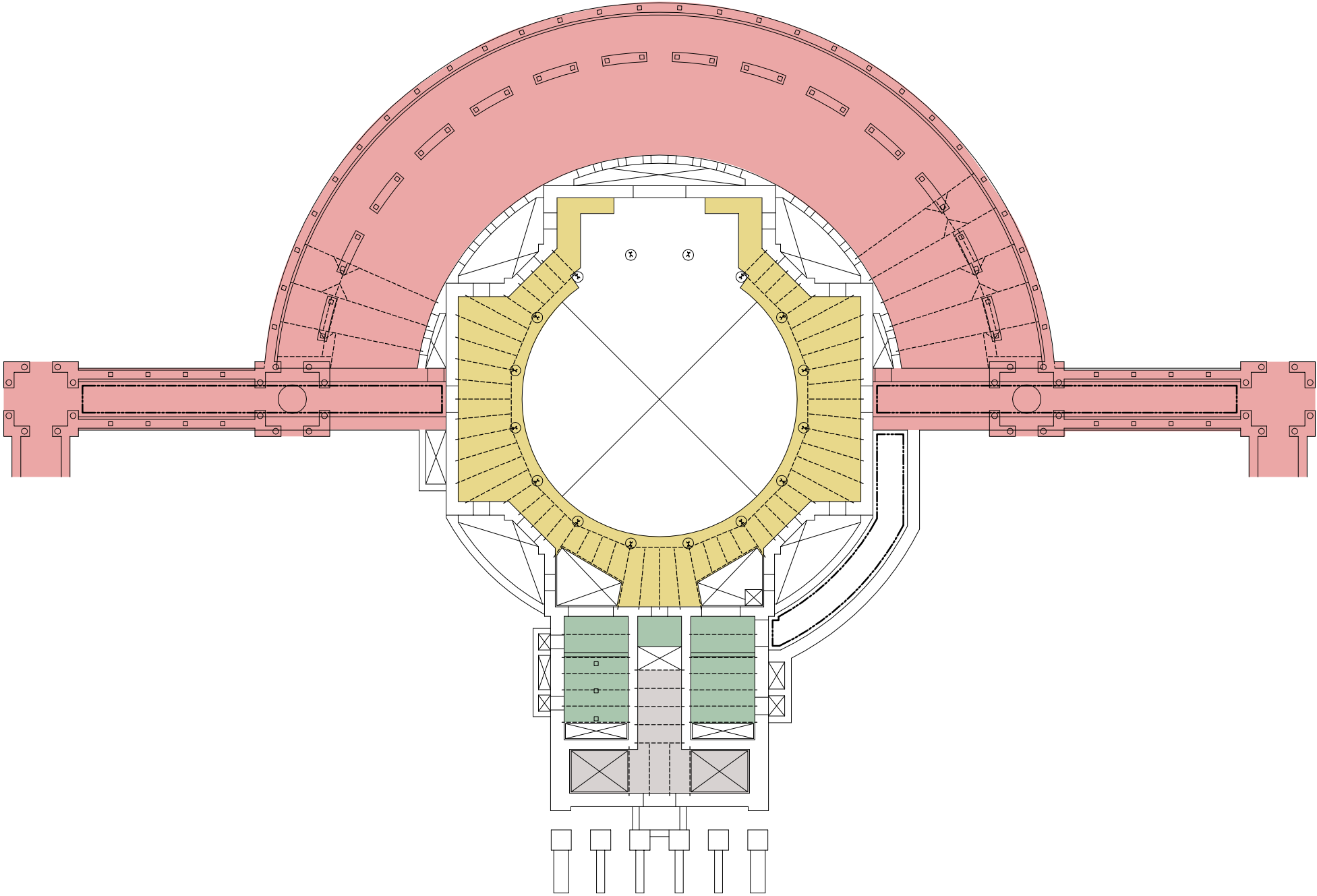
The first column of the table correlates to The NYC Consolidation Act of 1882 (NYC CA 1882). This was the code in effect when the building was designed and built. The second and third columns are the NYC Building Code of 1968 (NYC BC 1968) and Certificate of Occupancy (C of O 1972), respectively. These values provide a comparison between the contemporary and historic standards.

The description of the use or occupancy in the “Occupancy” column in the table is repeated at several rows because the description of the use or occupancy varies from one code to the next. The original drawings do not clearly indicate occupancy. Occupancy has been assigned based on the historic use of various spaces.

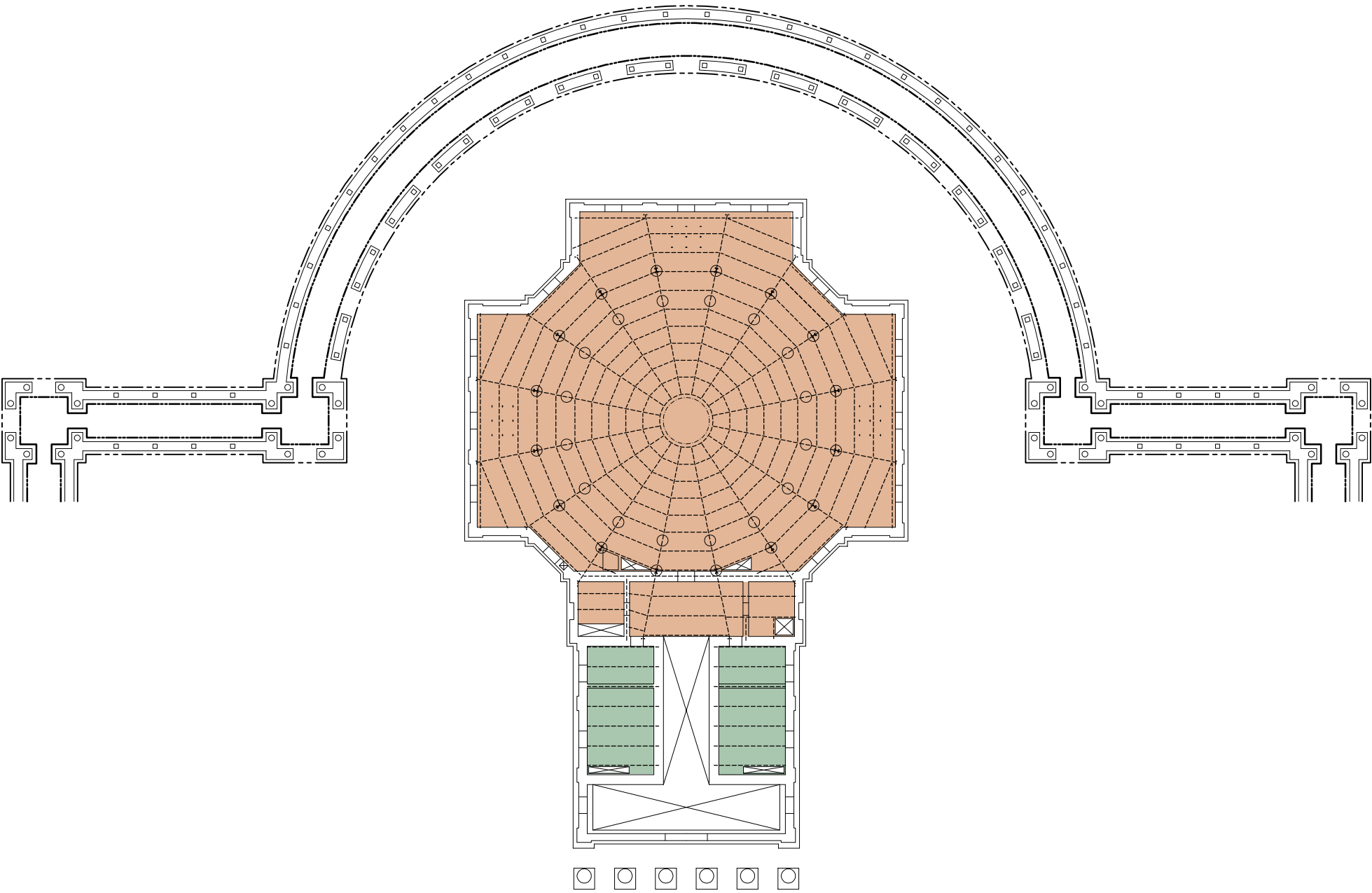
Legend

Code Ref. Occupancy	NYC CA 1882	NYC BC 1968	C of O 1972
Typical Floor Stacks/Corridor/Lobby	75 PSF -	- 100 PSF	100 PSF -
Public Assembly Fixed Seating Lecture Room	75 PSF - -	- 60 PSF -	- - 100 PSF
Public Assembly Fixed Seating Typical Floor	120 PSF - -	- 60 PSF -	- - 100 PSF
Typical Floor Office	75 PSF -	- 50 PSF	100 PSF -
Public Assembly Stacks/Corridor/Lobby Typical Floor	120 PSF - -	- 100 PSF -	- - 100 PSF
Public Assembly Plaza Areas Typical Floor	120 PSF - -	- 100 PSF -	- - 100 PSF

Live Load Plan 02: Quad Entrance & Auditorium Balcony Level



Live Load Plan 03: Rotunda Level

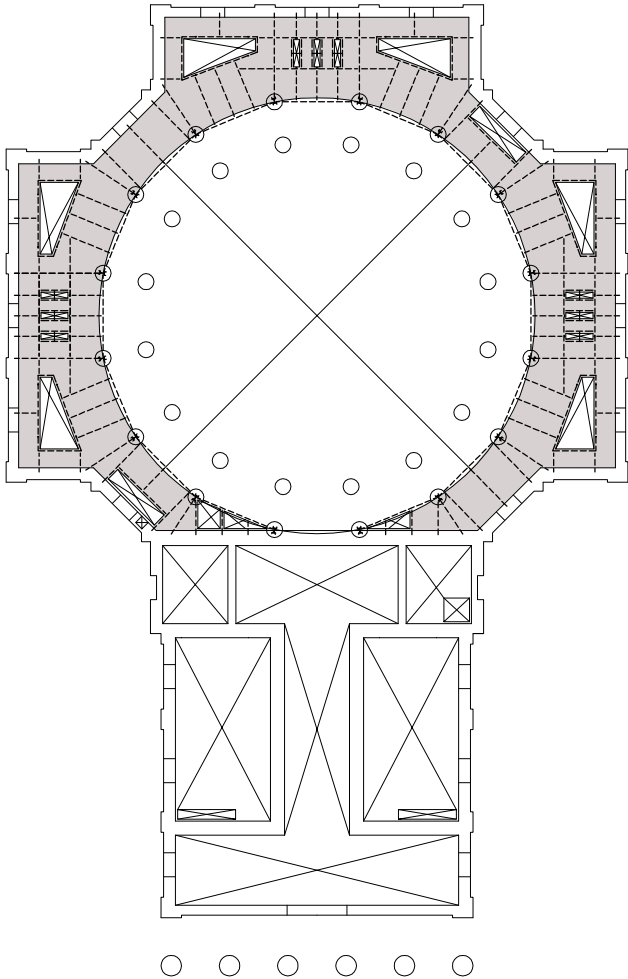


Legend

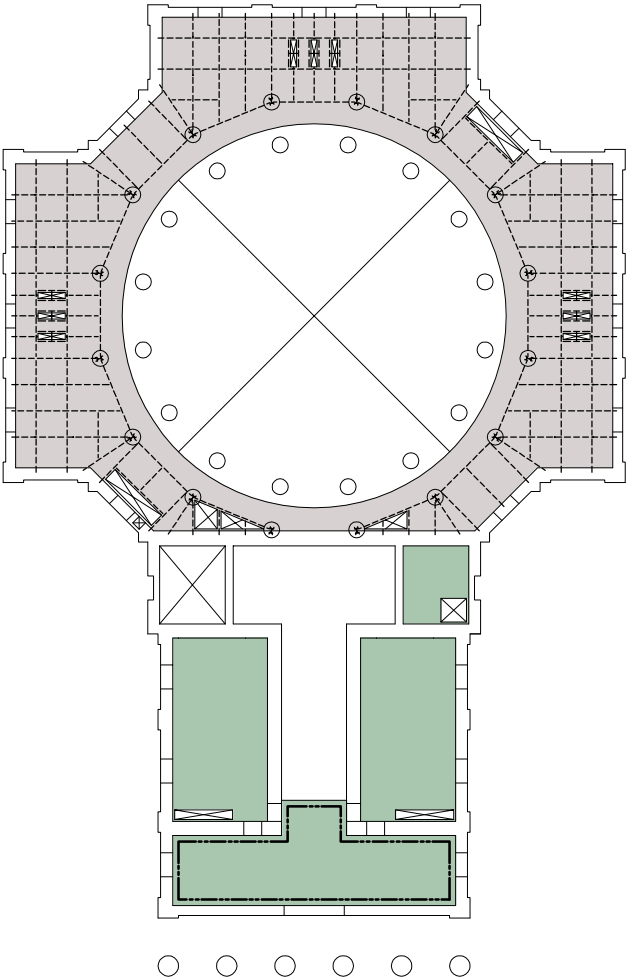
Code Ref. Occupancy	NYC CA 1882	NYC BC 1968	C of O 1972
Typical Floor Stacks/Corridor/Lobby	75 PSF -	- 100 PSF	100 PSF -
Public Assembly Fixed Seating Lecture Room	75 PSF - -	- 60 PSF -	- - 100 PSF
Public Assembly Fixed Seating Typical Floor	120 PSF - -	- 60 PSF -	- - 100 PSF
Typical Floor Office	75 PSF -	- 50 PSF	100 PSF -
Public Assembly Stacks/Corridor/Lobby Typical Floor	120 PSF - -	- 100 PSF -	- - 100 PSF
Public Assembly Plaza Areas Typical Floor	120 PSF - -	- 100 PSF -	- - 100 PSF



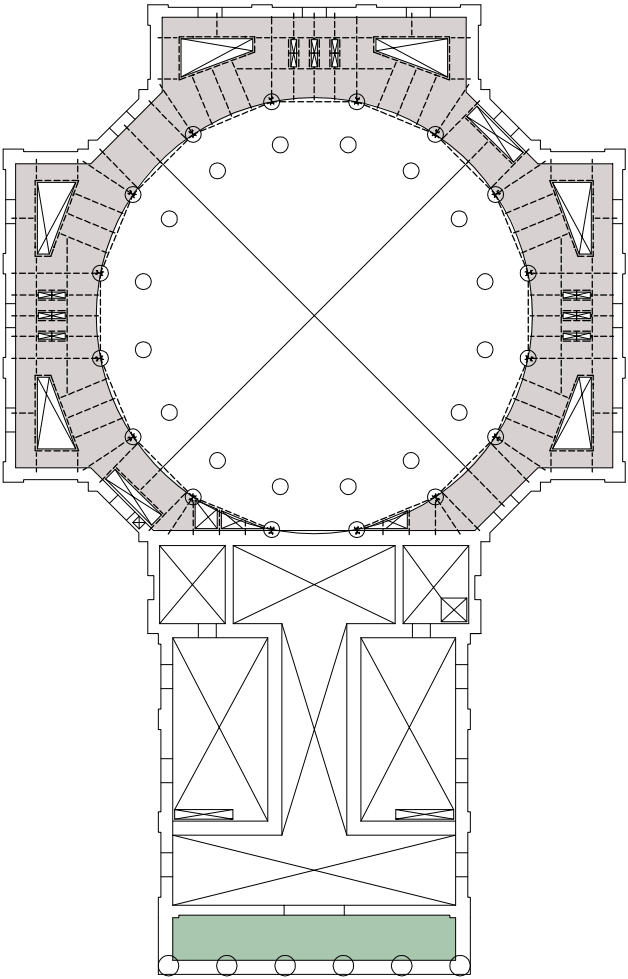
Live Load Plan 04:  
Mezzanine Level



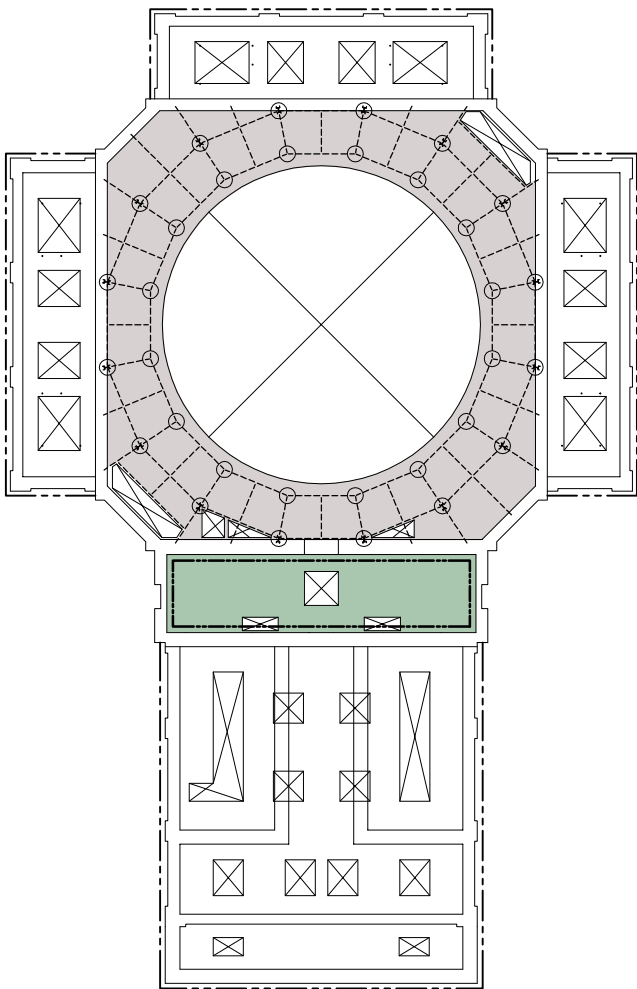
Live Load Plan 05:  
Balcony Level



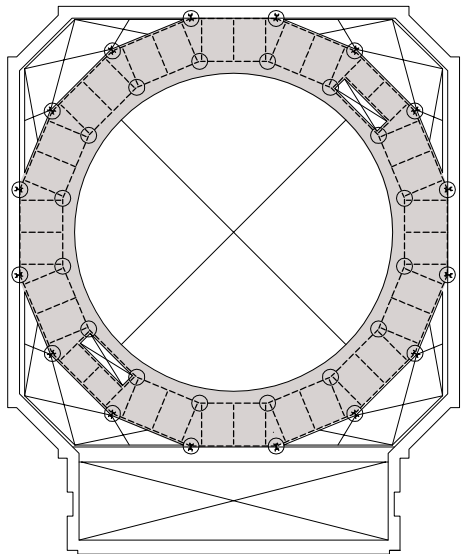
Live Load Plan 06:  
Tiffany Glass Level



Live Load Plan o7:  
Attic Level



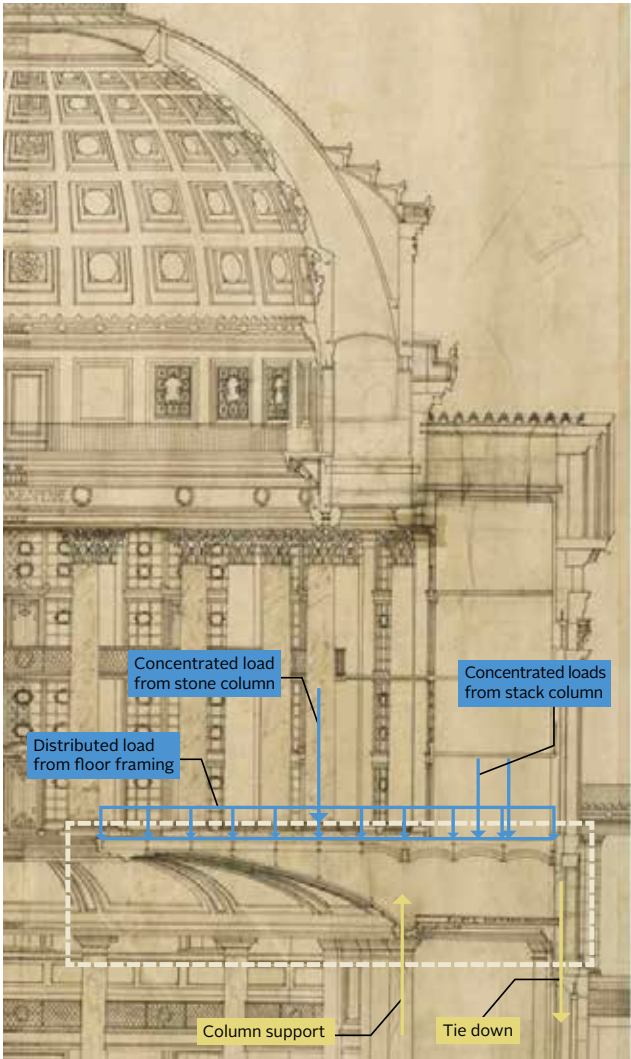
Live Load Plan o8:  
Dome Room Level



Legend

Code Ref. Occupancy	NYC CA 1882	NYC BC 1968	C of O 1972
Typical Floor Stacks/Corridor/Lobby	75 PSF -	- 100 PSF	100 PSF -
Public Assembly Fixed Seating Lecture Room	75 PSF - -	- 60 PSF -	- - 100 PSF
Public Assembly Fixed Seating Typical Floor	120 PSF - -	- 60 PSF -	- - 100 PSF
Typical Floor Office	75 PSF -	- 50 PSF	100 PSF -
Public Assembly Stacks/Corridor/Lobby Typical Floor	120 PSF - -	- 100 PSF -	- - 100 PSF
Public Assembly Plaza Areas Typical Floor	120 PSF - -	- 100 PSF -	- - 100 PSF

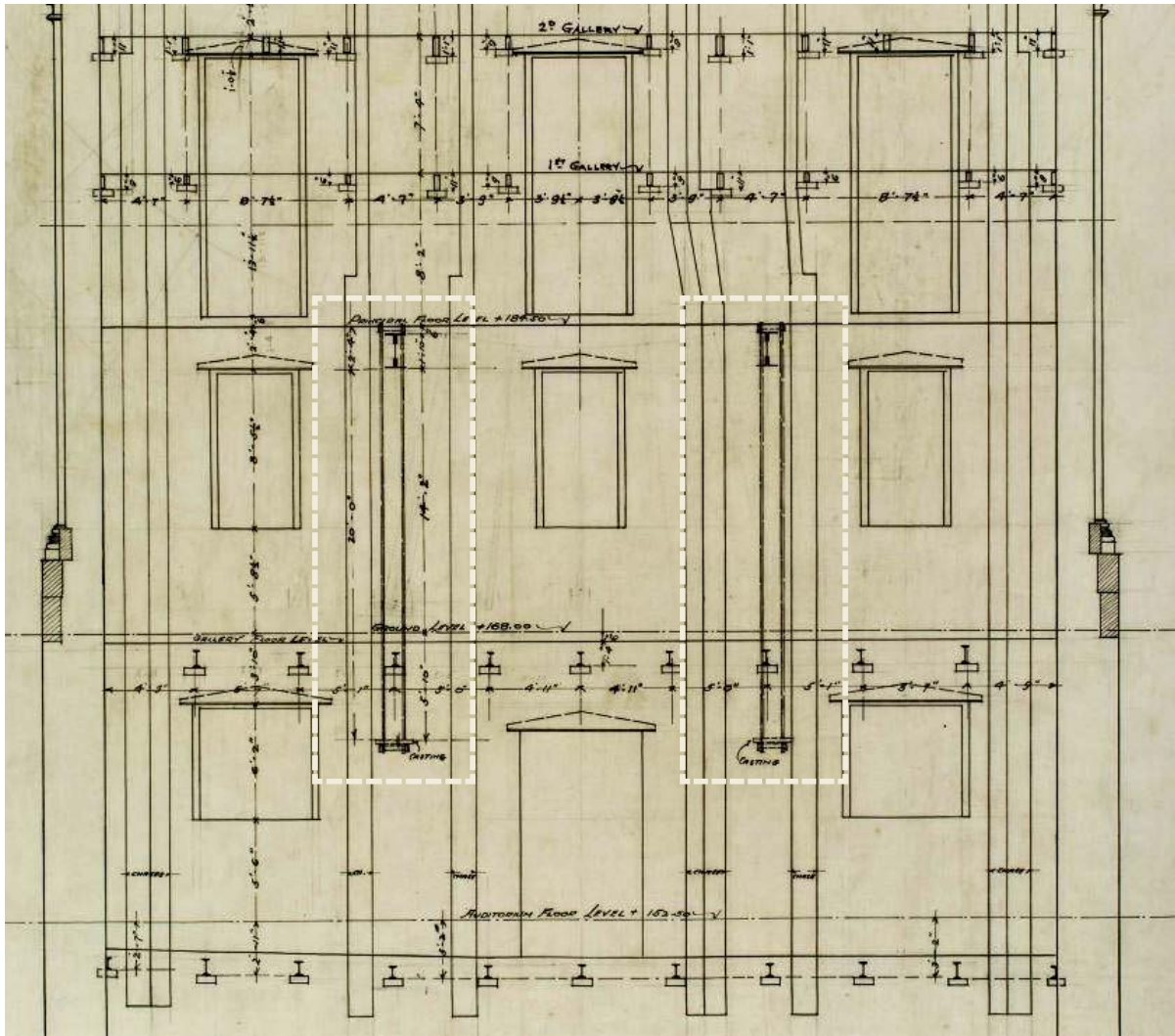
# Structural Conditions: Library Stack Diagrams



Section - Tapered cantilever shown in dashed box

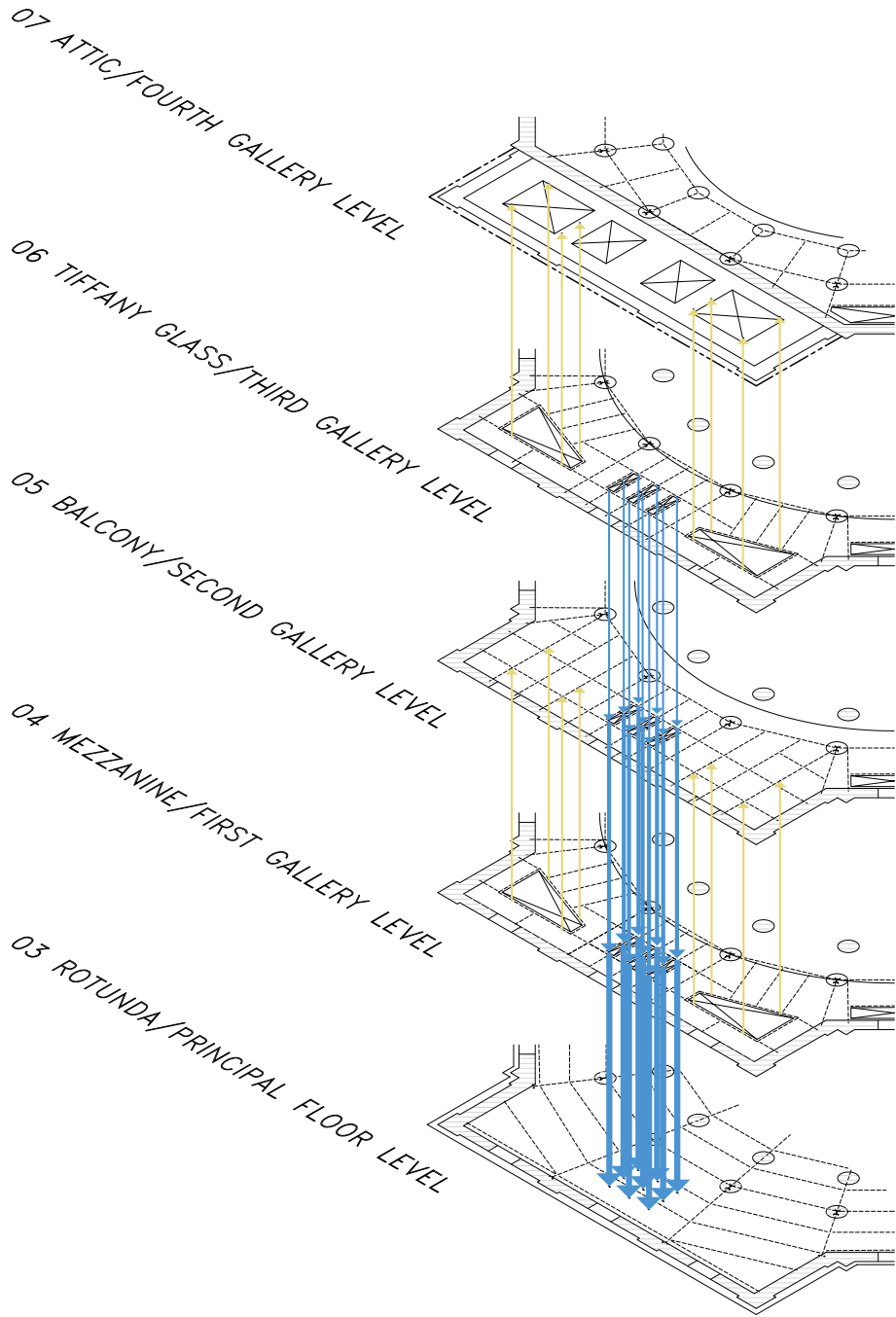
Library stacks exist on the north, south, and west sides of the building. Each wing of the stack is divided into three areas on plan. The outer portions of each wing is symmetrical with Levels 04 and 06 being hung from the floor structure of Levels 05 and 07, respectively. In the middle portion of each wing the vertical stack structure travel between all of the stack levels and are integrated into overall floor structure. The floor and stack loads in these middle portion bear on the floor structure of Level 03. The described load path is depicted in the axonometric drawing.

Level 03 consists of tapered built up cantilevers as shown in the section drawing above. The elevation drawing shows the tie down detail within the building's



Elevation - Tie downs shown in dashed box

masonry walls that resist the uplift at the end of the cantilever's back span. It was initially assumed that modification to the middle portion of the stack may have a detrimental effect on the framing of Level 03 if the cantilever was depending on the weight of the stacks to load it's back span. Based on preliminary analysis this does not seem to be the case. Further investigation and analysis should be carried out to determine potential changes in deflections of the structure of Level 03 if the stacks are modified. Changes in deflections could cause additional cracking of the floor and ceiling finishes and repairs should be considered.







**Legend for graphic directly above**


- Indicates load being supported by the floor above
- Indicates load being supported by the floor below











Plumbing

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
Stormwater	<b>Uninsulated Stormwater Piping</b> Summer condensation can cause interior damage.	<b>Insulate Piping</b> Cut walls to expose for access to re-insulate in areas of secondary and tertiary historic character. Apply pipe insulation and restore interior finishes.	Level 2		
Stormwater	<b>Piping in Poor Condition</b> Leaders at Dome Room have temporary taps installed to remedy clogged drainage.	<b>Replace Piping</b> Correction in progress by college staff. Replacement scoped as part of previously designed “Critical Roof Repair” project.	Level 3		
Stormwater	<b>Combined System</b> Stormwater and sanitary waste systems connect through the same internal piping and do not discharge from the building in separate traps..	<b>Separate Piping</b> Sanitary and stormwater piping to be separated by code if major system change undertaken; not required when performing incremental replacement.	Level 5		
Domestic Water	<b>Uninsulated Piping</b> Hot and cold water not insulated.	<b>Insulate Piping</b> Cut walls to expose for access to re-insulate in areas of secondary and tertiary historic character. Apply pipe insulation and restore interior finishes.	Level 2		

# Plumbing



COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
Domestic Water	Domestic water service does not have water meter or backflow preventer.	Upgrade Provide water meter and backflow preventer	Level 2		

Mechanical





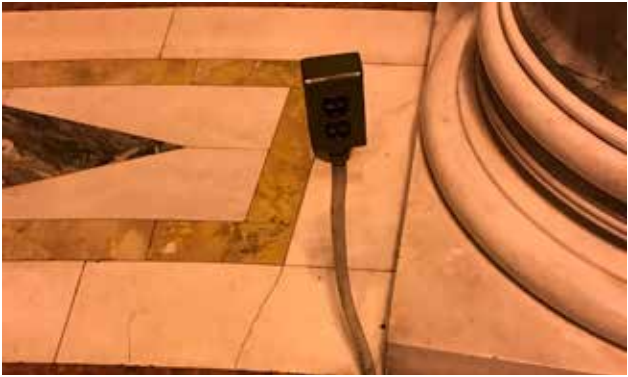
COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
Heating	<b>Uninsulated Piping</b> Not all steam and condensate piping insulated.	<b>Insulate Piping</b> Cut walls to expose for access to re-insulate in areas of secondary and tertiary historic character. Apply pipe insulation and restore interior finishes.	Level 3		
Heating/Air Conditioning	<b>Overgrowth</b> Auditorium's exterior condensers have considerable amount of poison ivy around them.	<b>Abate Poison Ivy</b> Obviate exterior condensers by connecting to campus chilled water system.	Level 3		
Heating/Air Conditioning	<b>Poor Acoustical Performance</b> Auditorium's interior air handlers do not perform according to accepted acoustical standards and may diminish quality of sound in the space.	<b>Provide Acoustical Controls</b> Analyze space for acoustical needs and provide duct silencers to suit.	Level 5		
Air Conditioning	<b>Thermal Comfort</b> Much of the building does not have air conditioning, including GML Rotunda & stacks, & HOF rooms.	<b>Provide Cooling</b> Design units and distribution system to suit existing spaces & minimize the effect on the historic fabric.	Level 5		








# Mechanical

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
Ventilation	<p><b>Insufficient Fresh Air Supply</b> With the exception of the Auditorium, most GML and HOF spaces do not have proper ventilation. During the hot and cold seasons, the operating windows is not an effective strategy.</p> <p>Mechanical ventilation should be provided. This has significant implications to heating and cooling the spaces as the fresh air needs to conditioned as well.</p>	<p><b>Provide Code-Minimum Ventilation</b> Install heating and cooling systems that allow for proper ventilation. Coordination with campus systems to be necessary. Space for equipment can be difficult. Integration into building fabric to be difficult.</p>	Level 5		

Electrical




COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
Switchboards	<b>Outdated System</b> Switchboard MDP-12 is old and in poor condition.	<b>Upgrade</b> Replace with new switchboard	Level 3		
Distribution Panels	<b>Outdated System</b> Many of the older distribution panels are beyond their useful life and require replacement.	<b>Upgrade</b> Replace distribution panel with new.	Level 3		
Receptacles	<b>Outdated System</b> In all areas of GML there are a lack of sufficient electrical receptacles. Although not a code violation, this leads to overuse of flexible cord sets and power strip devices. Offices do not have enough outlet receptacles to support modern office functions and often have power strips to compensate. There are areas in the former stacks which have no receptacles.	<b>Upgrade Plug Load System</b> Add more receptacles and distribution panels to support them.	Level 4	 	
Receptacles	<b>Outdated System</b> Receptacle in the Rotunda is not supported properly and is supported only by a conduit.	<b>Upgrade Plug Load System</b> Provide properly supported receptacles to the Rotunda in a historically sensitive manner.	Level 2		

# Electrical








COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
Junction Boxes	<b>Outdated System</b> Wall-mounted junction boxes in balcony area have exposed wiring.	<b>Upgrade</b> Install code-compliant cover of wiring.	Level 2		
Abandoned Equipment	<b>Outdated System</b> Abandoned electrical fixtures exist in the building.  List locations	<b>Upgrade</b> Remove abandoned fixtures.	Level 4		
Lighting in GML	<b>Outdated System</b> Light fixtures in office areas are generally in poor condition. Period fixtures originally intended to utilize incandescent lamps that have been replaced with compact fluorescent lamps.  Lighting in the stack areas is in poor condition. In many areas lighting is by means of incandescent light bulbs suspended by flexible pendants. These pendants are dangerously unprotected from physical damage.	<b>Upgrade</b> Replace office lighting with new modern energy efficient LED lighting fixtures Period fixtures should be custom upgraded to LED lamps.  Replace lighting in stacks with LED fixtures to meet codes and to suit luminosity required by type of use.	GML Offices Level 4  GML Stacks Level 2		
Emergency Lighting	<b>Outdated System</b> Emergency lighting is provided by selected fixtures connected to the generator service. It is not clear if exterior lighting at exit doors are connected to the emergency system.	<b>Upgrade</b> Connect exterior exit lighting to the emergency system.	Level 2		



Electrical

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
HOF Lighting	<b>Outdated System</b> Several of the lighting fixtures in the ambulatory are completely missing. Others were replaced with historically inappropriate fixtures.	<b>Refurbish &amp; Upgrade</b> Replace the missing fixtures with reproductions of the existing original fixtures and convert all fixtures to LED lighting.	Level 4		
Low Voltage	<b>Inappropriate Elements</b> Conduit associated with the security cameras was exposed along the surface of the Hall of Fame ceiling and walls.	<b>Install Historically Sensitive Upgrades</b> Conceal security camera wiring within structure and remove the conduit.	Level 4		
Switchboard	<b>Outdated System</b> The 800 amp capacity of this switchboard is insufficient for the future use of the buildings.	<b>Upgrade</b> For future use bring 480 volt service from the campus wide network. Install new switchboard at 480/277 volts, 800 amps to power new equipment.	Level 5		

# Fire Protection & Fire Alarm

COMPONENT	CONDITION	TREATMENT	PRIORITY	REPRESENTATIVE PHOTO	
Standpipe	<b>Obstructed Access</b> Fire department connection visible and physically obstructed by landscaping.	<b>Reconfigure Landscaping</b>	Level 2		
Standpipe	<b>Missing Components</b> Fire water service does not have water meter or backflow preventer.	<b>Upgrade</b> Provide water meter and backflow preventer.	Level 2		
Sprinklers	<b>Missing Components</b> Sub-basement and HOF rooms are not protected by a sprinkler system.	<b>Upgrade</b> Provide sprinkler system in sub-basement and HOF rooms.	Level 2		
Fire Alarm	<b>Non-Functional System</b> The existing fire alarm system is completely nonfunctional.	<b>Upgrade</b> Provide an entirely new fire alarm system as part of campus work scheduled for 2018.	Level 1		

# Historic Integrity

## EVALUATION OF ARCHITECTURAL SIGNIFICANCE

Stanford White's design for New York University's "University Heights Campus" is a nationally-significant example of Beaux-Arts architecture in the United States, and is among the most important works by White, partner in McKim, Mead & White, the preeminent American architectural firm in the decades bookending 1900. The location of the campus, on a picturesque bluff in the Bronx in what was then a rural setting outside of dense Manhattan, exemplifies an important period trend in campus planning: the push to abandon older hemmed-in urban campuses and construct spacious new ones in bucolic, pastoral settings. The dramatic site for NYU's new campus was soon matched by a stunning plan conceived by Stanford White. The University Heights campus is a significant showcase of White's work within the Beaux-Arts tradition exemplified by McKim, Mead & White.

NYU retained McKim, Mead & White in 1892 to devise an overall plan and component academic buildings for its undergraduate school. The campus is situated on the highest natural point of the Bronx. While having a formal arrangement of buildings typical of the period, White's design did not overpower the landscape. The loose grouping of primary buildings framed views out into the landscape that took advantage of the natural topography and beauty of the bluff-top site. The campus is anchored by the Gould Memorial Library (c.1900), which references the Pantheon in Rome and Thomas Jefferson's Rotunda at the University of Virginia. The exquisitely detailed building sits on a high podium along the top of which runs the Hall of Fame for Great Americans (c.1900), a colonnade containing busts of those elected, the first of its kind in the United States. The colonnade provides a terminus to the physical campus, but a permeable one that underscores White's desire to integrate the natural and built

environments. Although White's plan was never fully implemented, the core of his University Heights Campus retains its principal buildings and essential, character-defining features that are an important demonstration of the flexibility of Beaux-Arts design and of Stanford White's prowess as an architect.

## EVALUATION OF CULTURAL SIGNIFICANCE

The Hall of Fame for Great Americans, located in the colonnade behind the Gould Memorial Library, played an important role in American culture for many decades after its dedication in 1901. Tapping into a special moment in the adolescence of America, the Hall of Fame was the first of its kind in the United States, and provided Americans with a tangible symbol of the distinguished men and women of their country. The purpose of the Hall of Fame was:

*not to mourn the passing of heroes, but to inspire the living by encouraging a deeper understanding of those American men and women who had made significant contributions to human welfare. Not only were political leaders and military heroes to be acclaimed, but also artists, scientists, humanitarians, and others deserved of enduring recognition for their achievements.*

A writer for *The Atlantic* mused in 1997 about the impetus behind the Hall of Fame, stating: "The Hall of Fame promised, for the first time, to launch Americans into the orbit of Universal Immortality. In a sense, it was the vehicle of our validation, and people took it very, very seriously.... For a while, the term 'Hall of Famer' carried greater cachet than 'Nobel Laureate' and a hilltop in the Bronx seemed, to many, the highest spot in the country, if not the world."

The University Heights campus exemplifies the finest of the Beaux-Arts influenced American-Renaissance tradition, and is an exceptional illustration of Stanford White's work at McKim, Mead and White. The Gould Memorial Library, Hall of Fame for Great Americans, Hall of Languages and Hall of Philosophy, along with Gould Hall and Havemeyer Laboratory, form a unique architectural ensemble. The project provides a compelling comparison of the design styles, and interpretation of the American Renaissance style, of the principals of McKim, Mead and White, as Charles McKim's design of Columbia University occurred simultaneously with Stanford White's design for NYU. Additionally, with the push to move the NYU campus to the Bronx, the University Heights Campus exemplifies the trends of early-twentieth-century campus planning. Moreover, the Hall of Fame for Great Americans at NYU's University Heights campus retains its own significance due to its importance to American culture of the period.





Gould Memorial Library Auditorium  
Source: New York University Archive, Bobst Library

## GOULD MEMORIAL LIBRARY

The Gould Memorial Library (1900) stands as one of the finest examples of the work of Stanford White and McKim, Mead & White and was the focus of the overall campus scheme. The large, domed building is designed in an eclectic classical revival style and features an impressive portico on the main entry façade (east façade) with six Corinthian columns of Indiana limestone. The exterior elevations of the building have Corinthian pilasters of limestone, set against yellow Roman brick and Milford pink granite used in the walls. Windows are set into the bays created by the pilasters, and are detailed with moulded jambs and full entablatures. By creating shallow side and rear wings and a deep front wing, Stanford White relieved the grandeur of the design, allowing it to more fully engage, rather than dominate, the natural landscape. The cornice on the dome is detailed with a terra-cotta frieze of garlands and pendants. The roof of the dome rises from the cornice, covered in copper tiles, to the richly-decorated oculus. The classical forms of the exterior of the library are freely interpreted to make a bold architectural statement while simultaneously blending with the romantic setting.

The exuberance of the building's exterior is far surpassed by the dramatic spaces and sumptuous detailing of the interior. The building is centrally planned with a modified Greek cross plan. A large round, domed reading room occupies the center of the plan with shallow arms extending outward encompassing offices and other support spaces on the north, south, and west, and the top landing of the monumental stairway on the east rising from the entrance portico up to the

reading room. The space containing the stair extends to the east of the centrally planned building and is opulently finished with a coffered barrel vaulted ceiling, Renaissance Revival architectural details rendered in marble, and massive wall sconces. Stained glass, marble stair treads, and bands of red, yellow, black and white mosaic floor tiles add to the material richness of the entrance hall. The upper stair landing (east arm of the Greek cross plan) features a shallow dome featuring a round piece of green Tiffany stained glass from which a glass globe lamp hangs. From the landing, one can catch a tantalizing glimpse of the reading room beyond. The expansiveness of the rotunda reveals itself slowly as visitors pass through the stair hall doorway. The original administrative offices are located on either side of the stairway and contain handsome wood paneling and fireplaces.

The rotunda is a magnificent and dramatic Beaux-Arts interior, rising four stories to the spring line of a coffered dome. The dome is supported by sixteen green Connemara Irish marble columns, which rise from bases of white Vermont marble that are capped by Corinthian capitals covered in a gold-colored metal, often referred to as Dutch metal, applied by the Tiffany Decorating Company. The columns support a full entablature, ornamented by a Greek fret band, a bracketed cornice, and a carved frieze. Above the entablature of the colonnade is a balcony with plaster railings in a classical openwork pattern set between plaster pedestals. Each pedestal supports a classical female statue, aligned with the columns below. The back wall of the balcony features Tiffany glass mosaic panels and forms the drum of the low coffered dome. The coffers diminish in size as they move towards the central oculus. On the rotunda floor, directly below where the original stained glass oculus sat, a glass panel floor serves to allow light down into the auditorium below. Each of the Corinthian columns that decorate the rotunda is echoed by an engaged fluted column at the wall. The floor between the two colonnades is laid with panels of white, yellow and black marble. Bookcases line the bays, behind which are seminary rooms and book stacks entered from “book doors” on hinged sections of the bookcases.

The rooms located in the alcoves surrounding the rotunda are notable for their functional innovation: each academic department was assigned one and an adjoining section of book stacks. This allowed the head professor more access to available books on the subject and provided a home base for the students of the department. Above the first level in each alcove are book stacks with floors having glass panels set in a cast iron armature, allowing light to filter down to the lower levels of the alcoves.

Below the Rotunda is the auditorium, original to White's design, subsequently altered significantly and recreated in the late 1990s, inspired by the original design. Although it no longer functions as a library, Gould Memorial Library retains its original configuration and much of its original historic fabric. It houses perimeter and first floor offices, a lower level auditorium and the main Rotunda space.

## HALL OF FAME FOR GREAT AMERICANS

A desire to cover Gould Memorial Library's exposed concrete retaining walls along the steep hill of the rear façade led to the development of the Hall of Fame for Great Americans. Stanford White's semicircular arcade design for the Hall of Fame (1900) makes dramatic use of the site drop-off, hugging against the rear of



Hall of Fame Gallery,  
Source: New York University Archive, Bobst Library

the Gould Memorial Library. The structure is unified by its eclectic Roman style and monumental scale, featuring a promenade from which commanding views unfold. The open-air colonnade contains the bronze busts of noted scientists, writers, educators, and other leaders who contributed significantly to American culture. Below the busts sit bronze tablets designed by Louis Comfort Tiffany, containing the name, birth and death dates, and a memorable quote from the person commemorated. The Hall of Fame is constructed of Milford pink granite and Indiana limestone with a ceiling of segmented, vaulted Guastavino tile carried on columns and piers. It is 630 feet in length and approximately ten feet wide. Wrought iron gates were added to the colonnade of the Hall of Fame in 1929 by the Philadelphia artist Samuel Yellin.

Below the exterior open-air colonnade sits the Hall of Fame museum, a series of gallery spaces for exhibitions unified by a semicircular passageway. The corridors leading from the galleries to the auditorium feature buff-colored brick walls and Guastavino ceiling tiles.

Today, the Hall of Fame exists much as it did when first constructed, remaining true to its original design intentions. The lower-level gallery is mostly vacant, occasionally used for movie sets and storage. The colonnade's northern end was extended to terminate in line with the front of Hall of Philosophy, an alteration to Stanford White's symmetrical original layout.

HISTORIC DESIGNATION

The Gould Memorial Library and the Hall of Fame for Great Americans were designated local landmarks by the New York City Landmarks Preservation Commission on February 15, 1966. Additionally the interior of Gould Memorial Library was designated a local landmark by the New York City Landmarks Preservation Commission on August 11, 1981. Any future work affecting the exterior of the buildings and portions of the interior which are designated will require review and approval by the New York City Landmarks Preservation Commission.

The Hall of Fame Complex, consisting of the Hall of Fame, Gould Memorial Library, Philosophy Hall and Language Hall were listed on the New York State and National Registers of Historic Places in 1979. The complex holds the highest designation of national significance on the National Register listing.

The University Heights Campus, including the Gould Memorial Library and the Hall of Fame was designated a National Historic Landmark by the Secretary of the Interior, National Parks Service.

Review by the New York State Office of Parks, Recreation and Historic Preservation and the National Parks Service is required when using state and federal dollars for work on the buildings.

LEVELS OF ARCHITECTURAL INTEGRITY & HISTORIC SIGNIFICANCE

The exteriors of the Gould Memorial Library and Hall of Fame retain much of their original architectural fabric, detailing and distinction and are considered of Primary Significance remaining as one of the finest examples of Beaux Arts Classicism.

The interiors of the Gould Memorial Library and the Hall of Fame present varying levels of architectural integrity and historical significance. Areas of Primary Significance are those that possess fine architectural design, craftsmanship and finishes and are historically significant in their association with Stanford White and the firm of McKim, Mead and White, the Gould Memorial Library and Hall of Fame. Such spaces include the Rotunda and First Floor Offices.

The stack rooms, map room, and offices possess much of their original fabric and finishes, although deteriorated; the spaces lack architectural refinement alluding to their original design and purpose for pragmatic usage. The auditorium is a recreation based on historic documentation and little of the original, historic fabric remains. These spaces are considered of Secondary Significance.

Select rooms in the GML and HOF have been substantially altered with new occupancy, interior finishes and wall construction. Although the rooms purpose and configuration may have changed, historic walls may remain with intact historic finishes. Such walls are considered of Secondary Significance for their historic fabric, while the interior spaces are considered Substantially Altered/ New Construction.

The following section illustrates, through graphic analysis, areas of significance and areas that have been substantially altered or newly constructed. These determinations can translate into appropriate levels of intervention for restorative treatment. Generally, areas of Primary Significance should be zoned for Restoration and areas of Secondary Significance should be zoned for Rehabilitation. Areas that have been Substantially Altered or Newly Constructed should be zoned for Reinvention where new purposes may be introduced. Definitions for these zones are as follows:

LEVELS OF ARCHITECTURAL INTEGRITY AND HISTORICAL SIGNIFICANCE

- **Primary Significance:** Possessing historical significance in association with the Stanford White and McKim, Mead and White, Gould Memorial Library and Hall of Fame and/or a high level of architectural integrity. Original walls and finishes are intact. Changes are minimal, cosmetic, and/or reversible.
- **Secondary Significance:** Historically significant with historic walls remaining in place. Past renovations may have been removed or substantially covered some historic finishes.
- **Substantially Altered/New Construction:** Historic fabric has been removed and/or existing fabric is non-historic construction.

LEVELS OF INTERVENTION

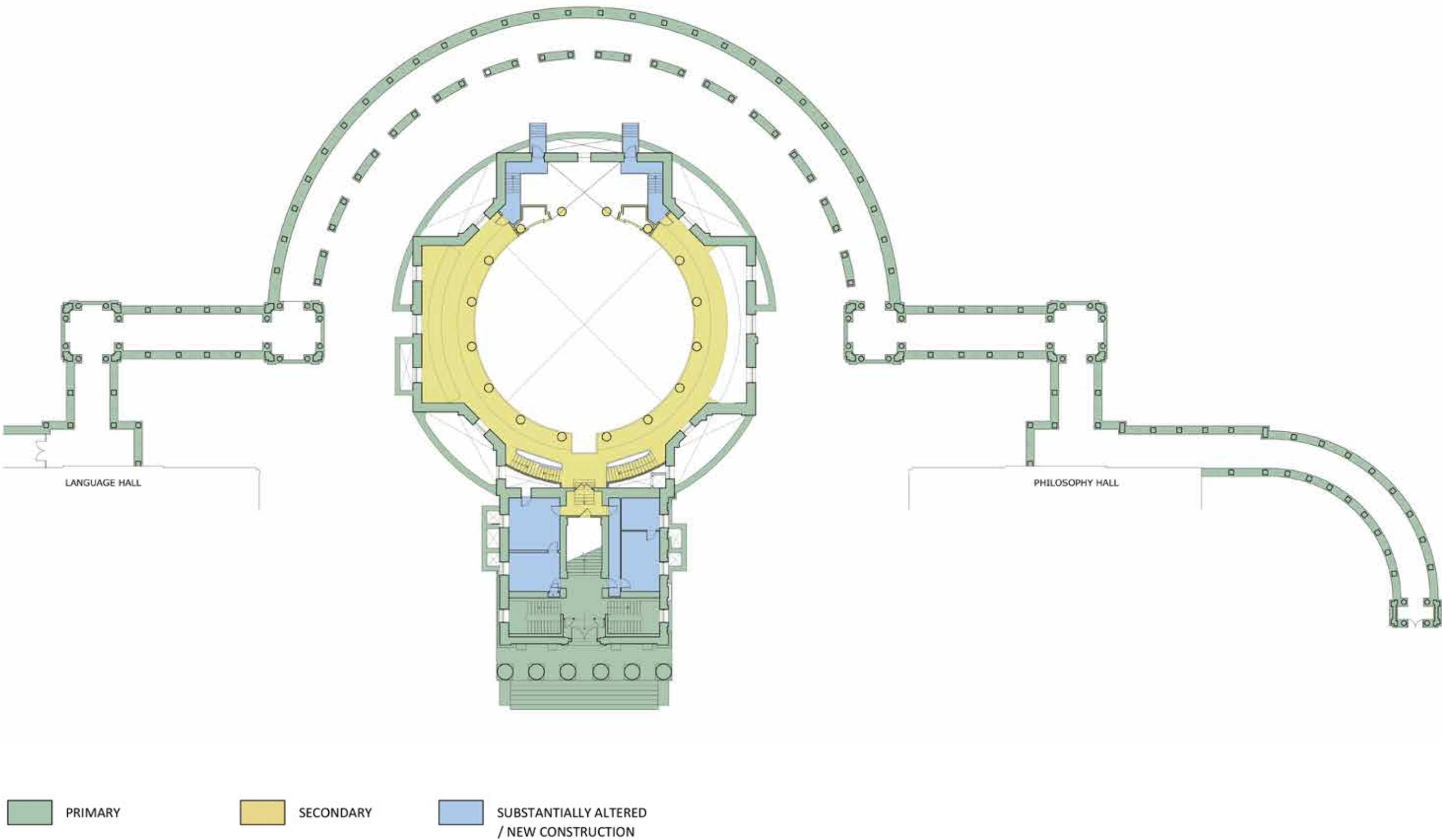
- **Restoration:** Areas possessing high architectural significance and integrity should be preserved in their original state. Sensitive upgrades to building systems may be carried out; interventions should not adversely impact historic fabric physically or visually.
- **Rehabilitation:** Adaptation for contemporary use should attempt to retain any significant character defining features from the period of significance, within the boundaries of the existing room, while integrating new design, interventions and systems upgrades.
- **Reinvention:** In areas where there is little or no historic fabric new design interventions including the demolition of existing walls and the creation of new spaces and architectural expression, are appropriate



Gould Memorial Library Rotunda Reading Room  
Source: New York University Archive, Bobst Library



# Historic Integrity Diagram 02 - Quad Entrance & Auditorium Balcony Level





Historic Integrity Diagrams o3/o4 - Rotunda and Mezzanine

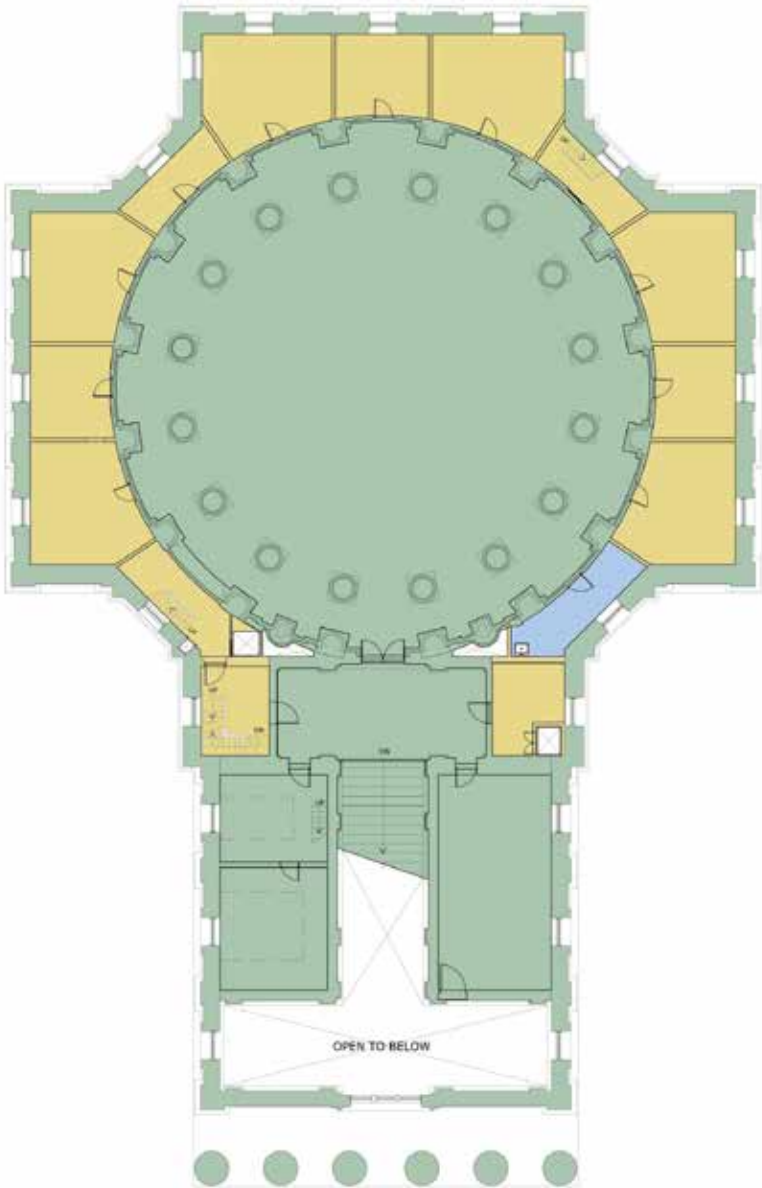


DIAGRAM o3 - ROTUNDA

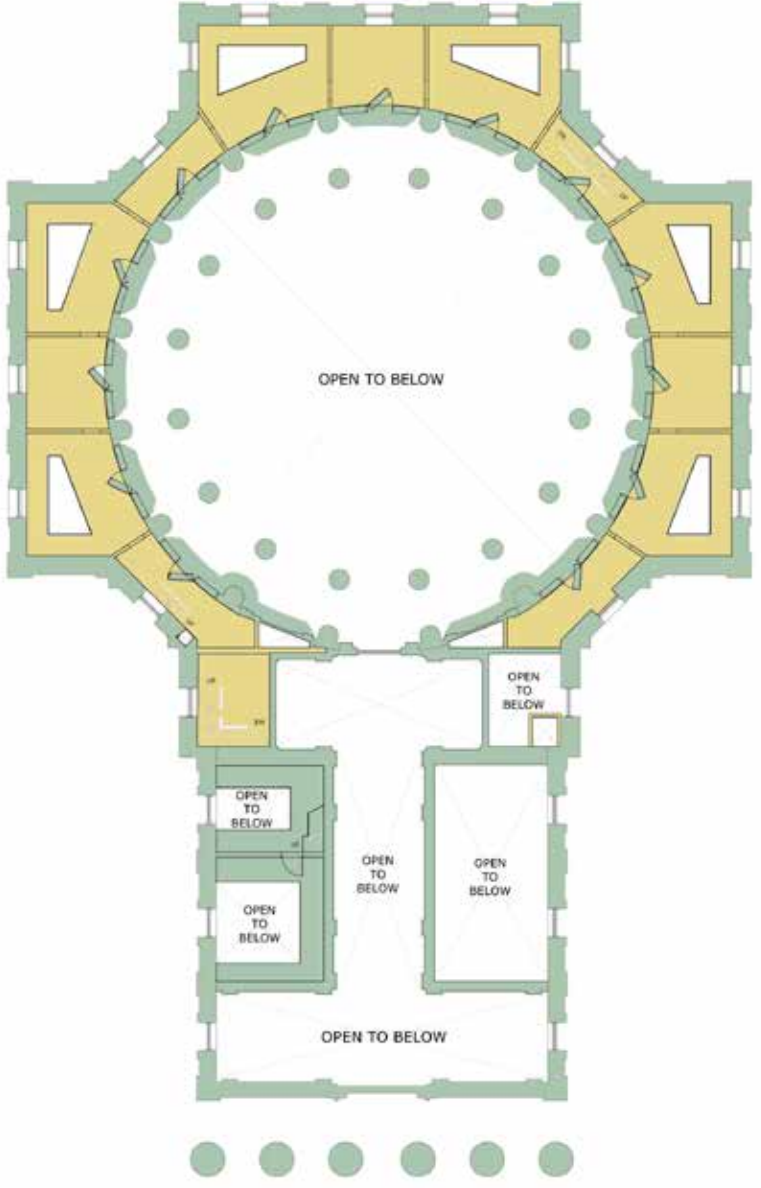


DIAGRAM o4 - MEZZANINE

PRIMARY

SECONDARY

SUBSTANTIALLY ALTERED  
/ NEW CONSTRUCTION

Historic Integrity Diagrams o5/o6 - Balcony and Tiffany Glass

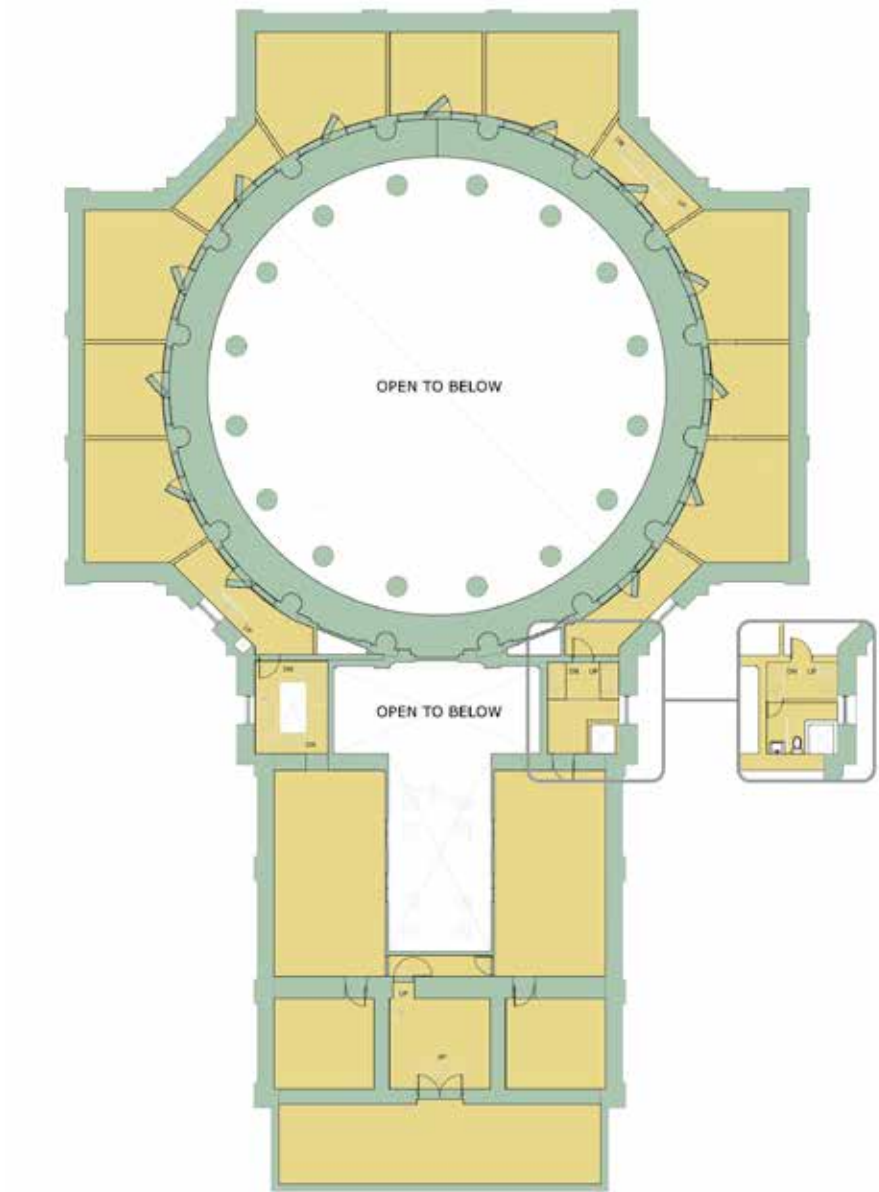


DIAGRAM o5 - BALCONY & SECOND FLOOR

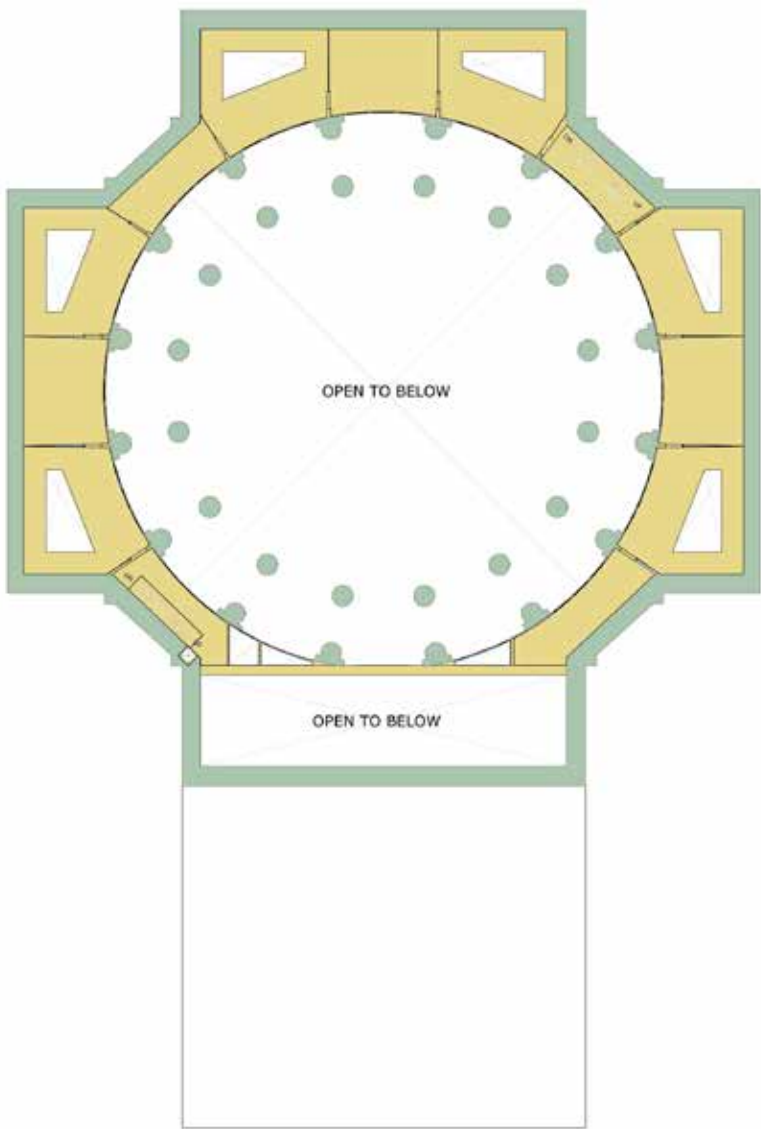


DIAGRAM o6 - TIFFANY GLASS

Historic Integrity Diagrams o7/o8 - Attic and Dome Room

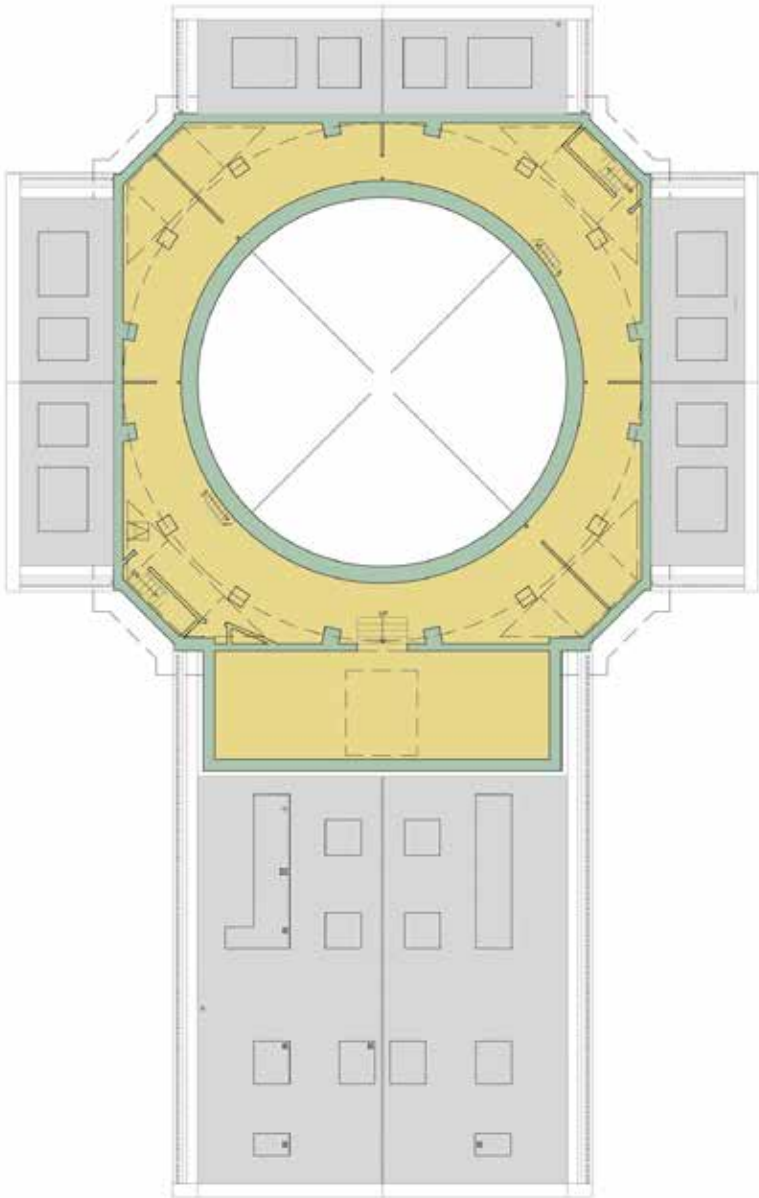


DIAGRAM o7 - ATTIC

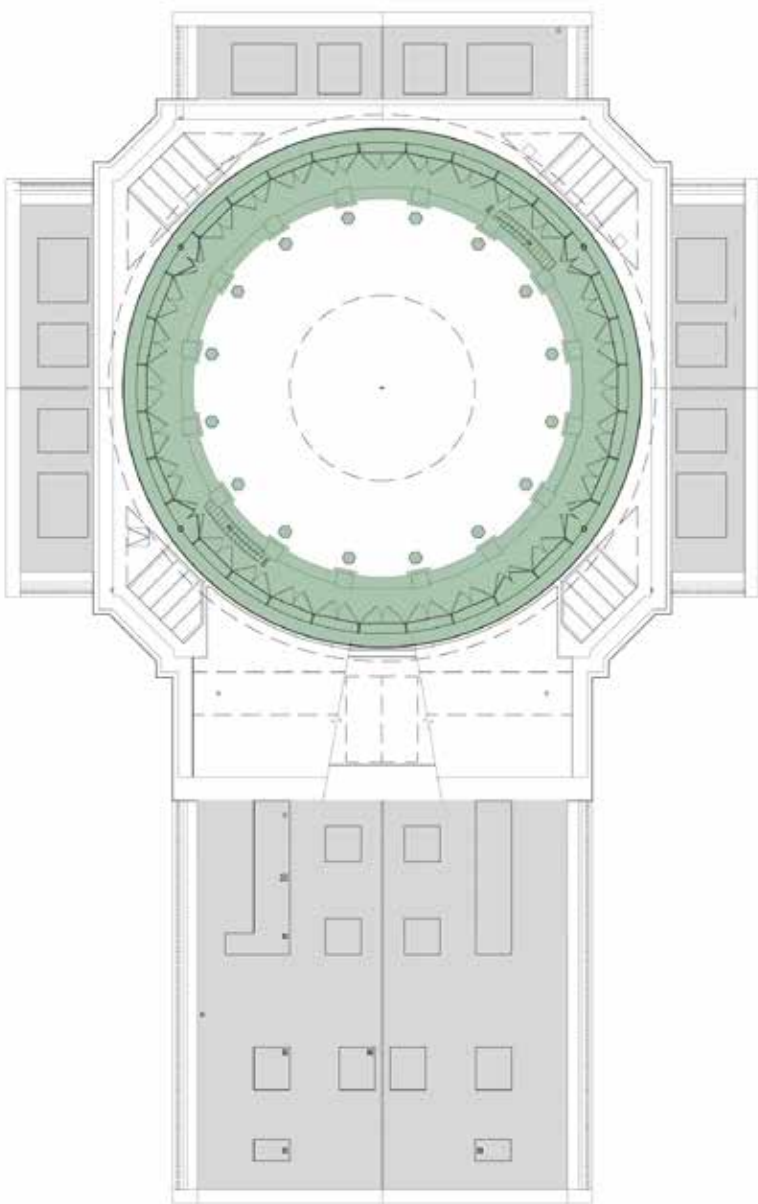


DIAGRAM o8 - DOME ROOM

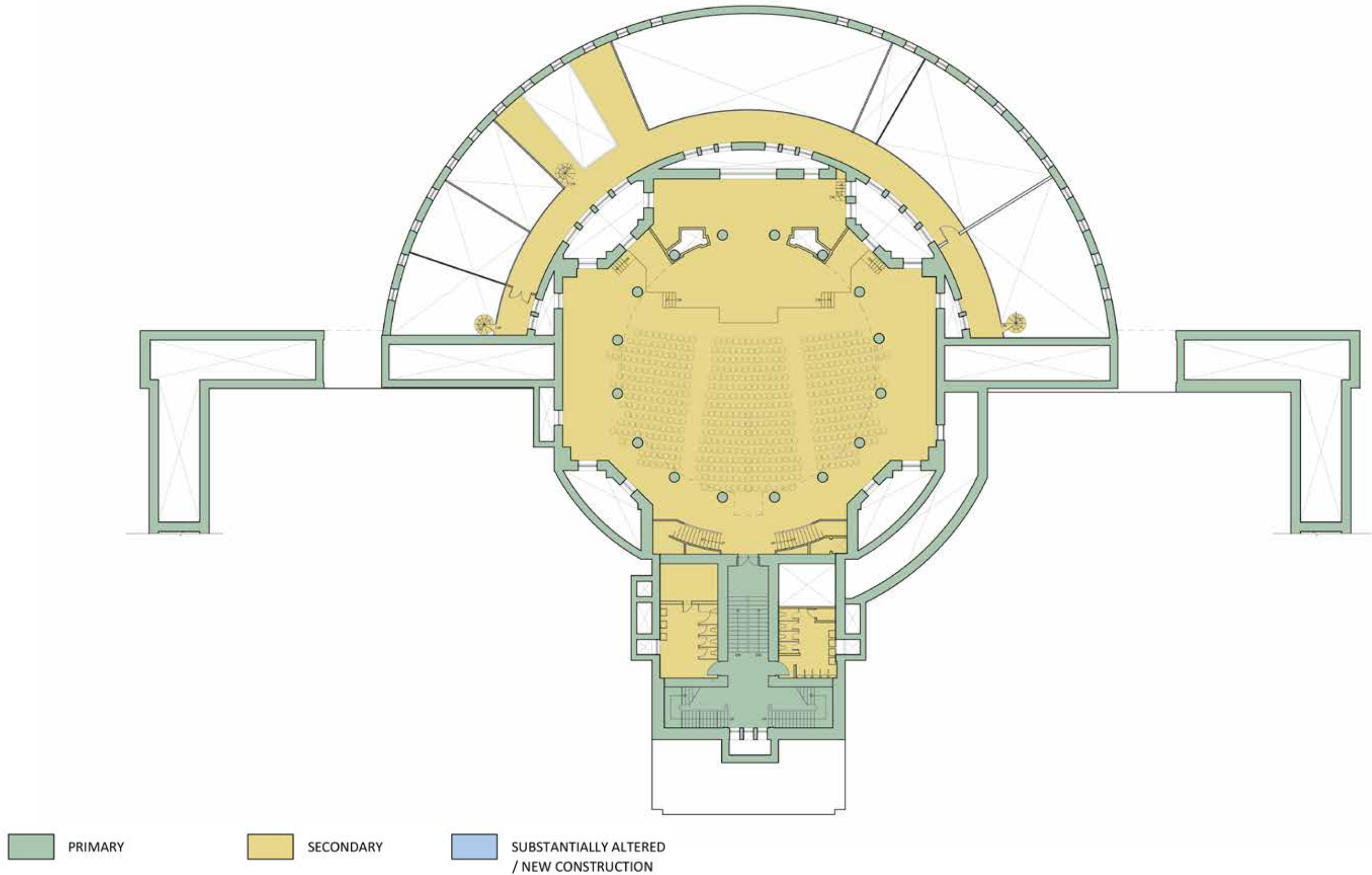
PRIMARY

SECONDARY

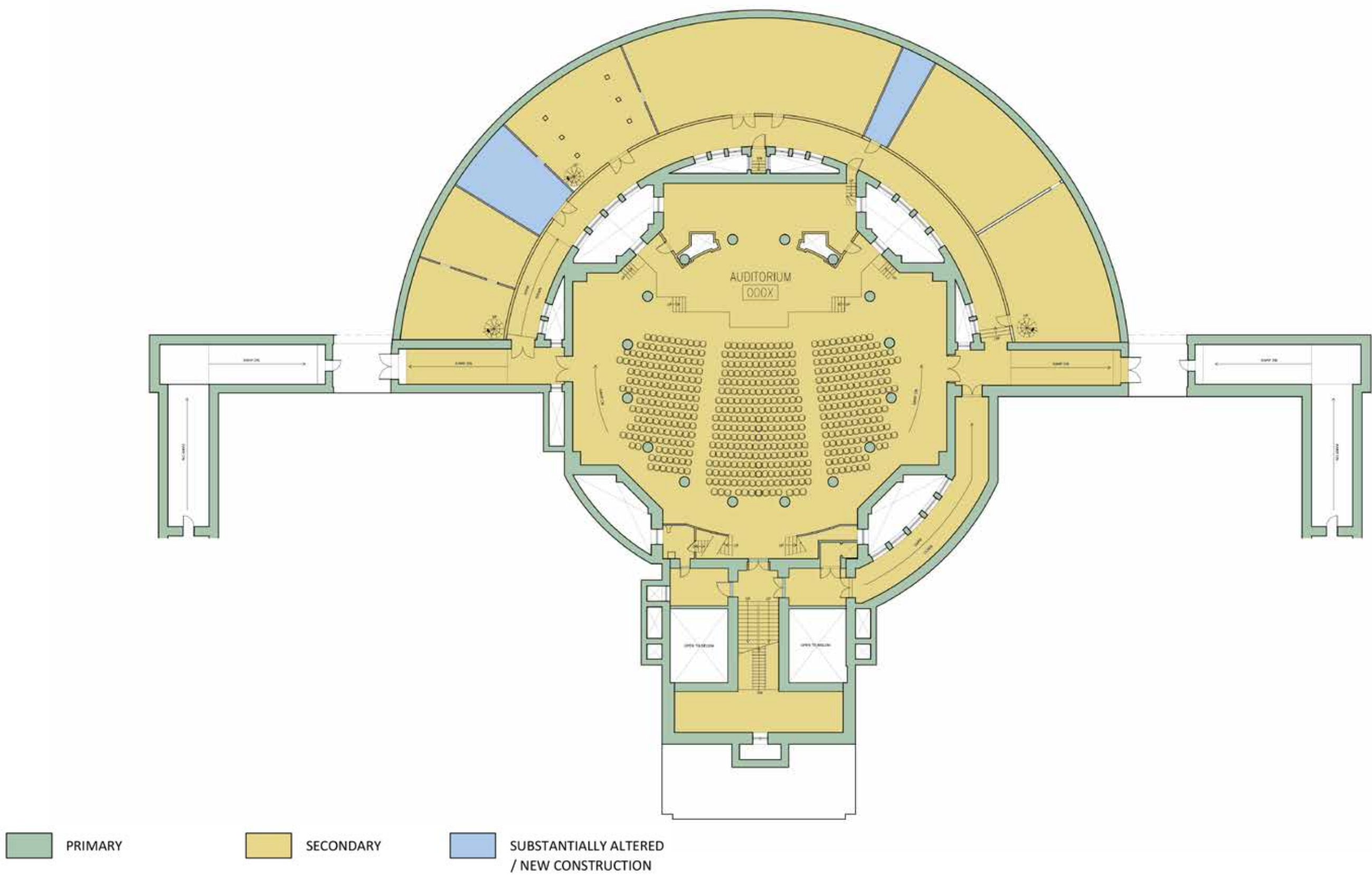
SUBSTANTIALLY ALTERED  
/ NEW CONSTRUCTION



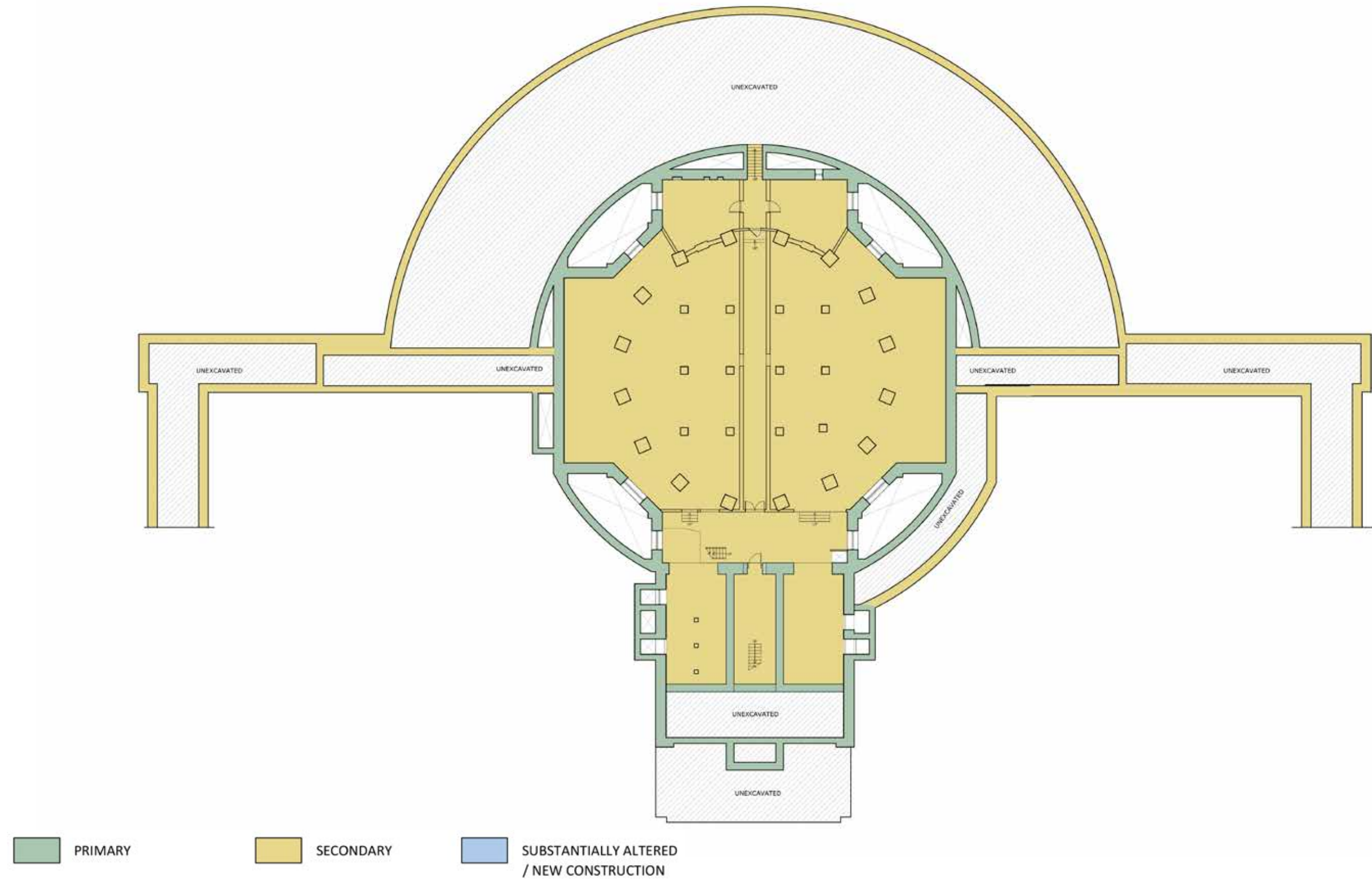
Historic Integrity Diagram 01A - GML Facilities Level & Hall of Fame Mezzanine



Historic Integrity Diagram 01 - Auditorium & Hall of Fame



## Historic Integrity Diagram oB - Basement









# Future Use

Building & Construction Code Review  
Egress & Accessibility Diagrams  
Building & Construction Code Implications  
Future Use  
Construction Costs & Phasing

# Building & Construction Code Review

## BUILDING CODE REVIEW

The Gould Memorial Library (GML) and the Hall of Fame for Great Americans (HOF), located in the borough of the Bronx, designed by Stanford White were completed in 1900 and pre-date modern building and construction codes.

The interior of GML has been underutilized since the 1968 Building Code was implemented which put certain restrictions on the building’s use and occupancy. Currently, the building’s single (and original) means of egress limits the permitted occupancy utilizing the building above the entry level to 74 persons. CUNY is now undertaking a project which will incorporate a new second means of egress from the Rotunda level of GML to the exterior on the west side of the building along the HOF terrace. The proposed stair is located outside the Rotunda (a designated NYC Interior Landmark) in the western projection of the cruciform plan behind the bookstack wall. Using an existing opening in the stack wall, a new fire rated door assembly replicating the historic detailing of the original door will be installed leading to a fire rated chamber containing a new 44” wide stair that descends down and connects to the existing southwestern landing at the Auditorium Balcony and egress to the exterior, west terrace. The stair will accommodate an additional 150 persons from the upper levels of the GML bringing the overall occupancy total for the GML upper levels including the Rotunda to 450 persons.

As part of this assessment report, the buildings were analyzed using the three primary building codes implemented for NYC including 1938, 1968 and 2014 New York City Building Codes to explore the most applicable code to accommodate the adaptive reuse of these buildings. The 1938 code does not address all areas of egressing and occupancy necessary to develop an effective reuse strategy for the building.

The 2014 code was determined too restrictive for certain existing structural and architectural components of the building that were not feasible to modify to bring up to current code requirements. The existing layout and configuration of the building precludes certain interventions, for example utilizing the existing stair shafts for new stairs meeting current code dimensions. The existing building fabric would either be completely modified, adversely affecting or eliminating the historic integrity of the building, and/or physically the building cannot accommodate the code driven requirements.

The 2014 Building Code states in Chapter 1 of the Administrative Code, if a project involves an alteration or renovation to an existing building, the General Administrative Provisions of the 2014 Building Code allow for work on prior code buildings to be in accordance with the building code in effect at the time it was constructed. The provision realistically addresses the fact that upgrading an entire existing building to comply with the current code is difficult if not impossible. However, exceptions exist for fire protection systems, special inspections, fuel gas systems, new handrails, guards, etc.

The 1968 code offers the most appropriate and applicable requirements for the existing conditions and configuration of the GML and HOF interiors and will be further explored in the Future Use section of the assessment report. We have included a comparison of the requirements established for all egress and occupancy classifications forecasted for the potential reuse opportunities for the buildings. An important provision offered only in the 1968 code is the non-simultaneous occupancy provision which allows for reduced overall required egress capacity (i.e. reduced exit stair width). The non-simultaneous occupancy provision recognizes that not all portions of a floor are occupied at the same time, therefore the occupant load of toilet rooms, meeting rooms, storage rooms and pre-function areas of assembly occupancies may be omitted from the overall

occupant load calculations of the floor. (Section 27-358). The provision is applied on a floor by floor basis.

The following information is predicated on review of the existing conditions of the buildings with the 1968 NYC Building Code.

## EXISTING CERTIFICATE OF OCCUPANCY

The Certificate of Occupancy, issued December 5, 1972 for the Gould Memorial Library identifies the occupancy classification of GML and the lower level of HOF as a “Public Building” with permissible use and occupancy as follows:

Story	Persons	Use
Sub-cellar	5	Storage, Locker Room & Machine Room
Cellar	790	Lecture Room
Basement	256	Offices and Lecture Room
First Floor	305	Reading Room, Offices, Study/Book Stacks
1st Gallery	0	Book Stacks
2nd Gallery	60	Study/Book Stacks, Storage & Map Rooms
3rd Gallery	0	Book Stacks
4th Gallery	0	Book Stacks

For future use of the building, a new Certificate of Occupancy would be required identifying the new use(s) and public assembly permits will be required for the Rotunda and Auditorium spaces.



Occupancy Classification Chapter 1-Building Code, Subchapter 3  
Occupancy and Construction Classification Table 3-2

Gould Memorial Library:	Rotunda	F1-b Assembly (1968 Code) A1, A2, A3 Assembly (2014 Code)
	Auditorium	F1-b Assembly (1968 Code) A3 Assembly (2014 Code)
	Remaining Areas	G Education or E Business (1968 Code) E Education or B Business (2014 Code)
Hall of Fame:	Enclosed Rooms	G Education or E Business (1968 Code) E Education or B Business (2014 Code)

Occupancy Load Chapter 1-Building Code, Subchapter 6 Means of Egress Table 6-2

Rotunda, Stacks, Offices, Map Room Occupant Load Based on Square Footage				
Occupancy Use Group	Square Footage	1938 Code	1968 Code	2014 Code
Assembly Use (F1-b 1968, A1 2014) Non-fixed seating	2,226 SF		2,226/10 nsf = 222	2,226/7 nsf = 318
Assembly Use (F1-b 1968, A2 2014) Dining/tables & chairs	2,226 SF		2,226/12 nsf = 185	2,226/15 nsf = 148
Assembly Use (F1-b 1968, A3 2014) Classroom/lecture hall	2,226 SF		2,226/20 nsf = 111	2,226/7 nsf = 318
Business Use (E 1968; B 2014) Offices, Rotunda Stacks & Above	9,466 SF		9,466/100 gsf = 94	9,466/100 gsf = 94
Educational Use (G 1968; E 2014)) Offices, Rotunda Stacks & Above	9,466 SF		9,466/20 nsf = 473	9,466/20 nsf = 473
TOTAL			F1b (A1)/E = 316 F1b (A1)/G = 695 F1b (A2)/E = 279 F1b (A2)/G = 678 F1b (A3)/E = 205 F1b (A3)/G = 584  All A use occupancy types w/ current C of O total (F1b/E) 399 (F1b/G) 778	A1/B = 412 A1/E = 791 A2/B =242 A2/E = 621 A3/B = 412 A3/E = 791  All A use occupancy types w/ current C of O total (A/B) 399 (A/E) 778
The C of O allows 305 people for the Rotunda (the recommended occupancy) and for 60 people on the upper floors for a total occupancy of 365 people on the Rotunda and upper levels.				

EGRESS

Article 4: Number of Exits (Section 27-365) of the 1968 NYC Building Code requires a second means of egress when the occupant load of occupancy use group areas for assembly, business and education exceeds 75 people.

The existing building egress configuration can accommodate a total of 450 persons egressing from the Rotunda level and above through the existing east doors (two single leaf and one collapsible revolving door) on the first floor to the exterior combined with the new code compliant 44” wide stair providing the required second means of egress (Stair #4) discharging at the existing west door (one single leaf) on the auditorium balcony level.

The existing egress capacity at the auditorium level totals 700 persons through the two sets of double doors that egress to exterior paths at grade at the northwest and southwest exits of the building. The paths connect to the west lawn leading to the sloped south drive. At present, passage from the north exit is partially obstructed by the placement of condensing units serving the Auditorium.

Hall of Fame Lower Level & Auditorium Occupant Load Based on Square Footage				
Occupancy Use Group	Square Footage	1938 Code	1968 Code	2014 Code
Business Use (E 1968, B 2014) HOF Rooms	7,651 SF		7,651/100 gsf = 76	7,651/100 gsf = 76
Educational Use (G 1968, E 2014) HOF Rooms	7,651 SF		7,651/12 nsf = 637	7,651/15 nsf = 510
Educational Use (G 1968, E 2014) Auditorium	7,738 SF		W/ fixed seats = actual count 564 (Excludes mezzanine)	W/ fixed seats = actual count 564 (Excludes mezzanine)
TOTAL			E/G = 640 G/G = 1201	B/E = 640 E/E = 1,074
The C of O allows 790 people in the lower level Hall of Fame Spaces and 256 people for the Auditorium for a total occupancy of 1,046 people in the Auditorium and lower level Hall of Fame spaces. CUNY FPCM has confirmed that DOB permits CUNY to obtain new places of assembly permits without a new C of O through an MOU. Existing place of assembly signage indicates an occupancy of 648, which includes the Auditorium and Mezzanine.				

Determination of Exit and Access requirements Chapter 1-Building Code, Subchapter 6  
Means of Egress Table 6-1

Building	Occupancy Classification	Max. Travel Distance		Capacity					
		Unsprinklered	Sprinklered	Number of Persons per Unit of Width			Corridors		
				Door Openings		Stairs, Escalators	Ramps, Corridors, Exit Passageways, Horizontal	Min. Width (in.)	Max. Dead End (length in ft.)
				To Outdoors At Grade	All Other Exit & Corridor Doors				
GML	F1-b	150	200	100	80	60	100	44	30
	G	150	200	100	80	60	100	66	30
	E	200	300	100	80	60	100	44	50
HOF	F1-b	150	200	100	80	60	100	44	30
	G	150	200	100	80	60	100	66	30
	E	200	300	100	80	60	100	44	50

RECOMMENDATIONS

The building with the proposed 44” wide code complaint stair case exiting to the Hall of Fame terrace to the west can egress people through the Hall of Fame to the main campus north of Philosophy Hall and South of Language Hall. Two new pathways are recommended to the north and south of GML connecting the main campus walkway to the east of GML and the two gates along the HOF terrace.

It is recommended under the Mechanical Systems upgrades to remove/relocate the condensing units along the northern passage from the Auditorium level thus clearing the egress path. Egress from the north exit can be met with an on grade walk below the HOF to the grassed area between the Community Hall and Colston Hall further south. A combined means of egress between the north and south auditorium exit doors is recommended under the Landscape Section to address better access and the steep gradient at the paved drive south of the GML/HOF buildings.

ELEVATOR

The installation of and work on elevators shall be governed by chapter 30, appendix K of the 2014 NYC Building Code and the rules of the department, subject to special provisions for prior code buildings as set forth therein.

There is an existing passenger elevator shaft, original to the building, located on the northeast corner of the east projecting bay which connects all floors on the front of the building, but not to the stack levels surrounding the Rotunda. There is an existing book elevator shaft and dumbwaiter shaft on the south-east corner of the east projecting bay which connects all levels between the Rotunda and the Attic level.

Both elevators retain their shafts, cabs, cables and access doors at each floor, however neither is operable. The existing elevator shafts (passenger and book) are not adequately sized to meet the needs of current handicap accessibility requirements. Upgrading the existing passenger elevator is possible with modifications to the existing framing for an enlarged shaft, reusing the existing pit in the Basement level, maintaining the existing override which does not penetrate the roof and adding an additional stop at the Balcony level. The existing book elevator is not ideal for reuse because it is located within an egress stair location, has no pit below the Rotunda level and cannot accommodate one because of the historic configuration of the Auditorium balcony stair below.

RECOMMENDATIONS

The recommendation is to locate a new elevator shaft, increased in size to provide a handicap accessible cab, in the existing passenger elevator location, with stops at the Auditorium Level, GML Facilities Level (accessed from the exterior at grade), Rotunda Level, Balcony Level and Upper Balcony Level. An exterior entrance will be required at the GML Facilities Level along the north wall accommodated by modifying an existing window opening and adding a new graded path connecting to the main walkway along the east of the building. A variance will be required from the Mayor’s office to waive the 2014 code provision requiring the cab be sized to fit a stretcher.

Lift access to the stack levels can be achieved with the introduction of a Limited Use/Limited Application lift (LULA) connecting the Balcony, Tiffany and Attic stack levels located in the northeast quadrant of the stack area surrounding the Rotunda at the Balcony level. The Mezzanine stack level is to be used for mechanical equipment and will not be occupiable due to non-code compliant, low ceiling heights.

**ACCESSIBILITY**

Alterations, including minor alterations of buildings and changes of use or occupancy shall be governed by chapter 11 – Accessibility of the 2014 NYC Building Code, subject to special provisions for prior code buildings as set forth therein.

The GML building is not handicap accessible, with the exception of the lower level auditorium. The building is accessed from an exterior staircase leading from grade to the first floor of the building from which a wide grand stair #6 leads up to the Rotunda level. The second floor is accessed by staircase #3 and the stack levels are accessed by staircases #1 and #2. The upper levels of GML and the stack levels maintain passageways of 35 ½” clear and door openings that are minimally 30” clear at the mezzanine level and 32.5” clear at the upper levels.

The auditorium is located on the lower level accessed internally from the grand staircase#5 (non-ADA compliant access), descending down or from the exterior along the southern paved drive that slopes down to the lower level of GML providing access through large double doors (at grade) leading to a corridor that connects to the auditorium (ADA compliant). A single handicap accessible toilet room exists on this lower level. The auditorium balcony (non-ADA compliant access) is accessed from stairs #3, #12 and #13.

The HOF terrace level is handicap accessible and on grade with the main campus level, with exits to the north of Philosophy Hall and to the south of Language Hall. The lower level of HOF is accessed from the exterior along the southern paved drive that slopes down to the lower level of GML and HOF providing access through large double doors (at grade) leading to a corridor connecting to the HOF lower level passageway accessed by a ramp down to the cellar floor level from which the HOF spaces are accessed. The lower level HOF has a mezzanine level accessed only from two spiral staircases #10 and #11 (non-ADA compliant) located at either end of the mezzanine.

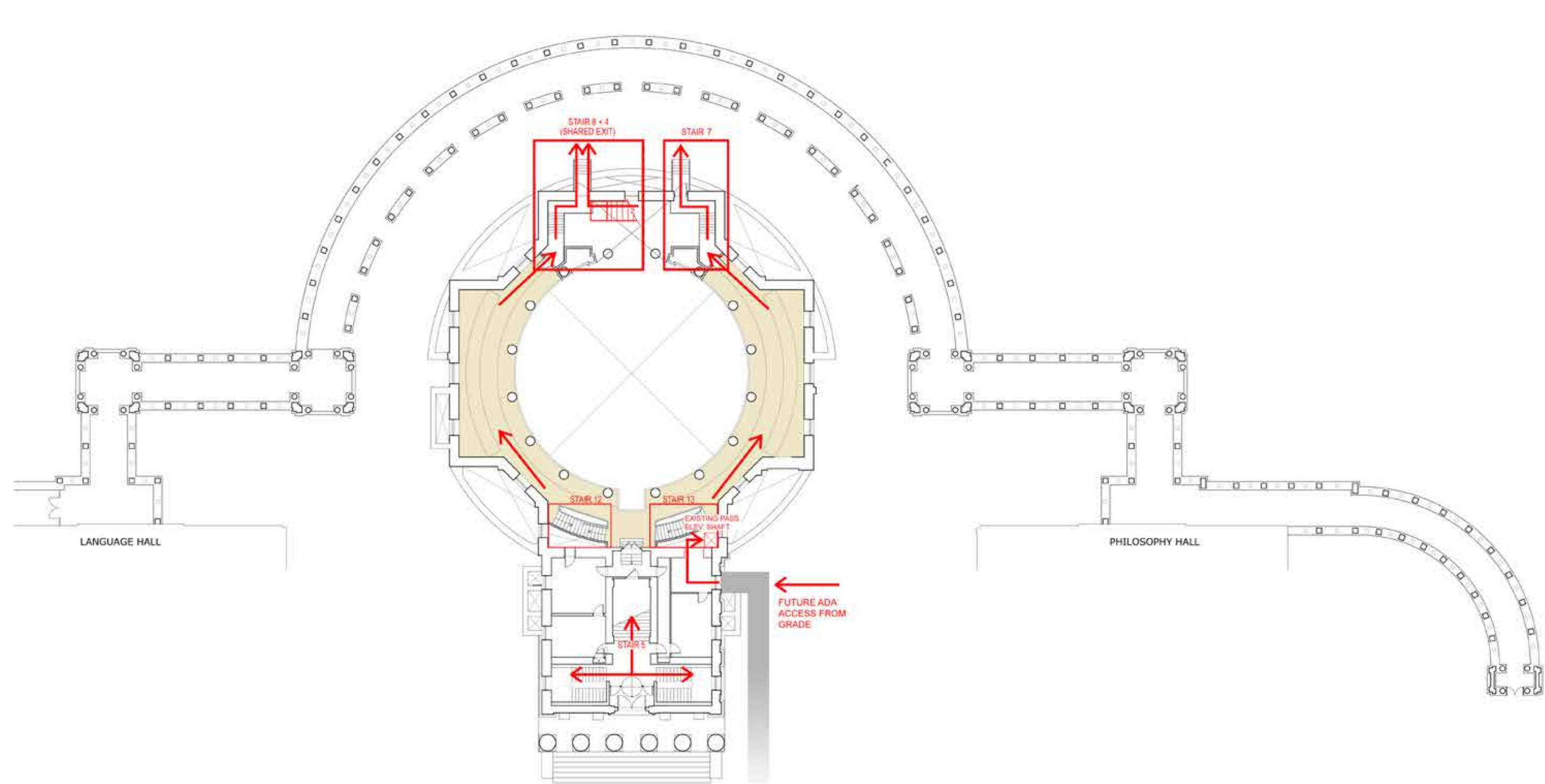
**RECOMMENDATIONS**

The recommendation is to locate a new elevator shaft, increased in size to provide a handicap accessible cab, in the existing passenger elevator location, with stops at the Auditorium Level, GML Facilities Level (accessed from the exterior at grade), Rotunda Level, Balcony Level and Upper Balcony Level. An exterior entrance will be required at the GML Facilities Level along the north wall accommodated by modifying an existing window opening and adding a new graded path connecting to the main walkway along the east of the building. A variance will be required from the Mayor’s office to waive the 2014 code provision requiring the cab be sized to fit a stretcher.

Lift access to the stack levels can be achieved with the introduction of a Limited Use/Limited Application lift (LULA) connecting the Balcony, Tiffany and Attic stack levels located in the northeast quadrant of the stack area surrounding the Rotunda at the Balcony level. The Mezzanine stack level is to be used for mechanical equipment and will not be occupiable due to non-code compliant, low ceiling heights and need not be handicap accessible.

Additional handicap toilet accommodations are to be provided on the Rotunda level of GML and within the lower level lower level of the HOF interior spaces identified as substantially altered/new construction.

Egress & Accessibility Diagram 02 - Quad Entrance & Auditorium Level





Egress & Accessibility Diagrams o3 / o4 - Rotunda and Mezzanine Levels

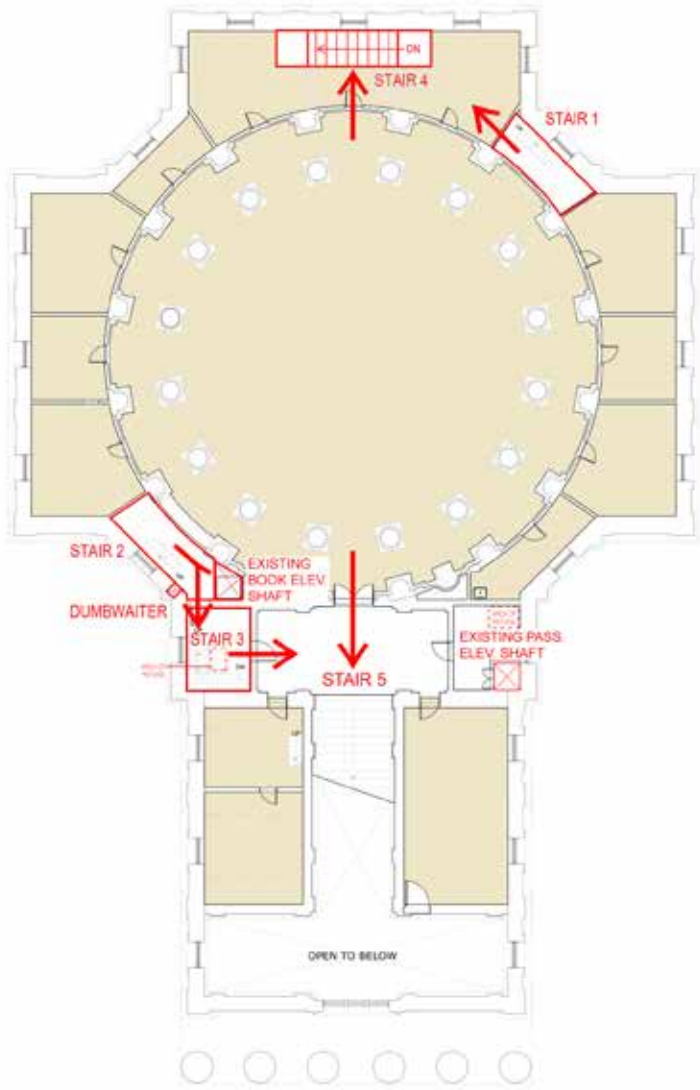


DIAGRAM o3 - ROTUNDA LEVEL

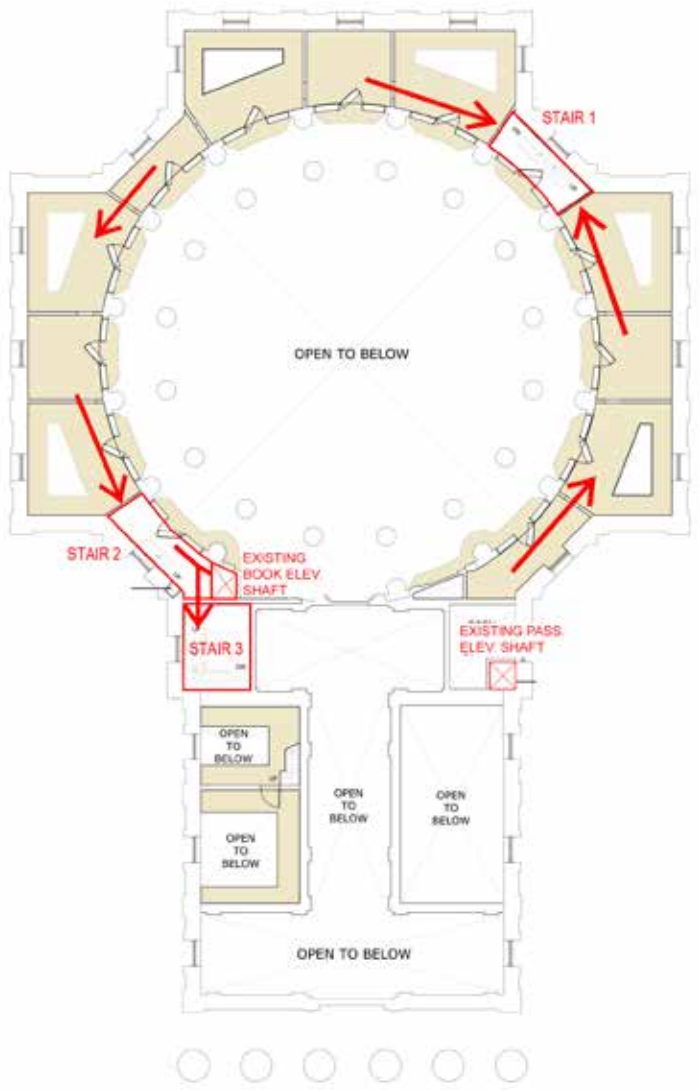


DIAGRAM o4 - MEZZANINE LEVEL

Egress & Accessibility Diagrams o5 / o6 - Balcony and Tiffany Glass Levels

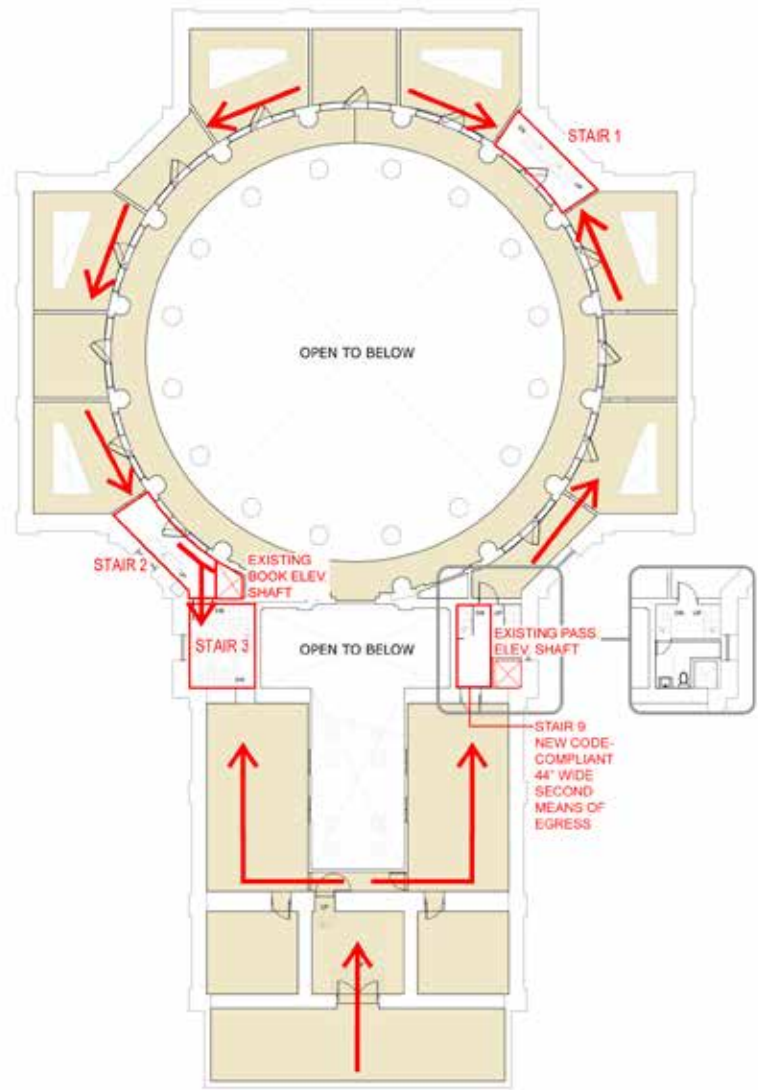


DIAGRAM o5 - BALCONY & SECOND FLOOR

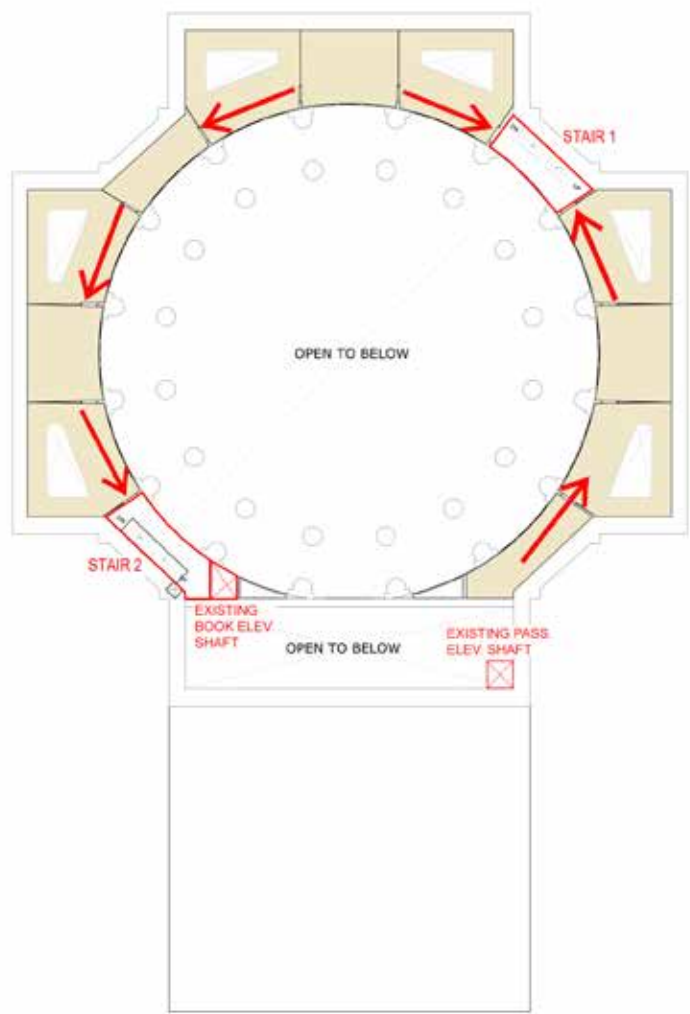


DIAGRAM o6 - TIFFANY GLASS

Egress & Accessibility Diagrams o7 / o8 - Attic and Dome Room Levels

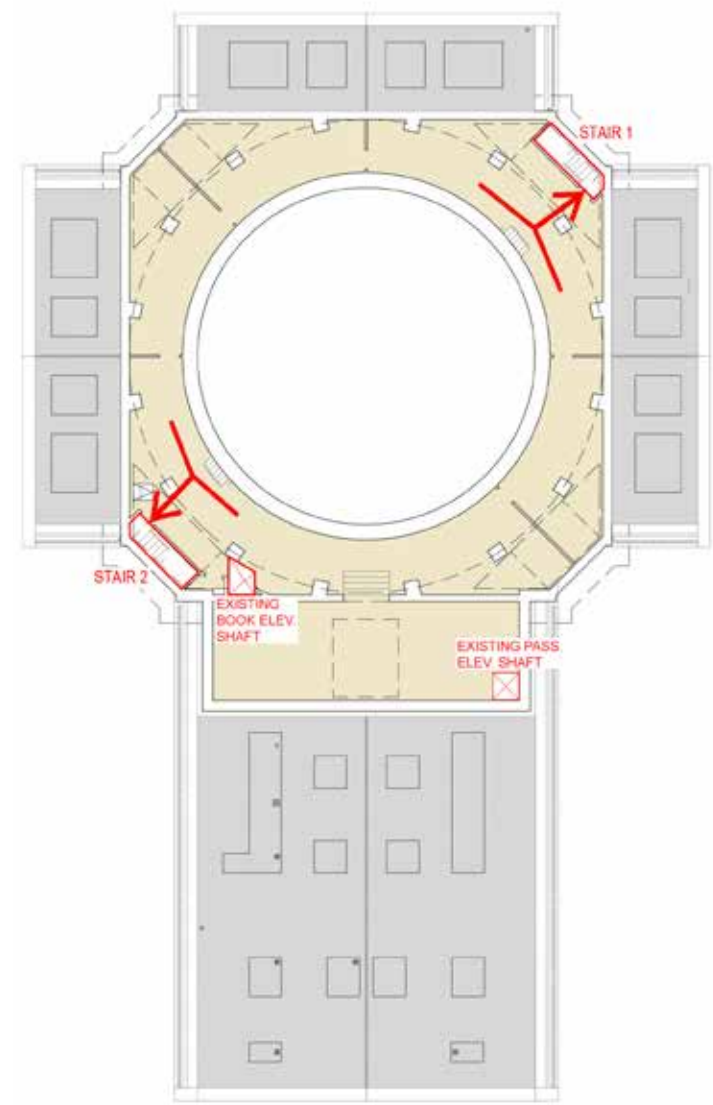


DIAGRAM o7 - ATTIC

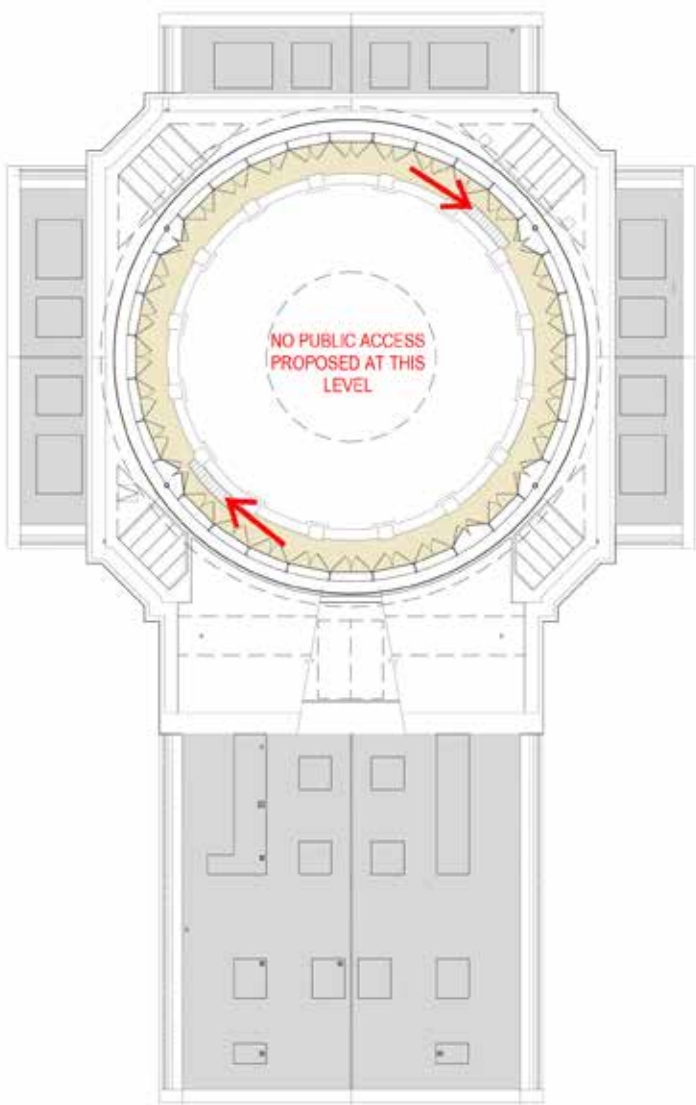
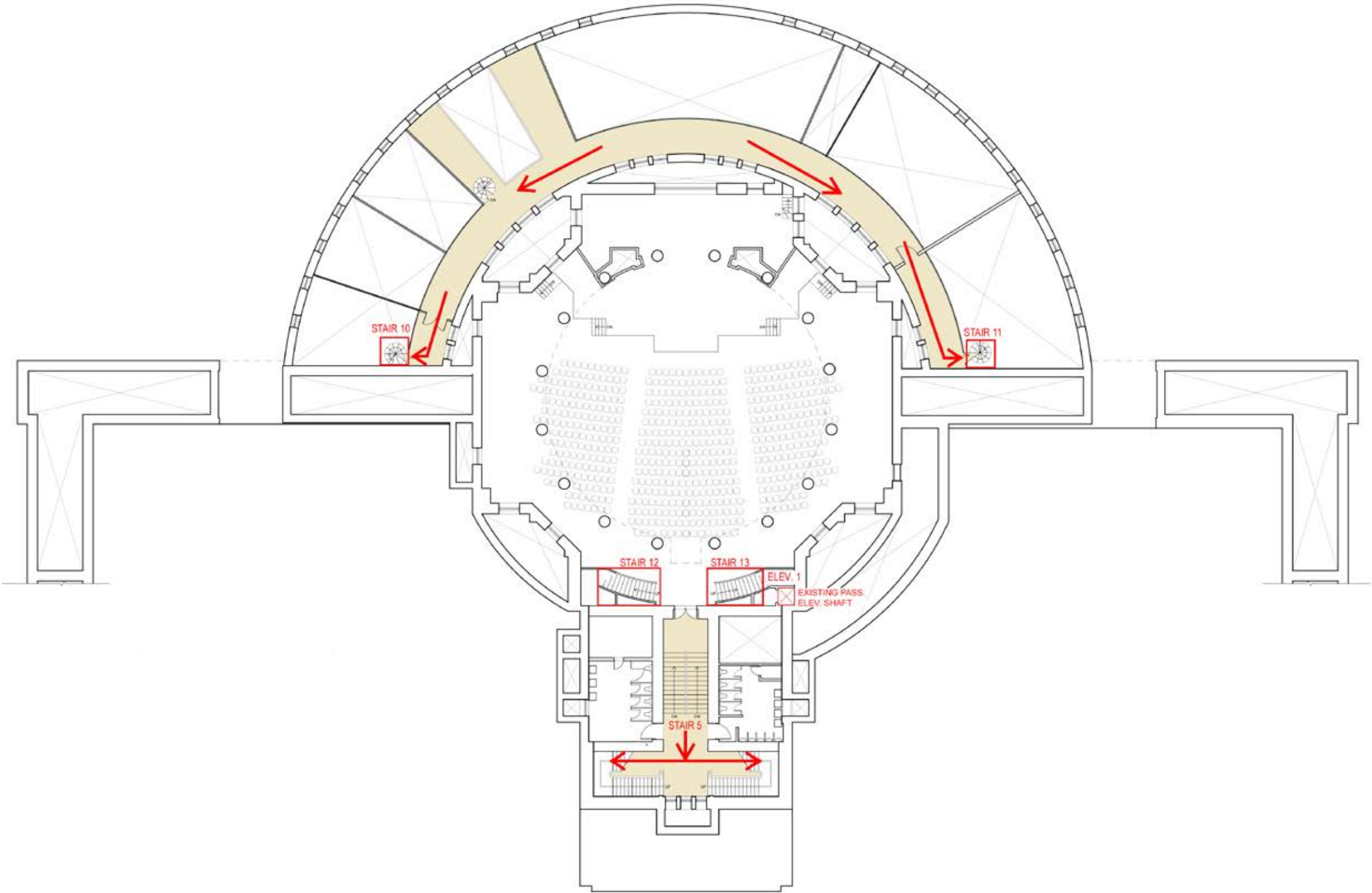


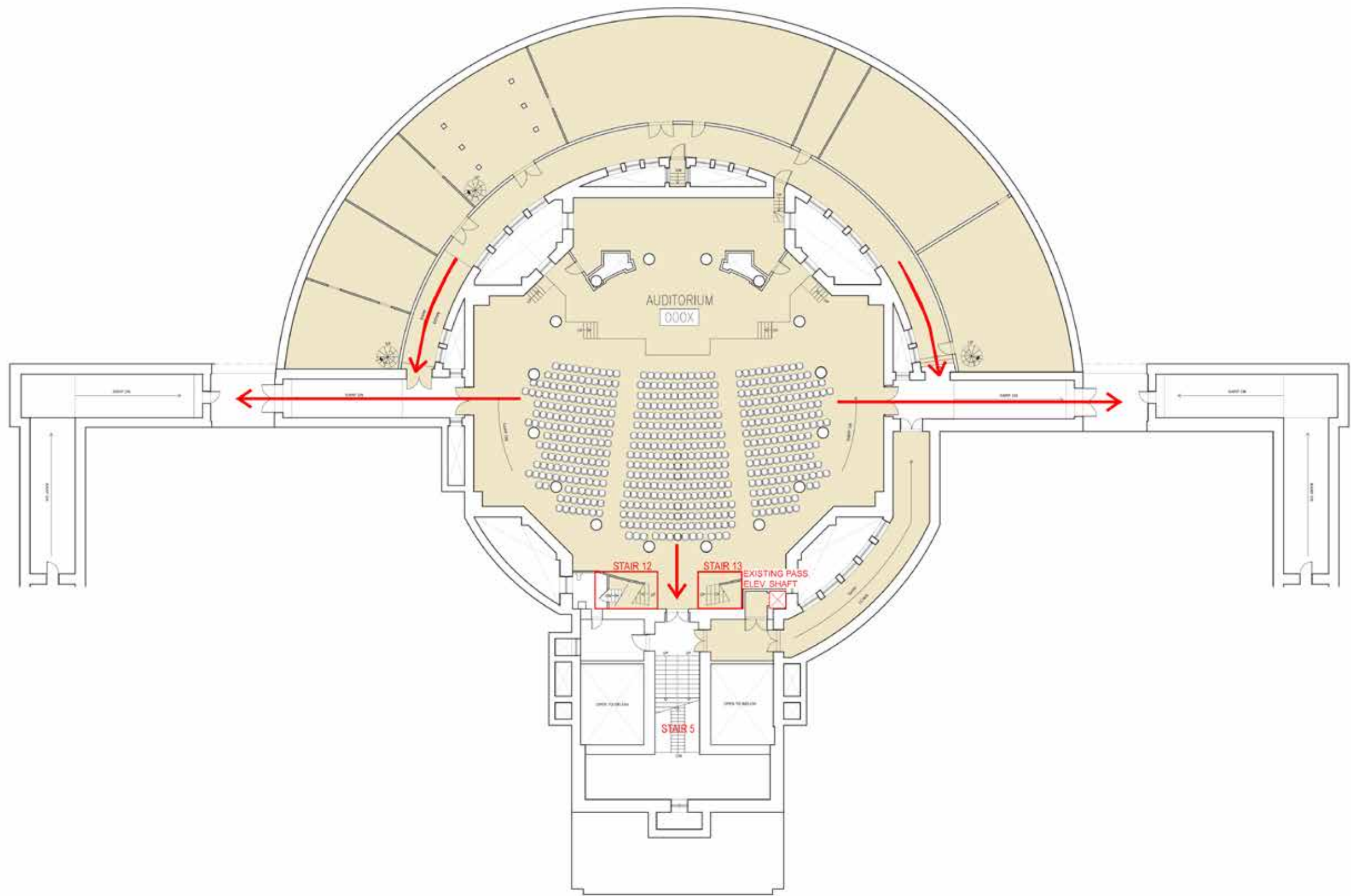
DIAGRAM o8 - DOME ROOM



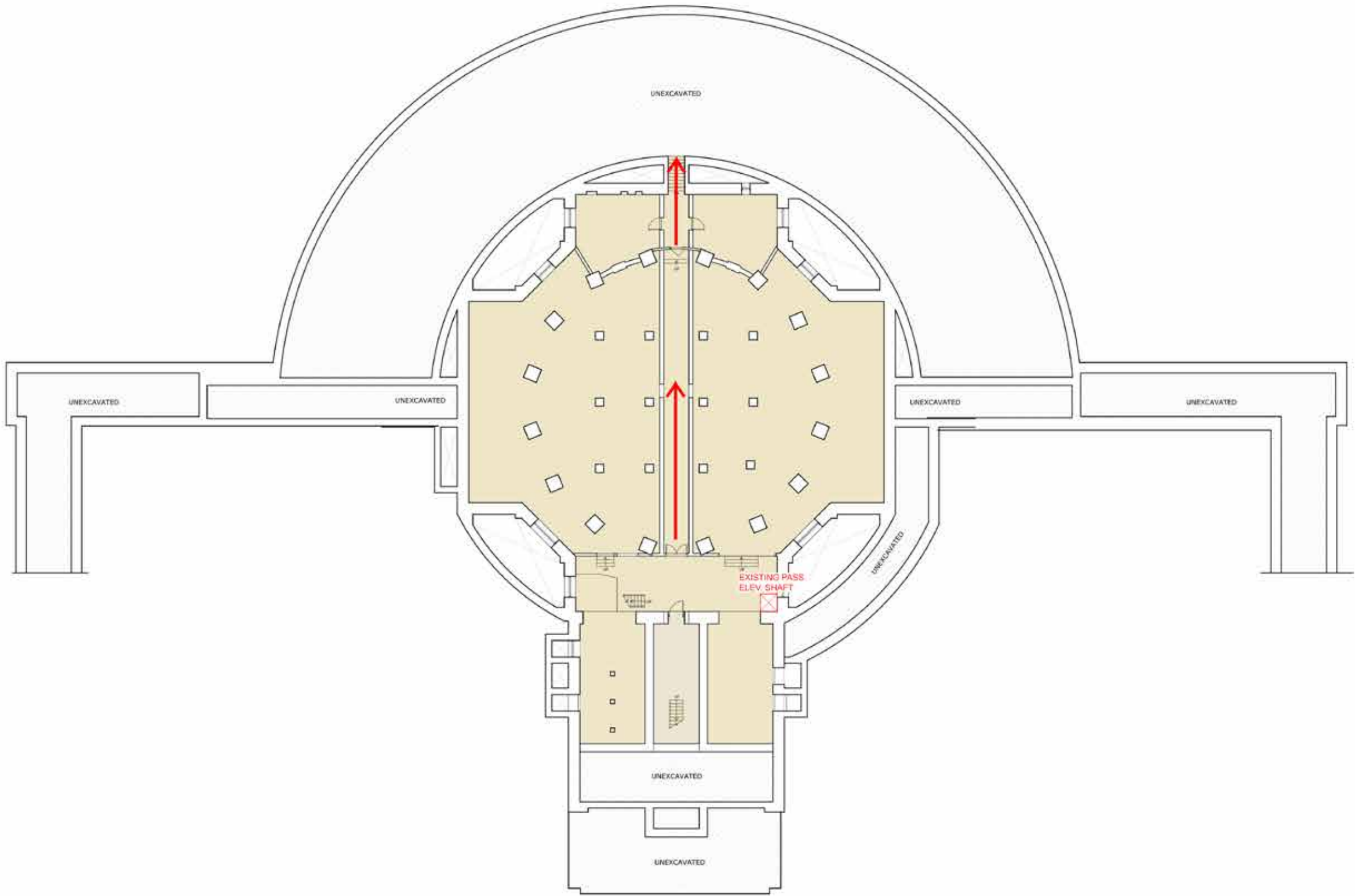
Egress & Accessibility Diagram 01A - Hall of Fame Mezzanine & GML Facilities Level



Egress & Accessibility Diagram 01 - Auditorium & Hall of Fame Level



Egress & Accessibility Diagram oB - Basement Level





CODE IMPLICATIONS

1. One Means of Egress from the GML

The building was constructed with one means of egress.

**Proposed Solution:** A code compliant 44” wide stair providing the required second means of egress (Stair #4) exiting at the existing west door (one single leaf) on the auditorium balcony level discharging to the exterior at grade along the HOF terrace (See plan diagram color red.)

2. Inoperable and inaccessible elevator for vertical circulation and no handicap accessibility into and through the building from the main entrance

The building was constructed with one passenger elevator, one book elevator, and one dumbwaiter. As currently configured, there is no handicap access into the building from grade at the building’s main entrance from campus along the east elevation and no handicap access through the building to the Rotunda level and floors above. The elevation differential is too great from grade to Rotunda level for a ramp on the exterior or interior and a chair lift at the main entrance staircases is impractical, the lift will inhibit egress from above and below.

**Proposed Solution:** The existing passenger elevator shaft can be reactivated and modified to house a new, handicap accessible, code compliant cab with stops provided at the Auditorium Level, GML Facilities Level (accessed from the exterior at grade), Rotunda Level, Balcony Level and Upper Balcony Level. An exterior entrance will be required along the north wall accommodated by modifying an existing window opening and adding a new graded path connecting to the main walkway along the east of the building. (See plan diagram color yellow.)

**Note: A variance will be required from the Mayor’s office to waive the 2014 code provision requiring the cab be sized to fit a stretcher.**

Lift access to the stack levels can be achieved with the introduction of a Limited Use/Limited Application lift (LULA) connecting the Balcony, Tiffany and Attic stack levels located in the northeast quadrant of the stack area surrounding the Rotunda at the Balcony level. The Mezzanine stack level is to be used for mechanical equipment and will not be occupiable due to non-code compliant, low ceiling heights and need not be handicap accessible.

3. Existing stack stair width of 30” is less than 36” required by 1968 BC

Two existing staircases are located within the stack area providing two means of egress from the stack levels above. The stairs are 30” wide from stringer to stringer, 28” clear and can accommodate 80 persons each for a total of 160 persons for the upper stack floors. Modifications will be required to meet fire rating requirements. (See plan diagram color blue)

**Note: A variance will be required from the Bronx DOB.**

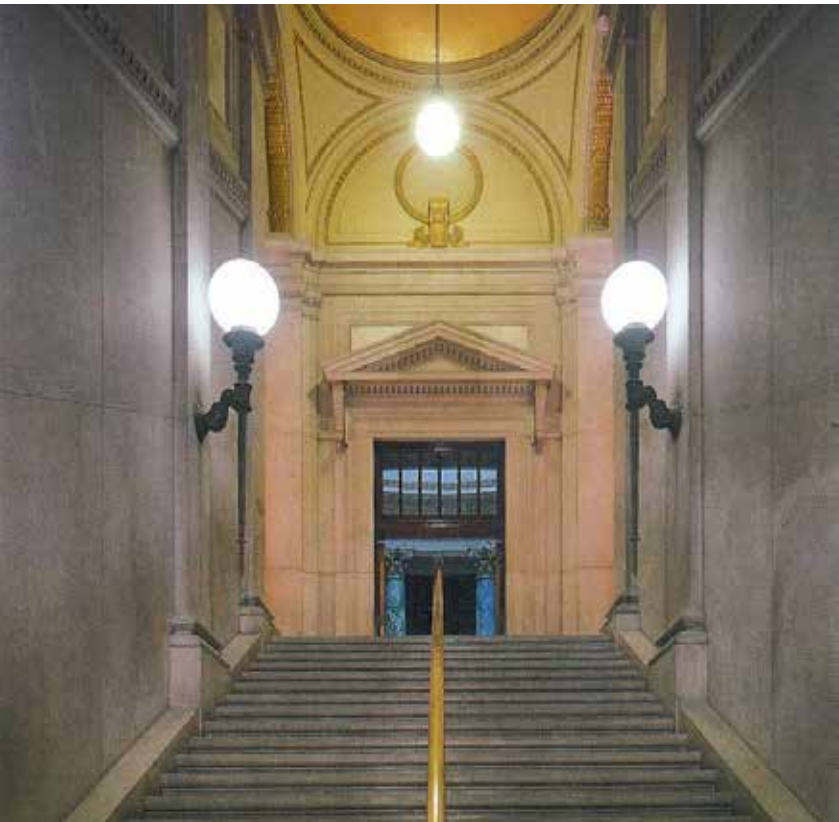
4. Existing stack ceiling heights = 7’-3” & 7’-5” are less than 7’-6” required by 1968 BC

The stacks are located around the Rotunda on 5 levels including the Rotunda level. The existing ceiling heights are as follows:

Rotunda Level: (Plan Level 03)	7’-7” to underside of structure 8’-1” to underside of glass
Mezzanine Level: (Plan Level 04)	6’-9” to underside of structure 7’-3” to underside of glass
Balcony Level: (Plan Level 05)	7’-3” to underside of structure 7’-9” to underside of glass
Tiffany Level: (Plan Level 06)	7’-4” to underside of structure 7’-5” to underside of glass
Attic Level: (Plan Level 07)	7’-11” to underside of structure

(See section diagram color green.)

**Note: A variance will be required from the Bronx DOB for select areas.**

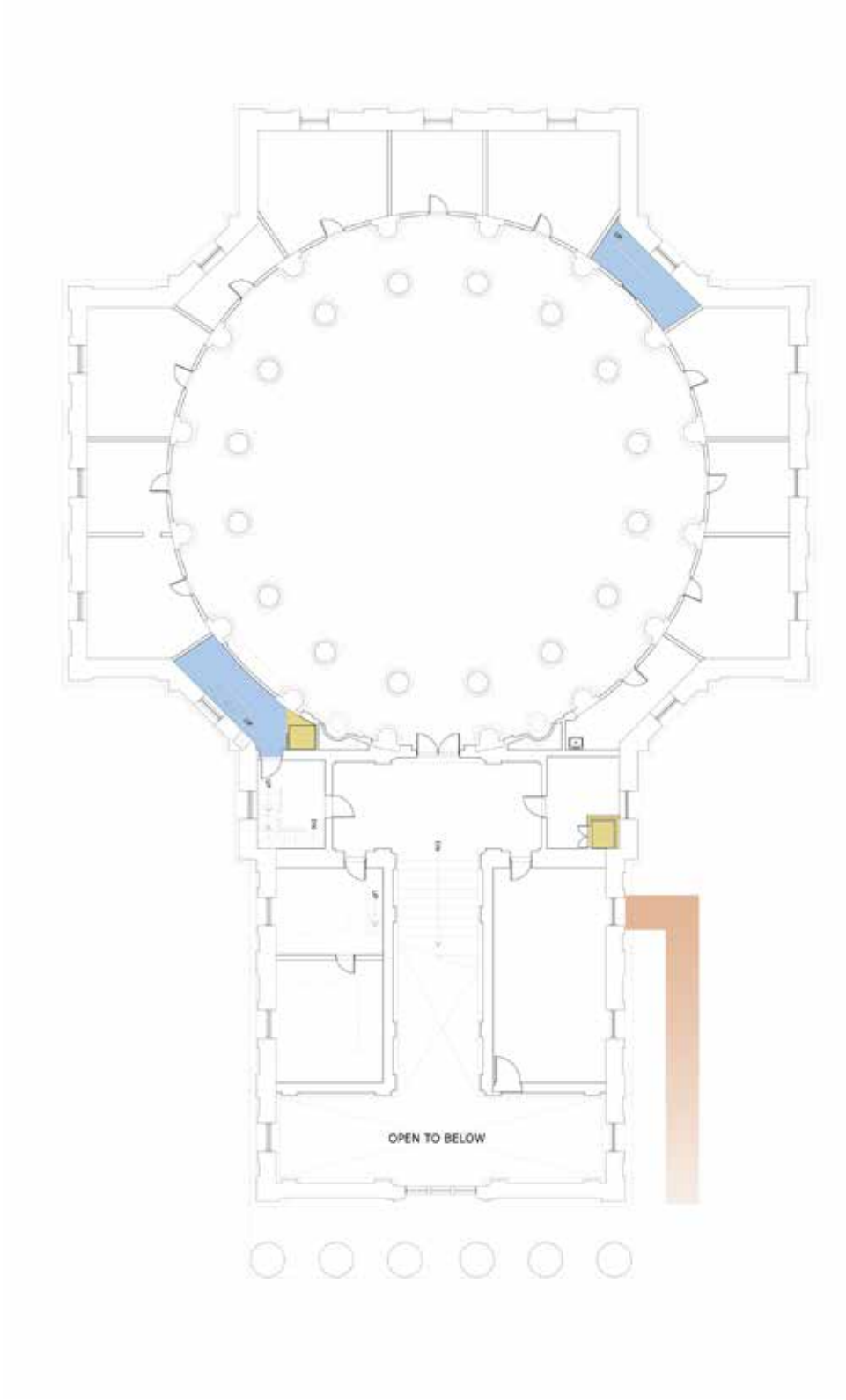


Gould Memorial Library Grand Staircase  
Source: McKim, Mead & White: The Masterworks (2003)



Hall of Fame Geological Museum  
Source: New York University Archive

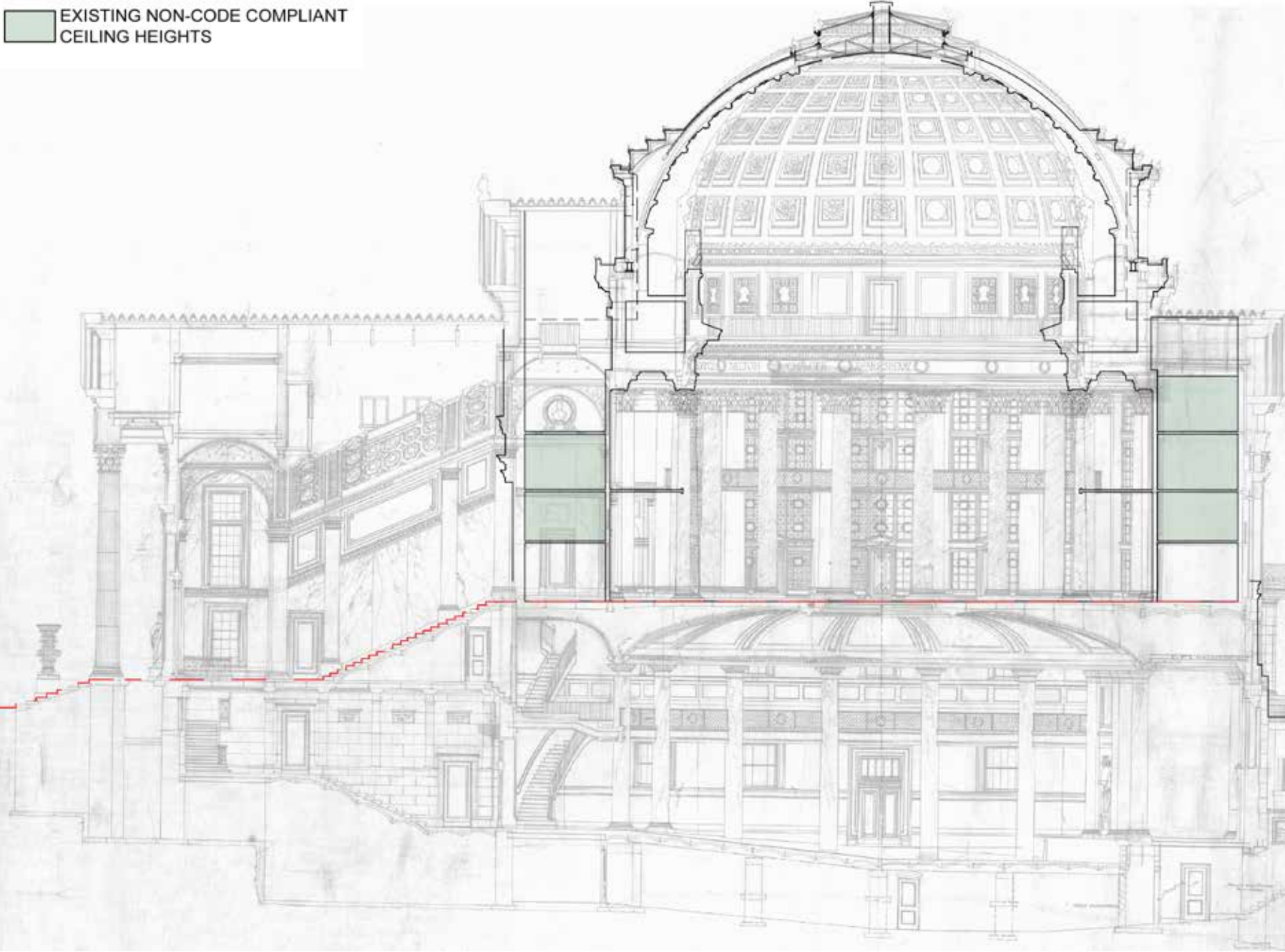
# Building & Construction Code Implications Diagrams



CODE IMPLICATIONS - PLAN

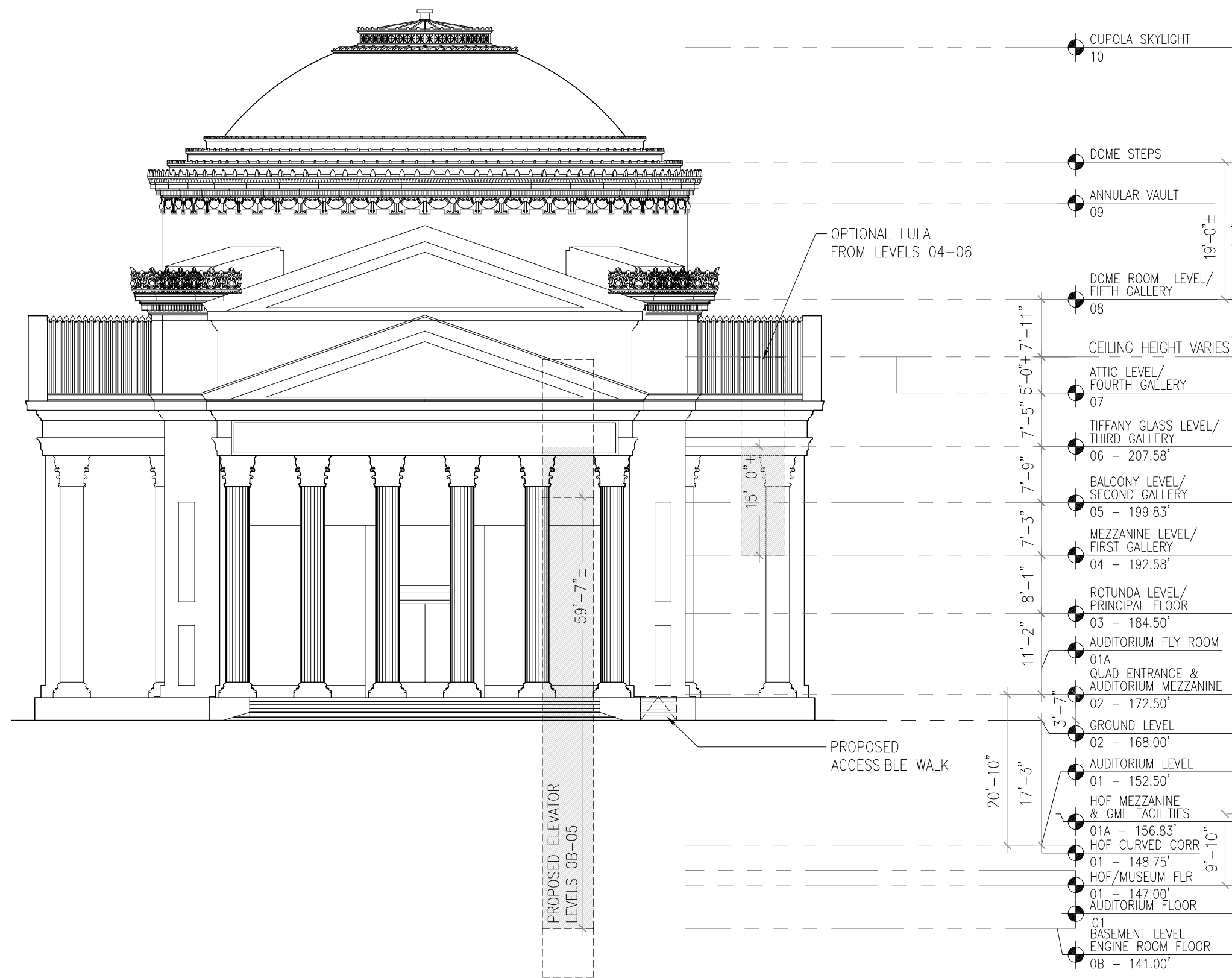
DIAGRAM KEY:

- EXISTING STACK STAIRS
- PASSENGER ELEVATOR
- ADA PATHWAY
- EXISTING NON-CODE COMPLIANT CEILING HEIGHTS



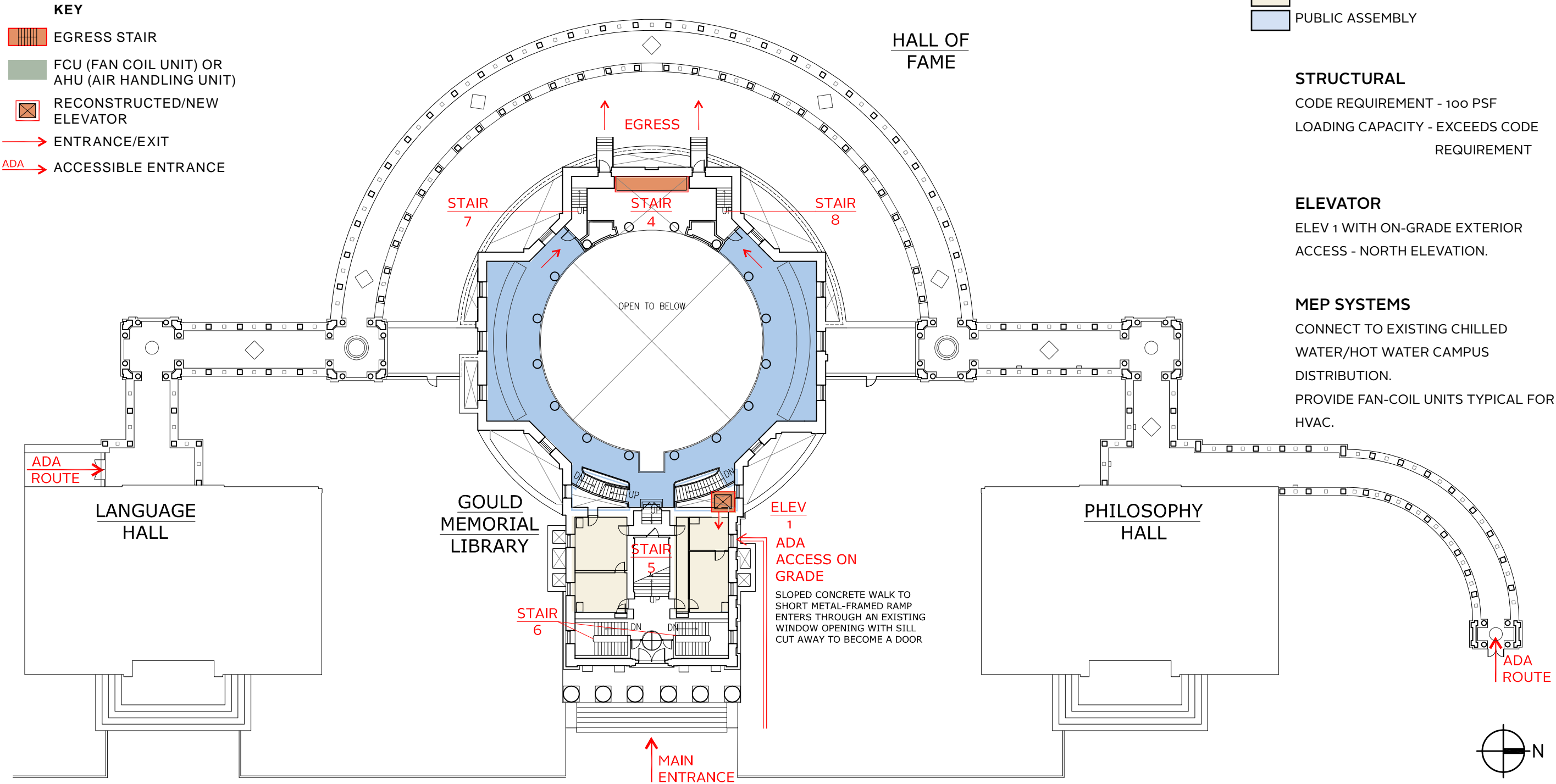
CODE IMPLICATIONS - SECTION

Future Use - East Elevation

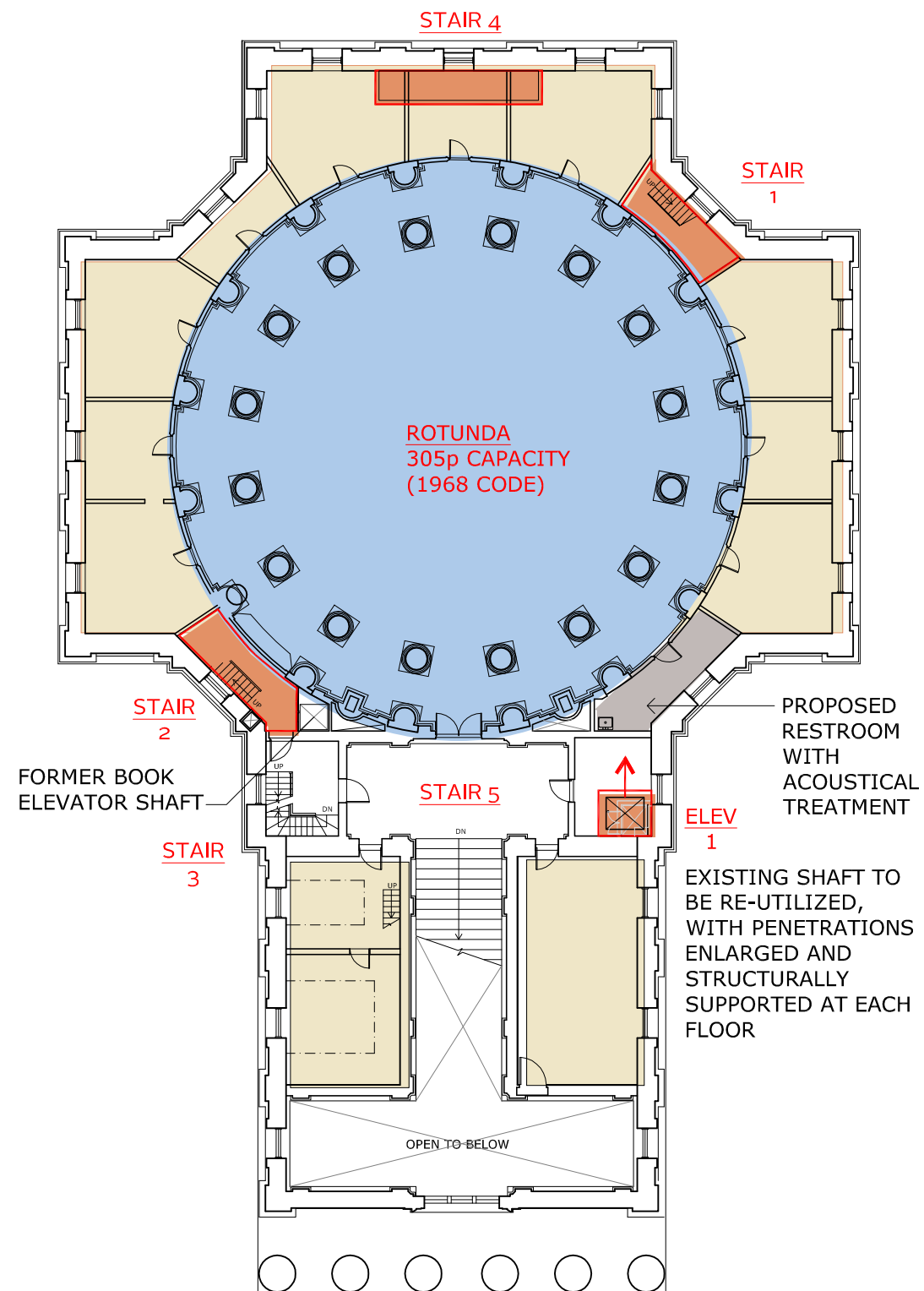







# Future Use Plan 02 - Quad Entrance & Auditorium Mezzanine Level



## Future Use Plan 03 - Rotunda Level



## PERMITTED USES

-  BUSINESS (OFFICE)  
 EDUCATIONAL  
 PUBLIC ASSEMBLY

## STRUCTURAL

CODE REQUIREMENT- 100 PSF  
LOADING CAPACITY - EXCEEDS CODE  
REQUIREMENT

## ELEVATOR

NEW ELEV 1  
STRUCTURE TO BE MODIFIED TO  
PROVIDE ENLARGED SHAFT TO  
ACCOMMODATE AN ADA COMPLIANT  
CAR.

## STAIRS

EXISTING STAIRS 1 & 2 TO REMAIN WITH  
IMPROVED ENCLOSURES.  
STAIR 3 TO REMAIN.  
STAIR 4 CURRENTLY BEING  
IMPLEMENTED.



# Future Use Plan 04 - Mezzanine Level

KEY

EGRESS STAIR

FCU OR AHU

RECONSTRUCTED/NEW ELEVATOR

**PERMITTED USES**  
LOW, NON-COMPLIANT CEILING HEIGHT (7'-3") DOES NOT ALLOW BENEFICIAL OCCUPANCY. THIRD FLOOR TO BE USED FOR STORAGE & MECHANICAL EQUIPMENT SERVING 2ND & 4TH FLOORS, ABOVE & BELOW.

**STRUCTURAL**  
CODE REQUIREMENT- 100 PSF  
LOADING CAPACITY - EXCEEDS CODE REQUIREMENT

**ELEVATOR**  
NEW ELEV 1 TO PROVIDE ACCESS TO THIRD FLOOR.

**STAIRS**  
EXISTING STAIRS 1 & 2 TO REMAIN WITH IMPROVED ENCLOSURES.  
STAIR 3 TO REMAIN.

**MEP SYSTEMS**  
FCU'S ON MEZZANINE LEVEL SUPPLY HVAC TO FLOORS ABOVE & BELOW.

BEYER BLINDER BELLE

FUTURE USE 277



# Future Use Plan 05 - Balcony Level

KEY

EGRESS STAIR

FCU OR AHU

RECONSTRUCTED/NEW ELEVATOR

PERMITTED USES

BUSINESS (OFFICE)

EDUCATIONAL

STRUCTURAL

CODE REQUIREMENT - 100 PSF

LOADING CAPACITY - EXCEEDS CODE REQUIREMENT

INFILL STACK OPENINGS WITH STRUCTURAL GLASS PANELS.

ELEVATOR

NEW ELEV 1 TO PROVIDE ACCESS TO MULTIPLE LEVELS.

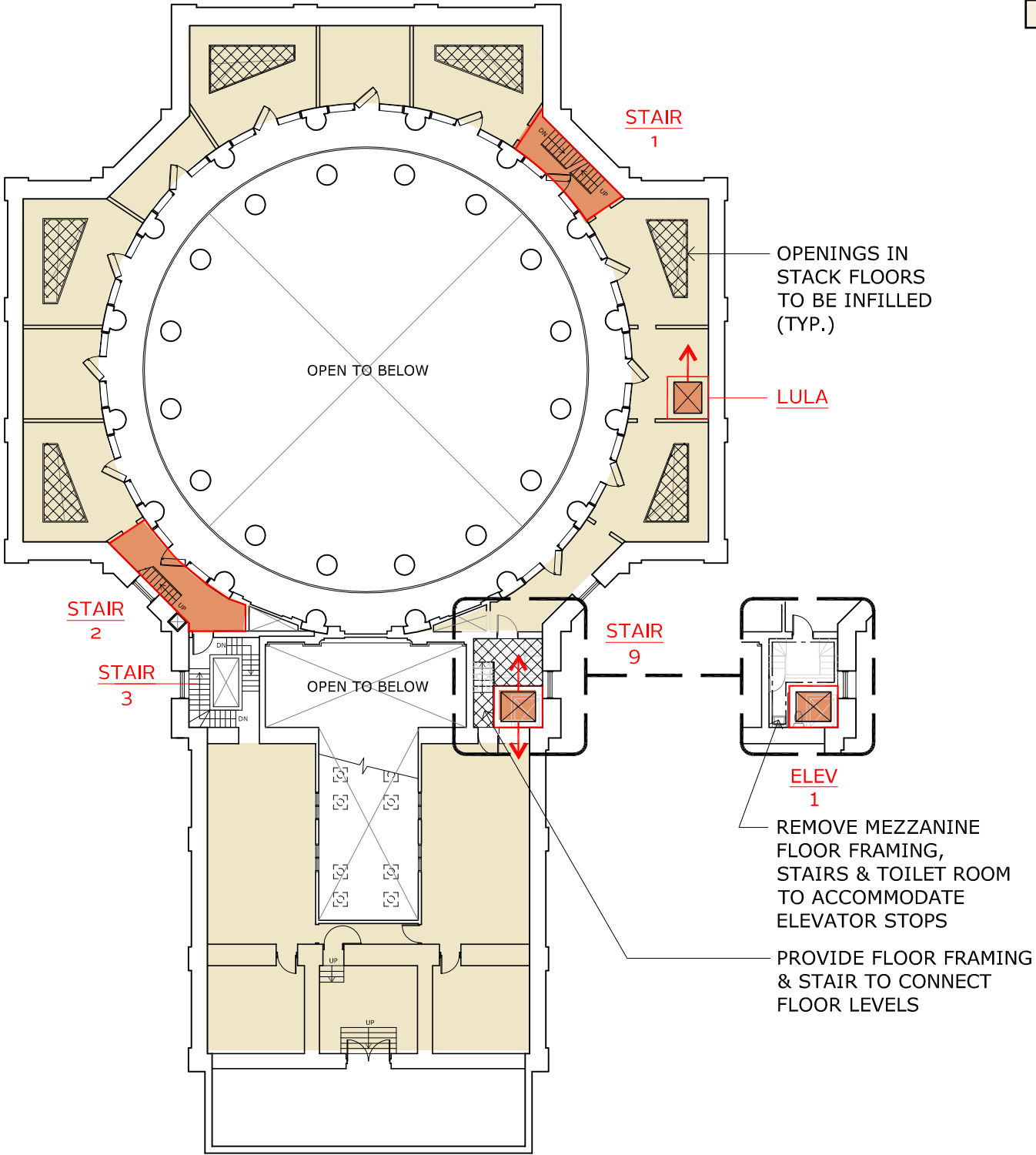
STAIRS

EXISTING STAIRS 1 & 2 TO REMAIN WITH IMPROVED ENCLOSURES.

STAIR 3 TO REMAIN.

MEP SYSTEMS

FCU'S ON MEZZANINE LEVEL SUPPLY HVAC TO FLOORS ABOVE & BELOW.



Future Use Plan

# Future Use Plan o6 - Tiffany Glass Level

KEY

EGRESS STAIR

FCU OR AHU

RECONSTRUCTED/NEW ELEVATOR

PERMITTED USES

BUSINESS (OFFICE)

EDUCATIONAL

STRUCTURAL

CODE REQUIREMENT- 100 PSF  
LOADING CAPACITY - EXCEEDS CODE  
REQUIREMENT

INFILL STACK OPENINGS WITH  
STRUCTURAL GLASS PANELS.

ELEVATOR

PROVIDE LULA FROM 4 TO 7 FOR  
ACCESS (OPTIONAL).

STAIRS

EXISTING STAIRS 1 & 2 TO REMAIN WITH  
IMPROVED ENCLOSURES.

BEYER BLINDER BELLE

FUTURE USE 279

# Future Use Plan 07 - Attic Level

KEY

EGRESS STAIR

FCU OR AHU

RECONSTRUCTED/NEW ELEVATOR

**PERMITTED USES**  
LACK OF ADA ACCESS DOES NOT ALLOW PUBLIC USE OF THIS LEVEL. ATTIC TO BE USED FOR STORAGE & MECHANICAL EQUIPMENT.

**STRUCTURAL**  
CODE REQUIREMENT- 100 PSF  
LOADING CAPACITY - EXCEEDS CODE REQUIREMENT

**ELEVATOR**  
PROVIDE LULA FROM 4 TO 6 FOR ACCESS (OPTIONAL).

**STAIRS**  
EXISTING STAIRS 1 & 2 TO REMAIN WITH IMPROVED ENCLOSURES.

Future Use Plan

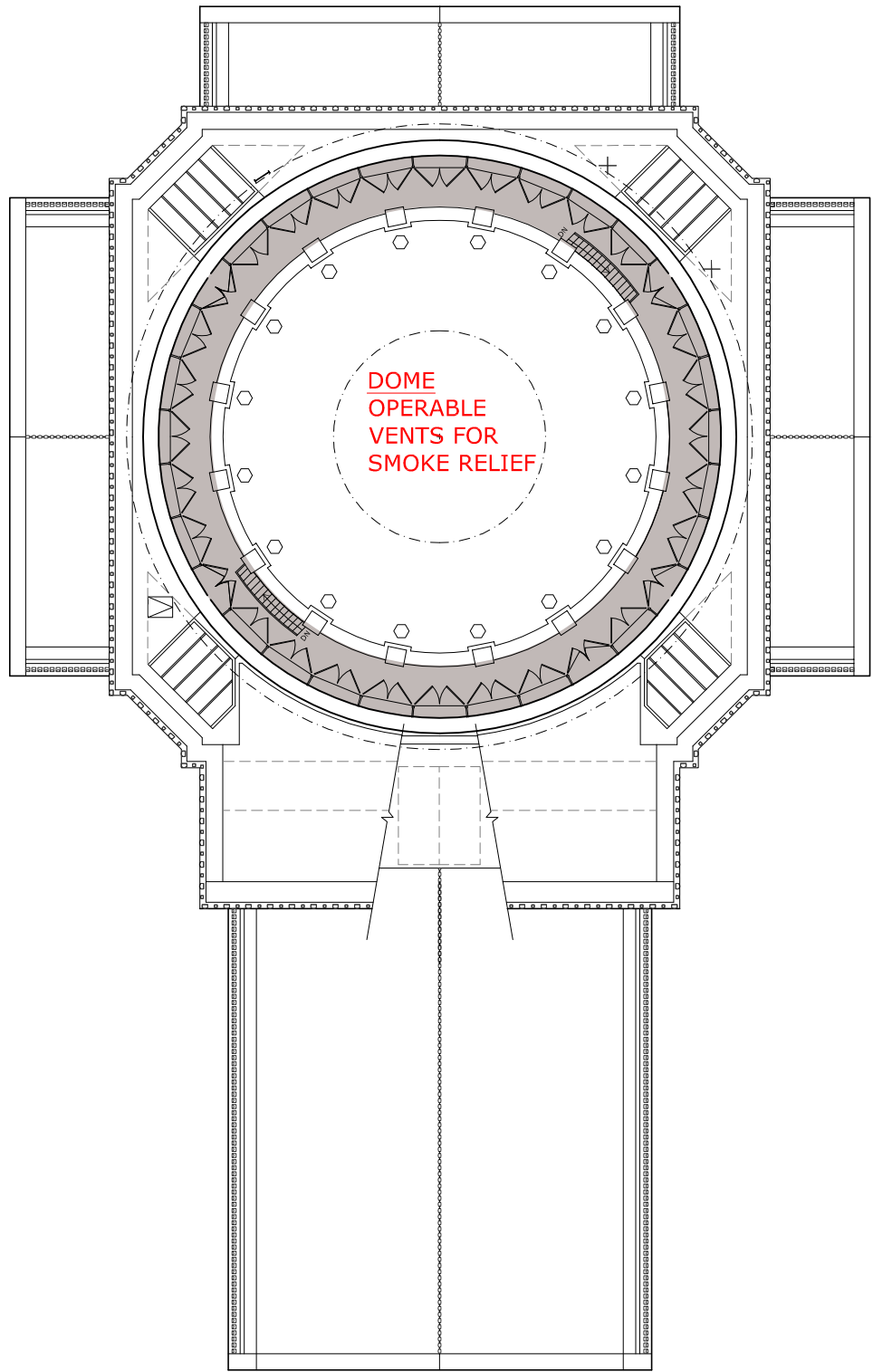
280 GOULD MEMORIAL LIBRARY AND HALL OF FAME CONDITIONS ASSESSMENT

15 MARCH 2018



# Future Use Plan o8 - Dome Room Level

- KEY**
- EGRESS STAIR
  - FCU OR AHU
  - RECONSTRUCTED/NEW ELEVATOR



**PERMITTED USES**  
NO PUBLIC ACCESS ON THIS LEVEL.  
  
NEITHER STAIRS NOR ELEVATORS  
PROVIDE ACCESS TO THIS LEVEL.

# Future Use Plan o1A - HOF Mezzanine & GML Facilities Level

KEY

EGRESS STAIR

FCU OR AHU

RECONSTRUCTED/NEW ELEVATOR

ENTRANCE/EXIT

ADA ACCESSIBLE ENTRANCE

PERMITTED USES

BUSINESS (OFFICE)

EDUCATIONAL

FA-1 PUBLIC ASSEMBLY

OCCUPANCY 700P PER 1968 CODE

C. OF O. STATES 790 P

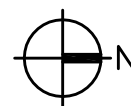
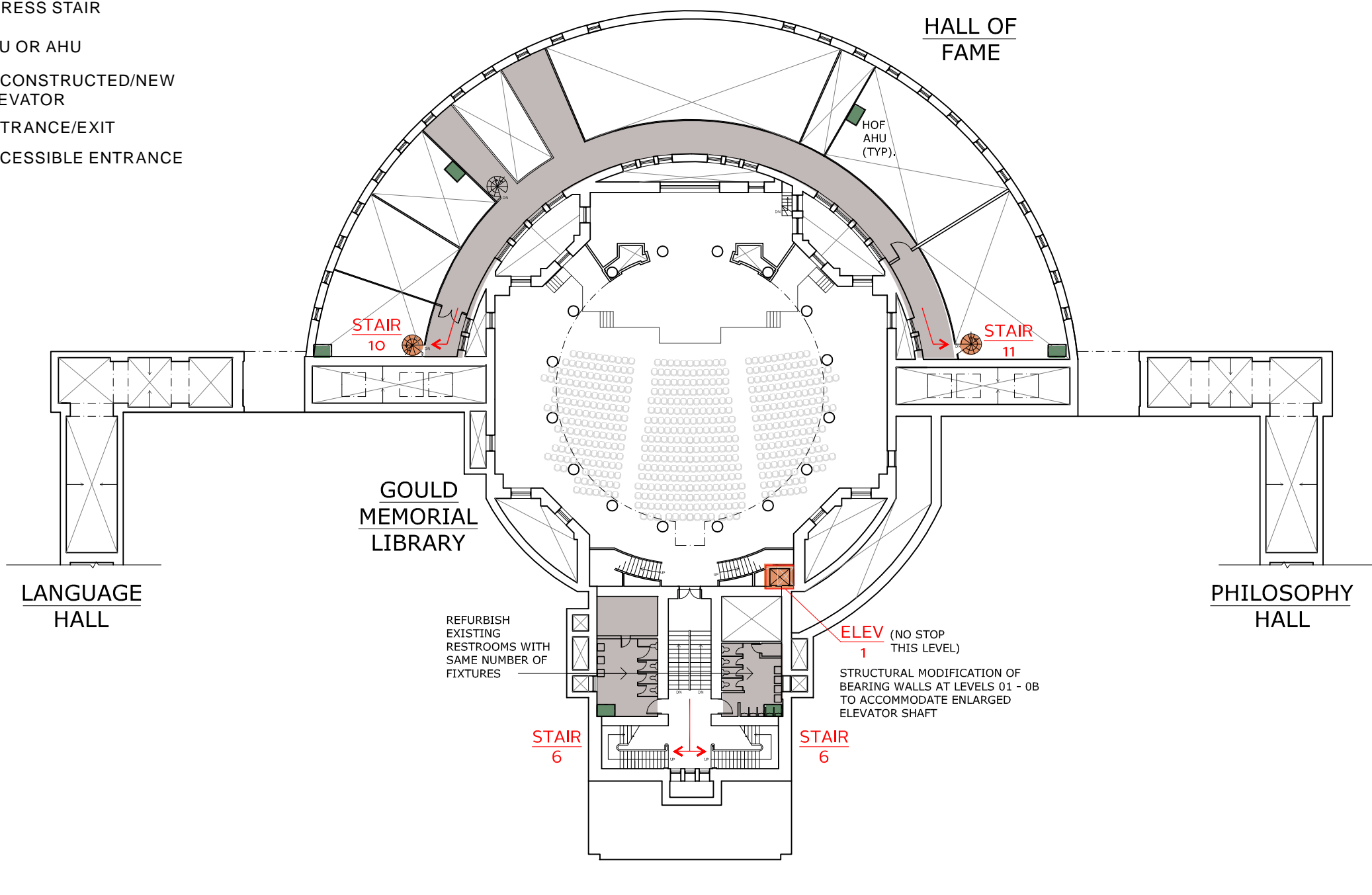
SEAT COUNT - 564

ELEVATORS

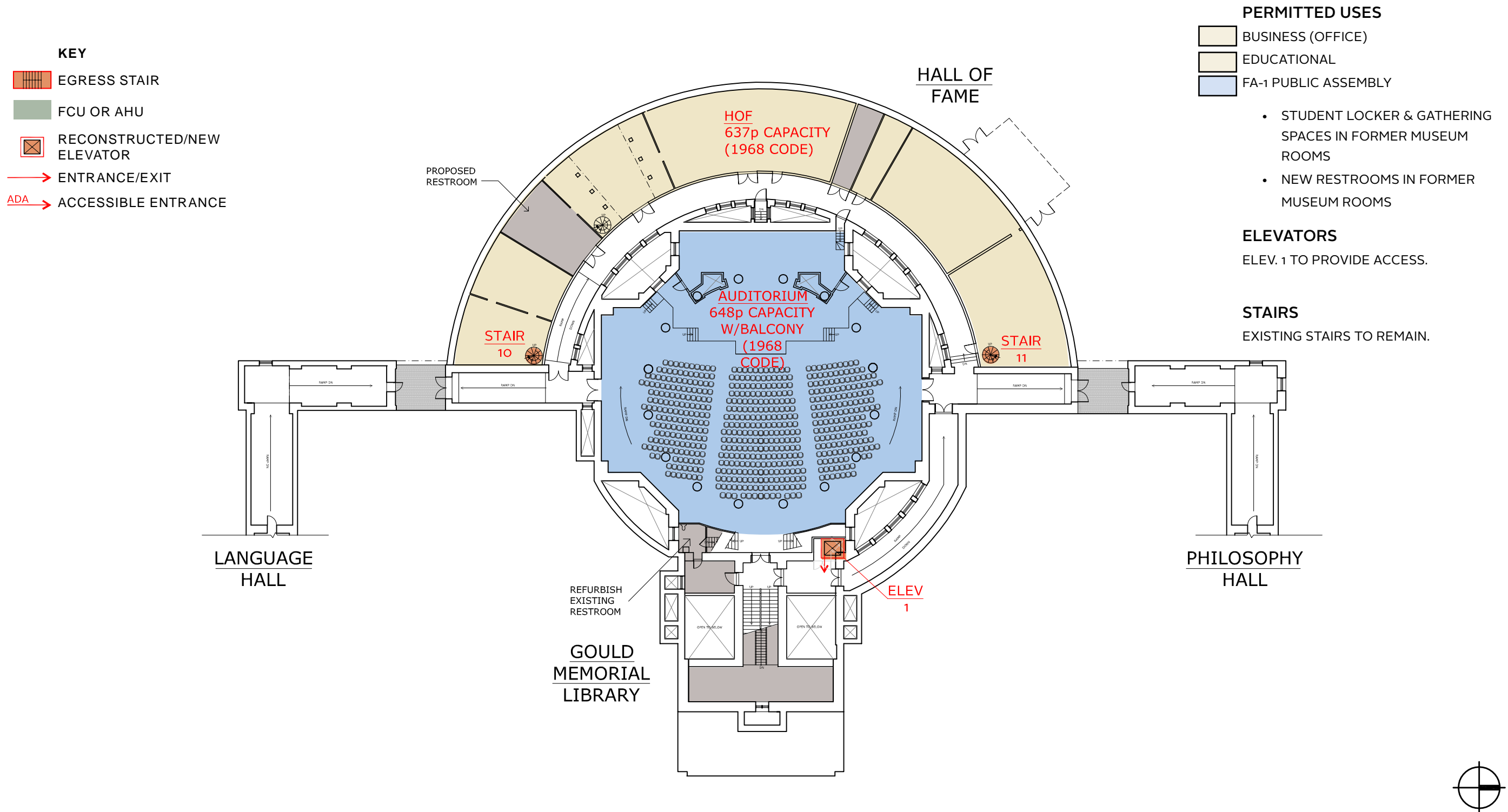
ELEV. 1 TO PROVIDE ACCESS.

STAIRS

EXISTING STAIRS TO REMAIN.



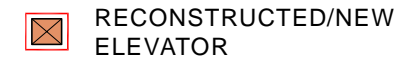
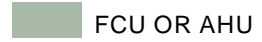
# Future Use Plan 01 - Auditorium & HOF Level



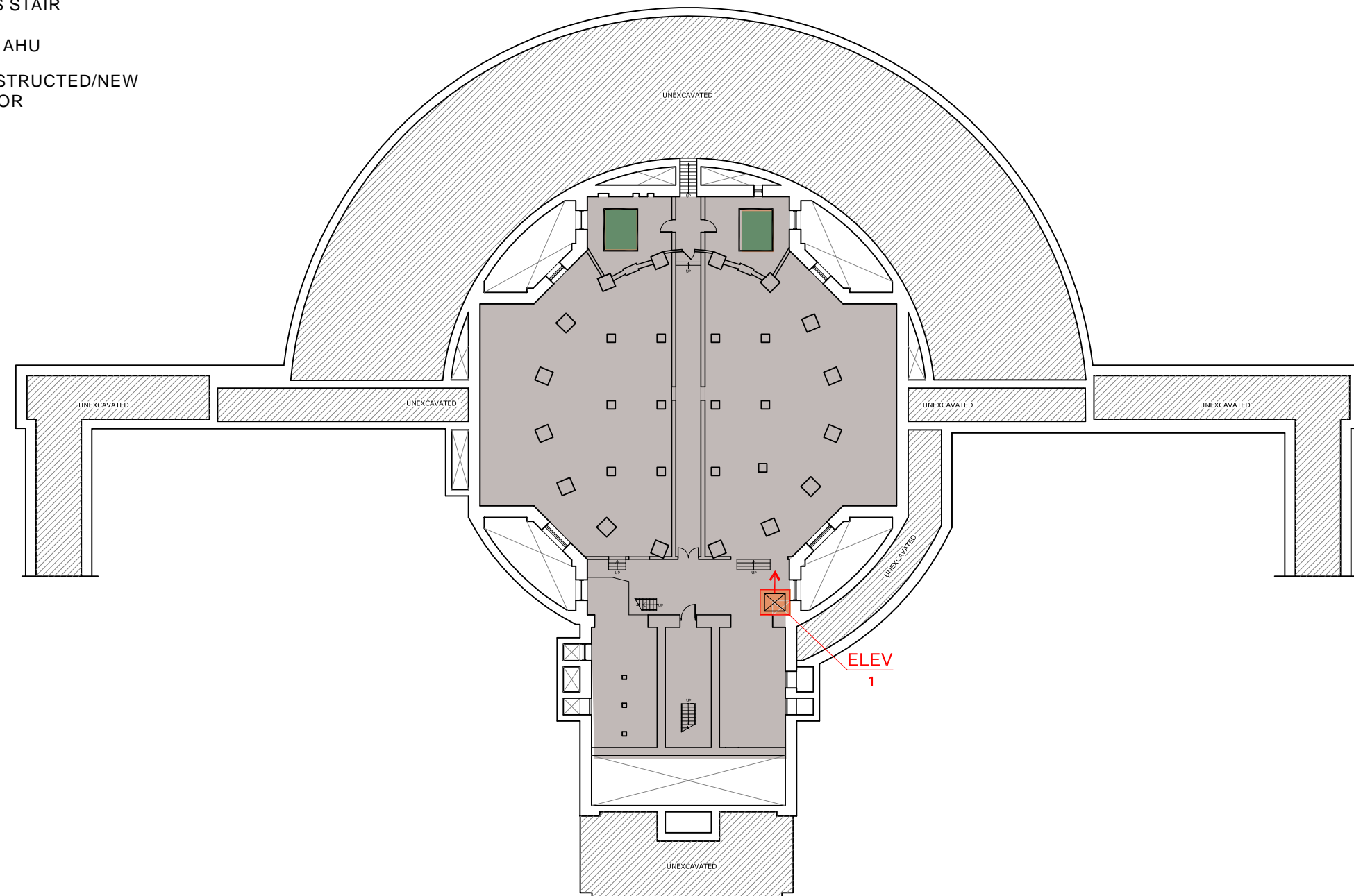


## Future Use Plan oB - Basement Level

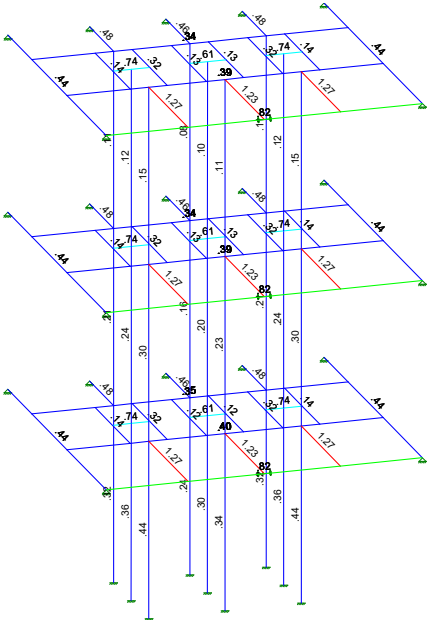
## KEY



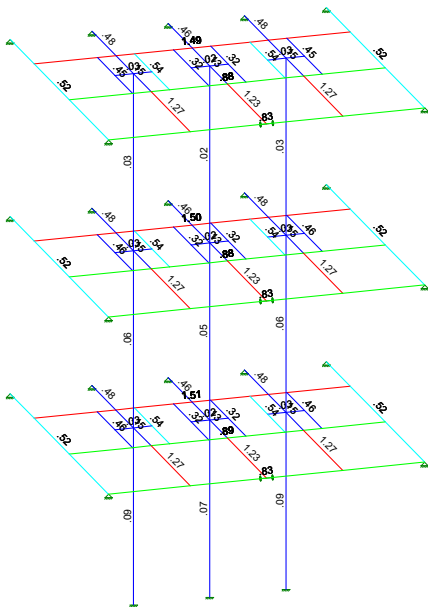
- NO OCCUPANCY ANTICIPATED FOR THIS LEVEL.
- MECHANICAL/ELECTRICAL EQUIPMENT ROOMS
- ELEV. 1 PROVIDES ACCESS FOR EQUIPMENT/SUPPLIES & PERSONNEL



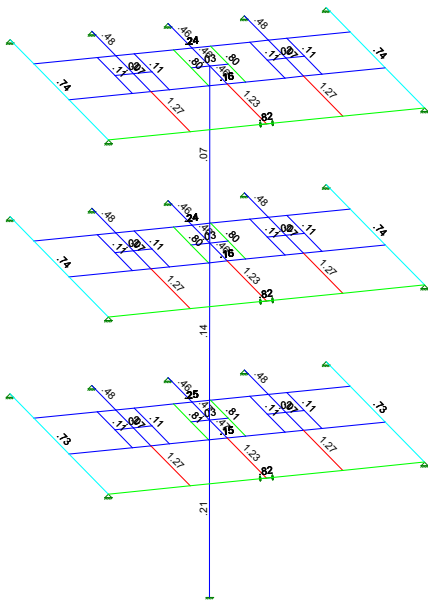
# Future Use Diagram - Structural Stack Modifications



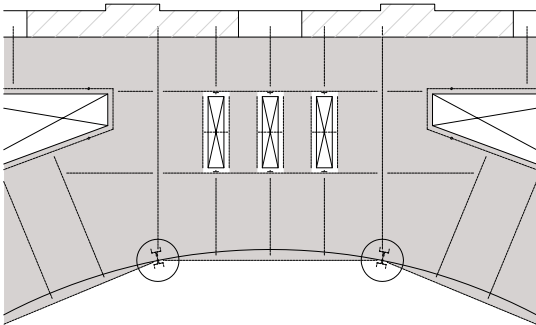
LOAD DIAGRAM - AXONOMETRIC



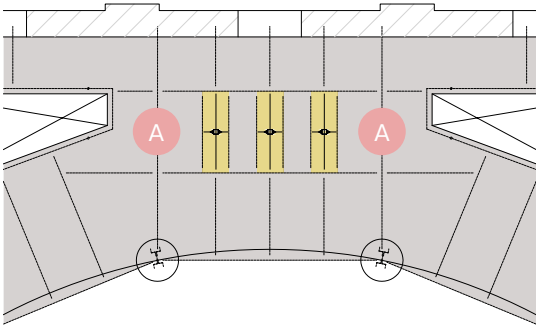
LOAD DIAGRAM



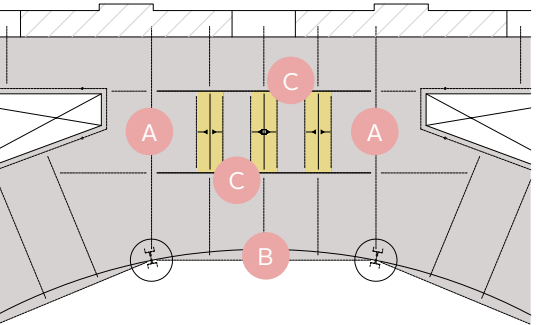
LOAD DIAGRAM



EXISTING CONDITION PLAN - MULTIPLE COLUMNS



REPLACEMENT OPTION - 3 COLUMNS



REPLACEMENT DIAGRAM - 1 COLUMN

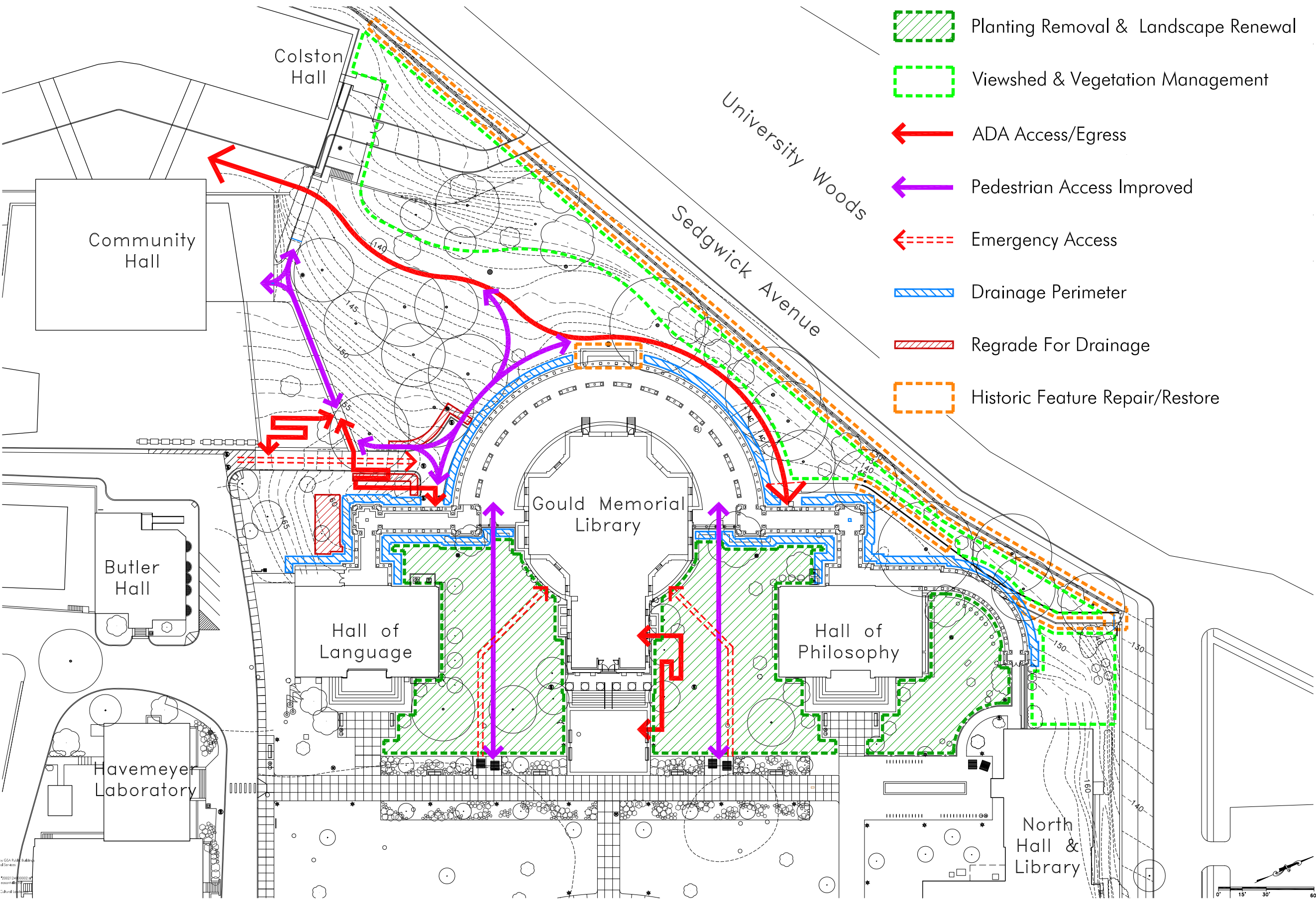
**Plan Legend**

- Steel beam
- Existing steel beam
- New infill floor
- Existing floor

The 3 column option entails three new columns in each stack range with infill framing to re-support the glass panels at their original support points. Based on preliminary analysis, the 3 column option results in load increases in girders A. Further investigation and analysis is required to determine if these existing members have sufficient strength and stiffness or if additional reinforcing is required. The existing built up columns at the perimeter of the rotunda should also be evaluated to determine if reinforcing is required.

The 1 column option entails one new column in the middle stack range with infill framing to re-support the glass panels at their original support points in each stack range. Girder C will most likely need to be replaced or reinforced as the existing member seemed undersized for this proposed intervention. Based on preliminary analysis, the 3 column option results in load increases in girders A and B. Further investigation and analysis is required to determine if the existing members have sufficient strength and stiffness or if additional reinforcing is required. The existing built up columns at the perimeter of the rotunda should also be evaluated to determine if reinforcing is required.

Future Use Plan - Landscape







Construction of The Hall of Fame for Great Americans, c. 1900.

Source: New York University Archive, Bobst Library

# Construction Costs & Phasing

## COST SUMMARY

Cost estimates were developed to assist with planning and fundraising for repairs required to correct hazardous conditions, stabilize the buildings, improve aesthetics and operability, and re-establish use. The cost estimates include the following work:

- Full mobilization for each Phase or Priority (assuming that each is an independent project).
- Materials, labor, and overhead costs, site access, and protection.
- Prevailing wage labor in current dollars.
- Exterior Architectural and Landscape repairs designated in the Conditions Assessment tables and drawings.
- Interior Architectural repairs shown in the tables and drawings.
- Structural, Mechanical, Electrical, Plumbing, and Fire Protection items listed in the repair tables.
- Allowances for future use infrastructure and fit-out, such as finishes, furniture, equipment, structural upgrades, vertical circulation, mechanical, electrical, plumbing, and fire protection. Future Use estimates were developed for conceptual planning purposes without verification of specific uses.
- Reactivation of the GML Rotunda stairs through successful application for variances.
- Alternates for new fire stairs in the GML Rotunda, replacement of the HOF plaza roof and paving, and replacement of the GML copper cornice.

The following work is not included in the estimate:

- Projects that are funded by the current capital improvement campaigns: Rotunda egress stairs, GML roof replacement (cupola, dome shingles, copper steps, and flat roof), steam generator work, fire alarm upgrades, and emergency power.
- Abatement of hazardous materials.

- Escalation: the duration of construction has not been factored into costs, as the project schedule is undetermined while construction funding is being sourced. If the entire scope is performed continuously work is anticipated to be 24 months long.

Estimates are categorized according the 5-level Prioritization, and detail is formatted by building, component and trade. General Conditions and contingency percentages are in accordance with CUNY and Facilities Planning Construction Management (FPCM) standards:

- General Requirements: 8%
- Design Contingency: 15%
- Change Orders: 10%
- General Contractor Overhead & Profit, Bonds & Insurance: 15%
- Construction Contingency: 10%

Design options have been identified with life cycle costs as a major determining factor for the selection of systems and materials. Both quantitative and qualitative analyses were considered with systems selection, balancing first cost and operating cost concerns.

Pre-Schematic budgets were estimated according to five incremental levels of improvements:

1. Potential Hazards: \$ 302,000
2. Code Violations: \$ 1,413,000
3. Deterioration: \$ 33,521,00
4. Enhancement (Improve Appearance, Aesthetics and Operability): \$ 7,209,000
5. Code-compliance and Occupancy: \$ 14,023,000

The 2005 Conservation Master Plan (CMP) included an estimate for repair and restoration. Whereas the CMP estimate focused on stabilization, this study includes a more detailed evaluation of work needed to make GML and HOF occupiable and to serve the needs of the college and the community.

## CONSTRUCTION PHASING RECOMMENDATIONS

Phasing of repairs has been developed to protect occupants, best serve members of the college and community, reactivate the complex in the shortest time possible, and return GML-HOF to be the symbolic keystone of the Bronx Community College and University Heights neighborhood. Input for the phasing plan was given by the Save Gould Memorial Library Foundation, BCC, and CUNY FPCM. Phasing estimates are conceptual in nature and shall be further developed in subsequent phases of design.

The 5-stage phasing approach is described below with order-of-magnitude costs:

- A. Critical Repairs: \$ 328,000**  
Protect the Landmark to arrest deterioration of the GML Dome and implement roof work already funded. Critical repairs within the scope of this study augment the roof work by correcting hazardous conditions at the HOF cornice, HOF roof, GML facades, and GML roof.
- B. Access to the Rotunda: \$ 3,285,000**  
Unlock the Rotunda to improve accessibility, with ADA entry to the Rotunda, Balcony and Auditorium; provide HVAC, restrooms and utility upgrades, reopen the dome laylight, and restore the interior Rotunda and dome.
- C. Building Envelope Improvements: \$ 16,519,000**  
Secure the Building Envelope to repair GML and HOF brick and stone, tile roofs, skylights, restore GML windows and replace HOF fenestration.
- D. Building / Architectural Systems Improvements: \$ 24,019,000**  
Full Building Access to provide access and egress to all levels of GML, upgrade Mechanical, Electrical, Plumbing, Fire Alarm and Fire Protection services outside of the Rotunda (including restrooms, HVAC, power, etc.), structurally alter book stack framing, and complete associated code-required upgrades (stairs, lighting, etc.).
- E. Fit-out Accommodations: \$ 12,317,000**  
Fit-out for New Use to finish all levels of GML above the Rotunda, and provide MEP/FA/FP upgrades, fit-out, and finishes to the HOF.









ENDING - MAN KNOWETH NOT THE PRICE THEREOF - NEITHER IS IT FOUND IN THE LAND OF THE LIVING





# Appendix

Exterior Survey

Window Assessment

Landscape Conditions Assessment

Interior Survey

Conservation Report

Cleaning Tests

Cost Estimate

# Exterior Survey

## METHODOLOGY

### Architectural

Prior to performing site surveys, research of original documents and drawings was conducted. The archive of original McKim, Meade and White documents was studied, and informed the development of building systems and baseline elevations. BCC's archive of past projects was reviewed. This guided nomenclature, baseline drawings, and MEP/FA/FP analysis. A list of repair codes based on initial observations was created, to be mapped onto survey drawings.

On-site assessments were performed by review from the ground and close-up analysis from lifts. Exteriors were first surveyed with binoculars. Physical access was provided by Quality Restoration Works from September 11th to 15th. The south, east, and north sides of GML, as well as the west facade of the HOF was surveyed from a 60-foot boom lift. The west side of GML and the HOF east colonnade and roof were reviewed from a 25-foot scissor lift. This lift also provided access to the vaults of the HOF colonnade. Architectural and Structural reviews were made concurrently from all lifts. Cleaning tests were also performed from the scissor lift.

Data collected was reviewed and processed for use by the team. Site surveys were checked for accuracy and completeness. Conditions observed by team members were reviewed for consistency, severity, and conformance with the team's repair codes. After satisfactory coordination, site surveys were drafted into AutoCAD, repair priorities assigned, and shared with estimators for pricing.

### Structural

For this project, as with many of projects focused on condition assessment on existing and historic structures, Silman's approach to documenting the construction and condition of the existing structure relied primarily on visual observation and document review. Interior and exterior spaces are observed with the naked eye and where appropriate, with the aid of binoculars, cameras fitted with telephoto lens, and cameras mounted on "selfie sticks." At the interior all observations were visual and were made from accessible spaces, including cellars and attics; lifts and ladders were not used to support the interior documentation. At the exterior a telescoping personnel lift and a scissor lift were

provided and were used, in collaboration with other members of the project team to document the condition of the upper portions of the exterior of the structure.

In general, probes were not opened as part of the documentation phase of this project. At the Hall of Fame, some existing materials – primarily roof tile and ceiling tile – were detached to allow observation of concealed structure. Materials were removed only where they were damaged. Small portions of back-up structure (holes were about four inches by four inches immediately behind damaged finishes) were removed to allow a digital camera to be slipped in to interstitial spaces to document structure at the ceiling and roof of the Hall of Fame. At the interior, damaged floor finishes were removed to confirm floor construction and, as best as possible, condition of framing. Existing holes in the structure – for mechanical equipment, conduit, pipes, and/or other features – were exploited to allow documentation of concealed structure. For example, holes in the floor of the Map Rooms, which were created in the past to allow installation of winches to lower the chandeliers in the space below, were used to document the floor assembly in this portion of the building. Prior probes were completed as part of the Dome Roofing project, designed by BBB and Silman, several years ago; the findings of this effort were incorporated in to our approach to documenting other portions of the building.

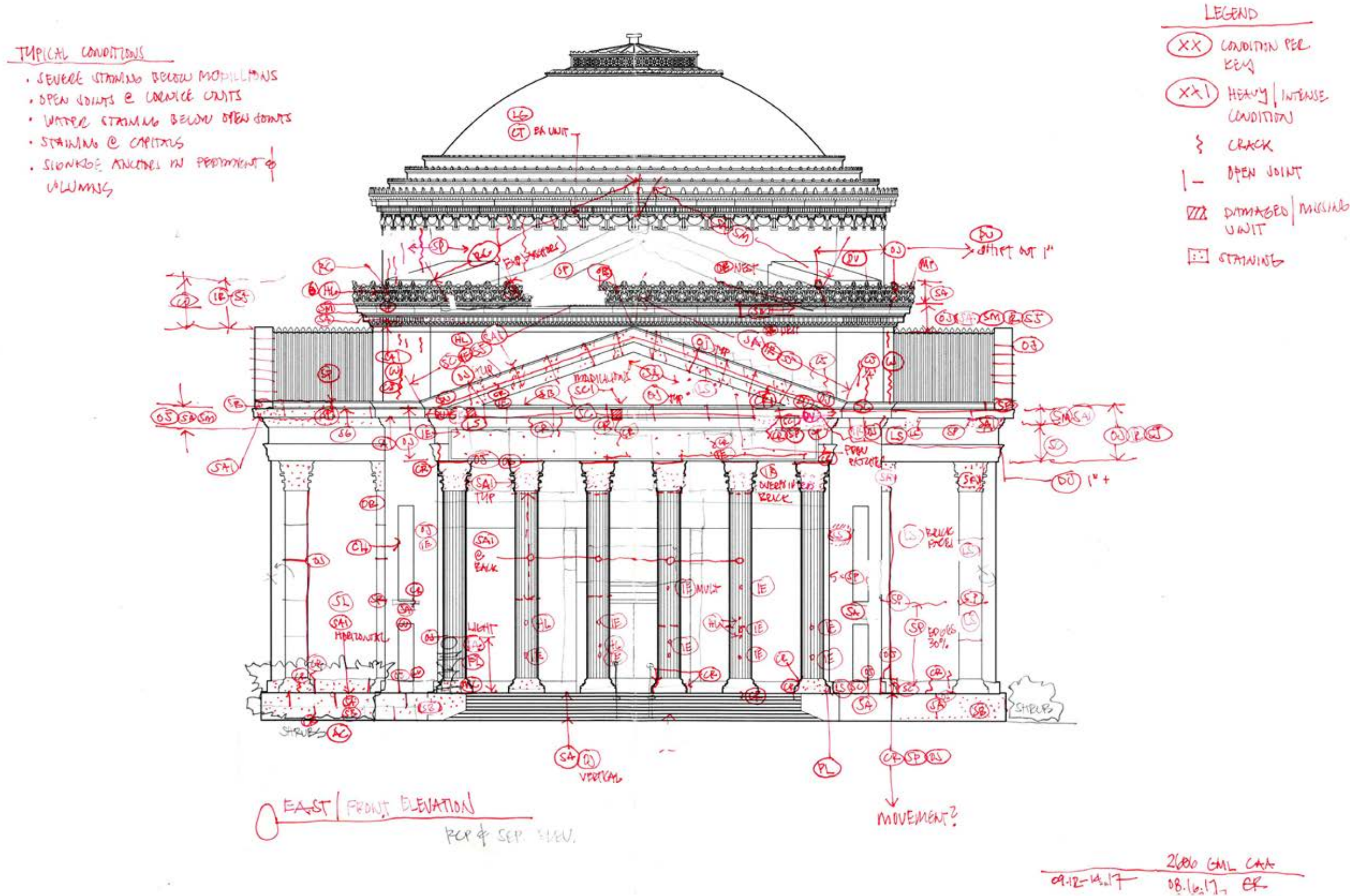
In addition to field documentation, Silman reviewed existing original design documents. Drawings scanned as part of the Dome Roofing project were particularly informative, as were the earlier Conditions Assessment completed by Polshek Architects for the Hall of Fame / Museum plaza framing and the Getty-funded Conditions Report completed by Easton Architects. Silman reviewed building codes in effect at the time the building was designed and constructed, as well as manufacturers catalogs and patents for library stack systems, structural hollow tile floor assemblies, and archival material in the Rafael Guastavino Company collection at the Avery Library and Archive at Columbia University, to help establish live load capacities for the structure and inform the preliminary structural analysis completed as part of the evaluation of future uses.

No material samples were removed or caused to be removed by Silman for testing of physical and/or chemical properties of building materials.



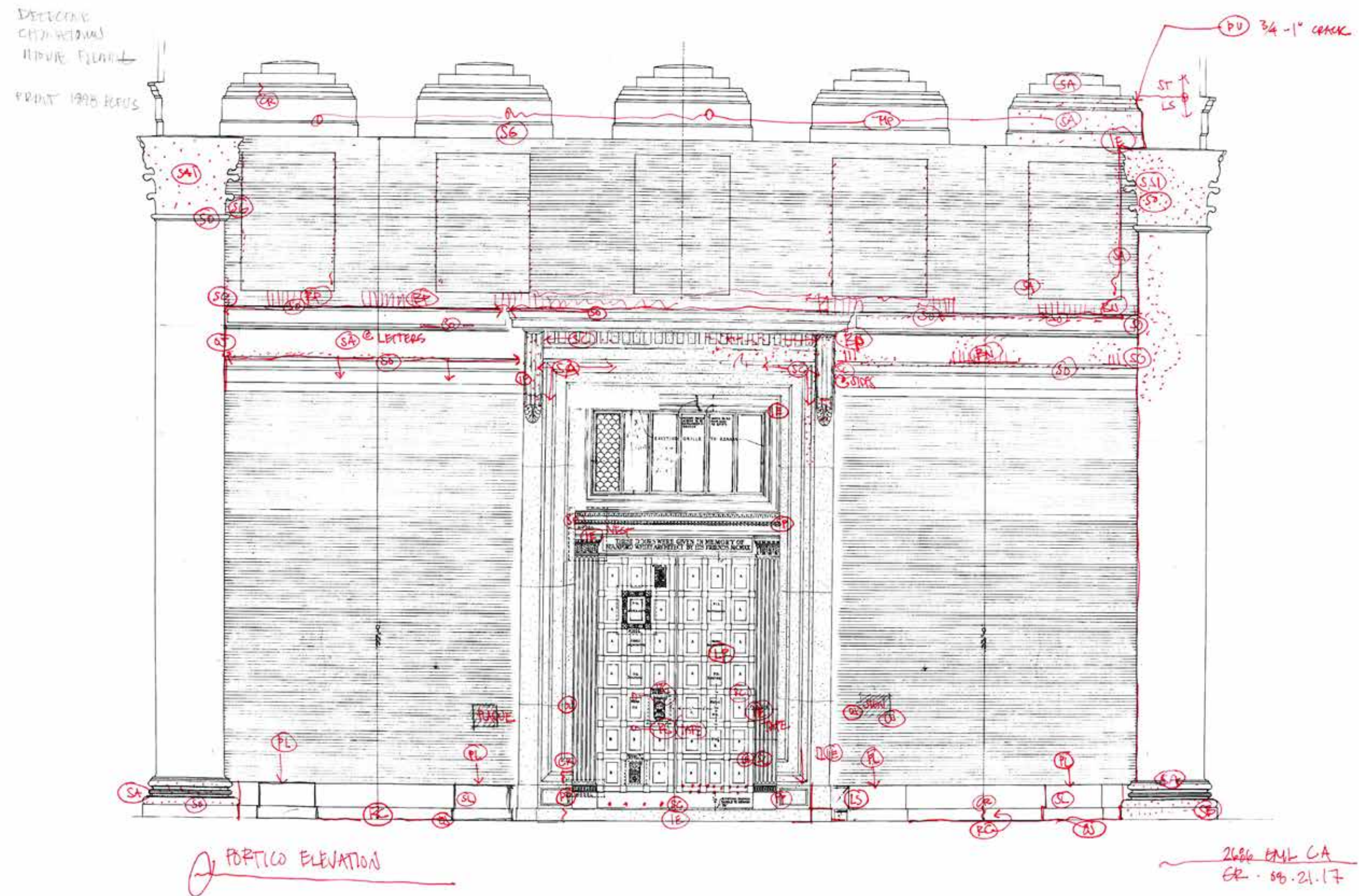


# GML East Elevation





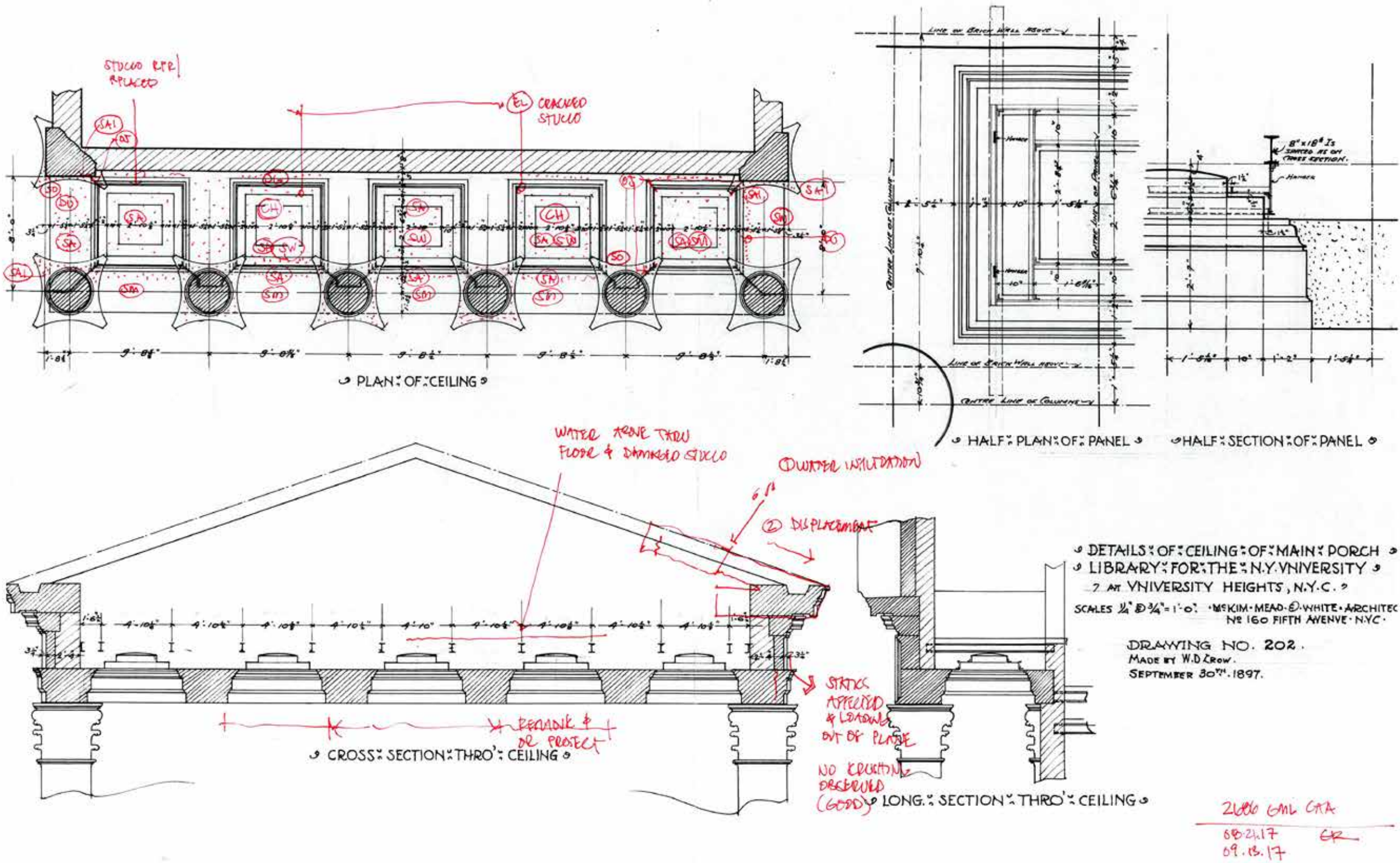
## GML East Interior Portico Elevation



Caption

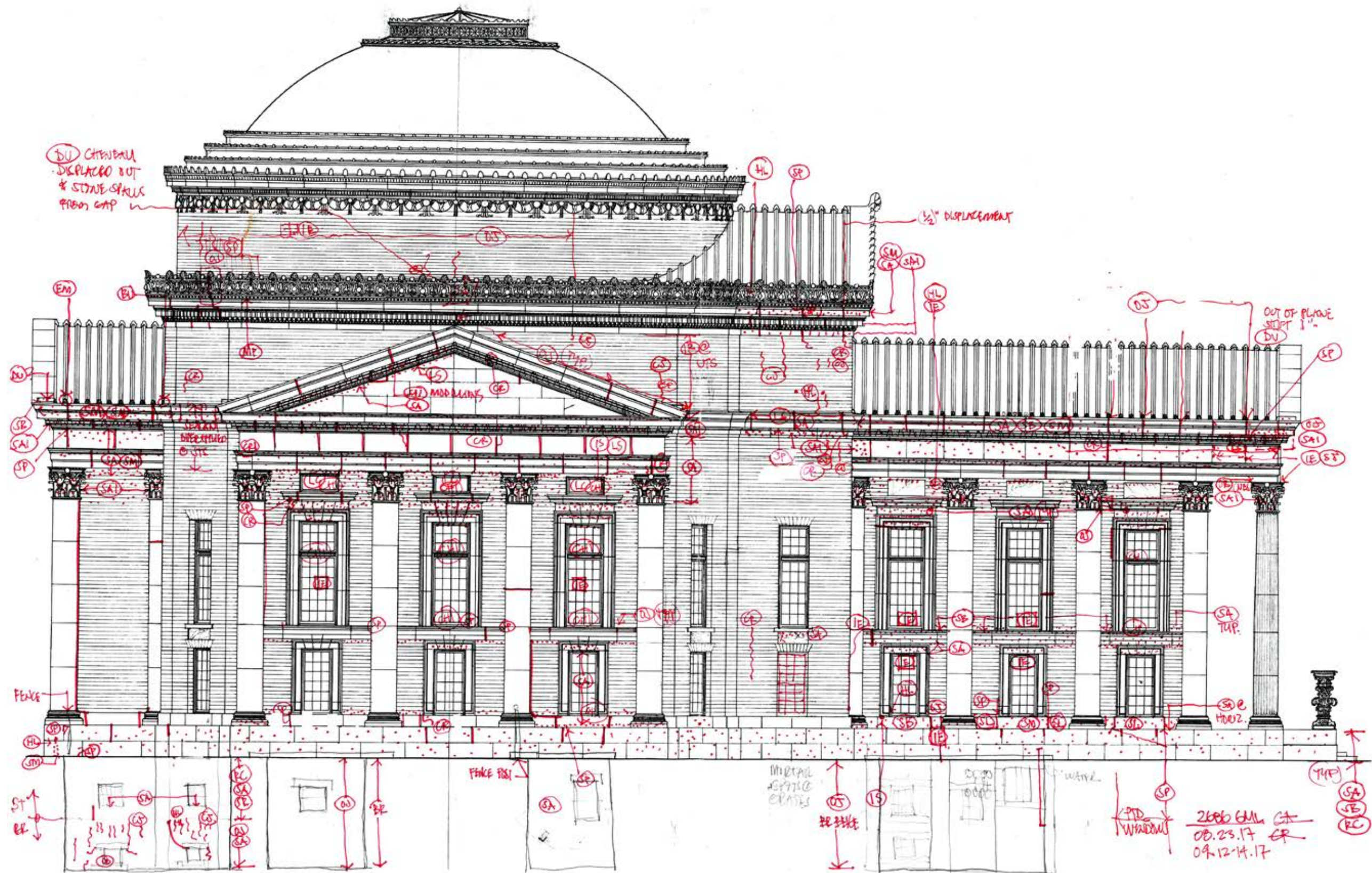


GML Portico Ceiling





## GML South Elevation



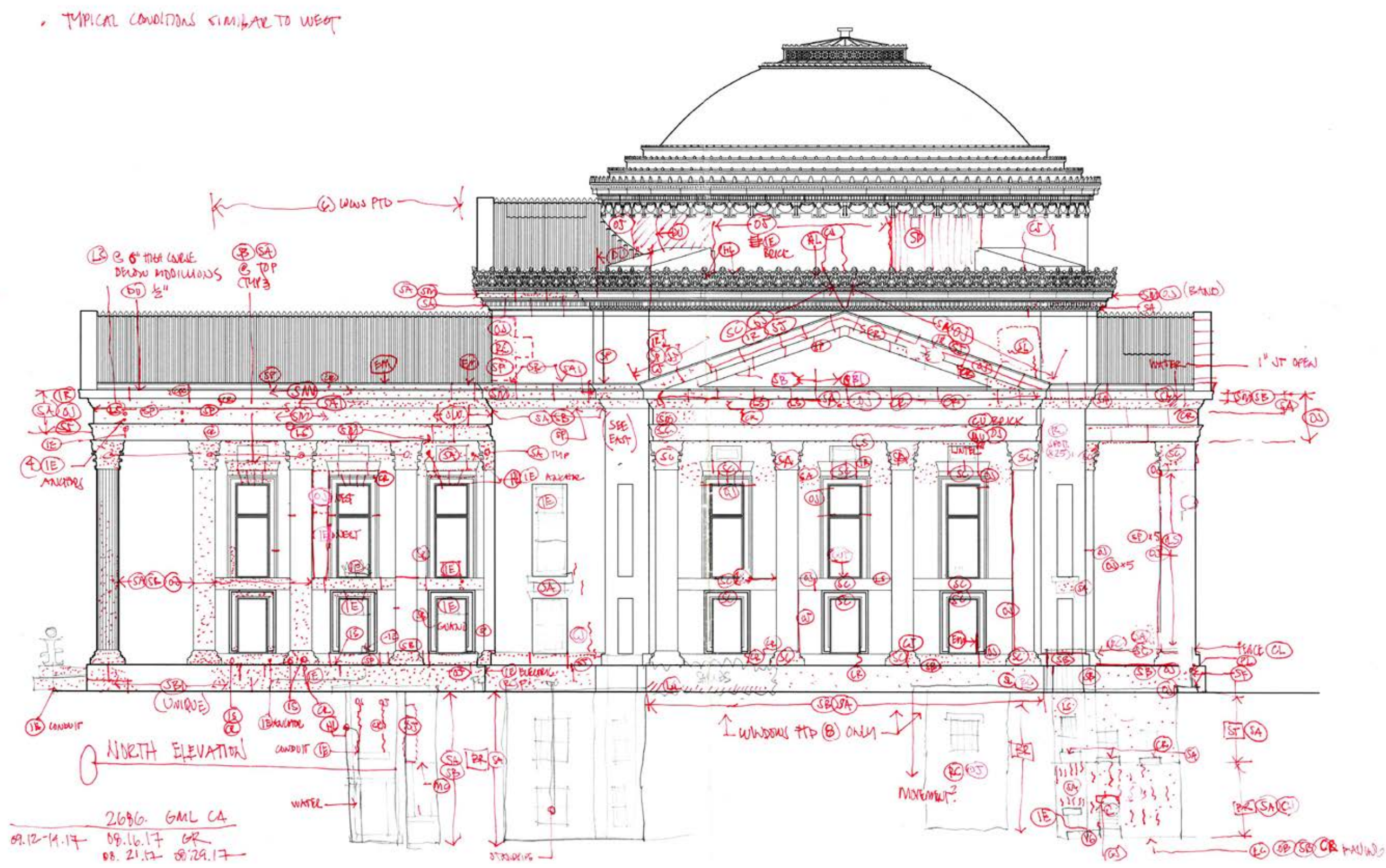
Caption







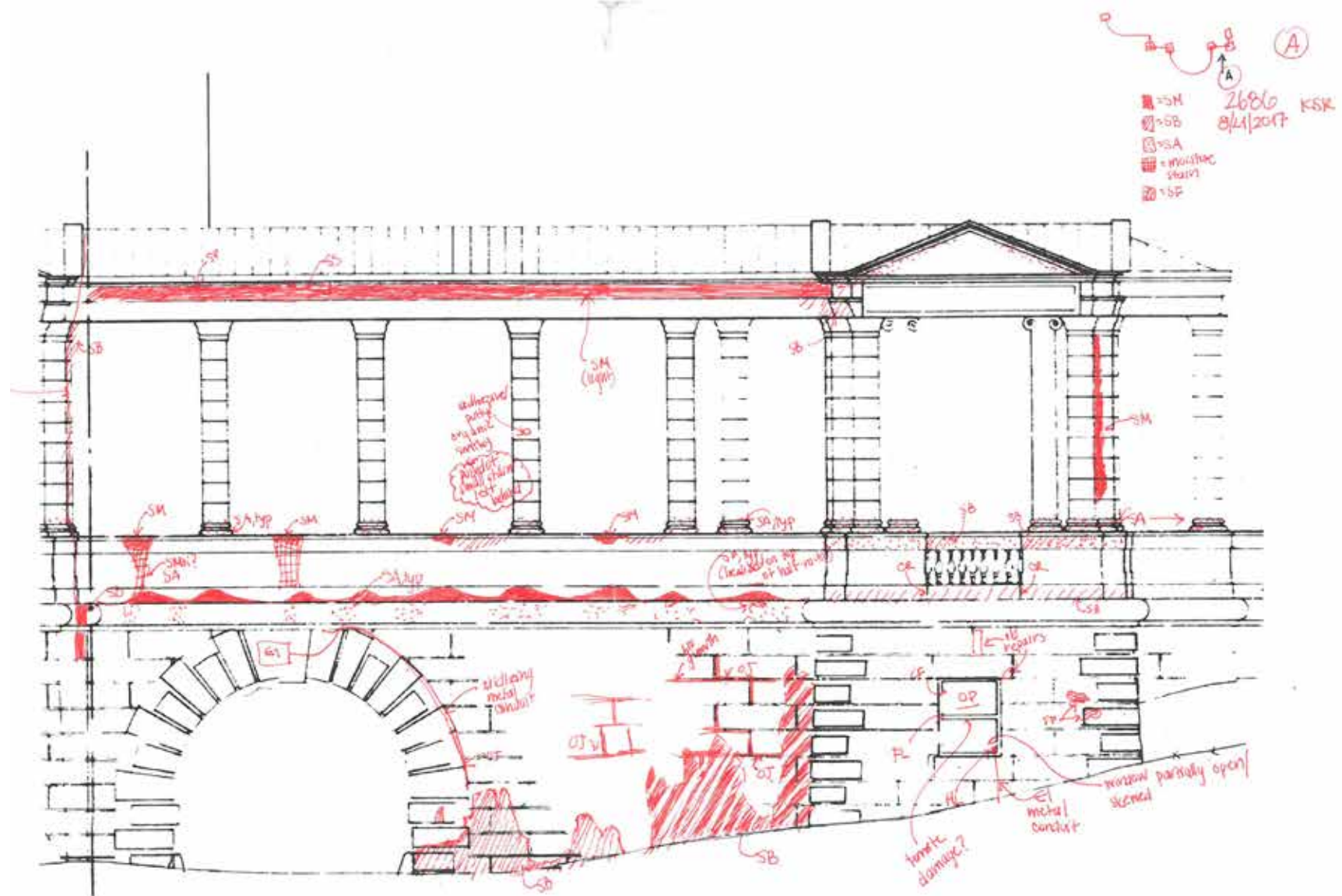
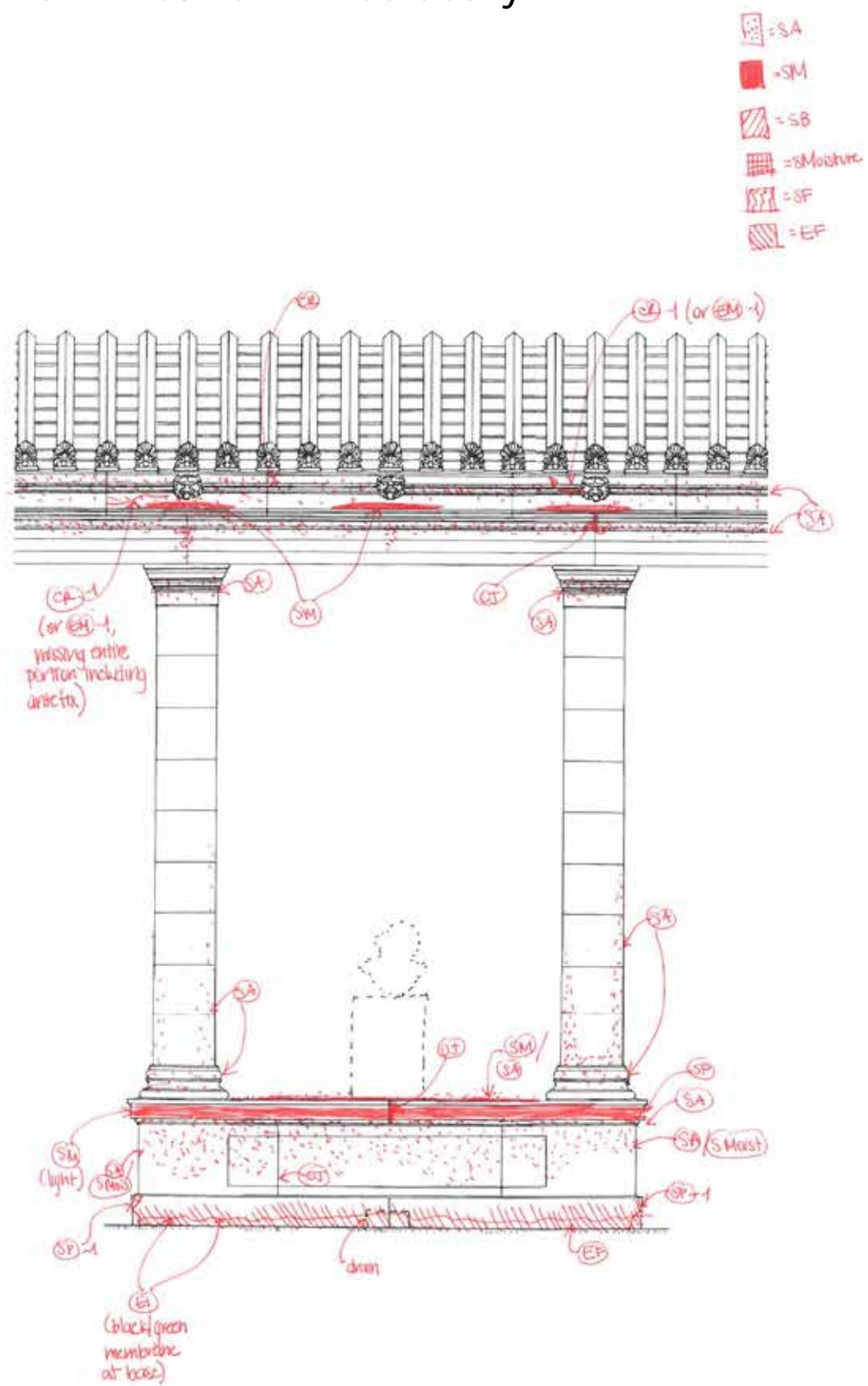
GML North Elevation



Caption



# HOF Exterior Ambulatory



# Window Assessment

## METHODOLOGY

Before performing the window survey, the windows at the Hall of Fame and Gould Memorial Library were numbered and categorized by general type (double-hung at the exterior of the Hall of Fame, for example) so that survey sheets with sketches of each window could be created.

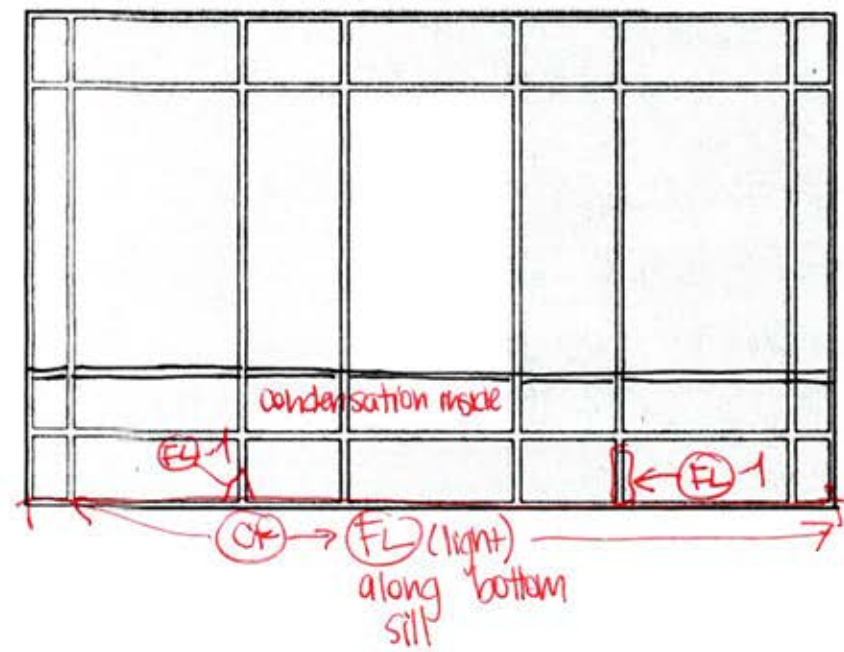
On-site assessments of each window were performed by close-up analysis where accessible, and by examination through binoculars for windows that were high up or otherwise inaccessible. The exterior review was followed by interior surveys to confirm and record other conditions that were not possible to observe from the ground, such as checked sills and operability. For areas that were difficult to access, such as windows in areaways, surveying was conducted by looking down into the areaways from the ground floor level and by looking across the areaways from the corridors of the Hall of Fame into the Auditorium of Gould Memorial Library and vice versa. However, a number of windows at the exterior of the Hall of Fame and in the areaways of the Hall of Fame were covered on the exterior and/or interior with plywood, impeding the surveying of these windows.

Conditions of each of the windows were recorded onto the prepared survey sheets using an initial list of repair codes. The collected information was reviewed with the team for accuracy, consistency, and completeness. General conditions based on window types and locations were discussed and developed by team members, leading to overall treatment recommendations for each window type.



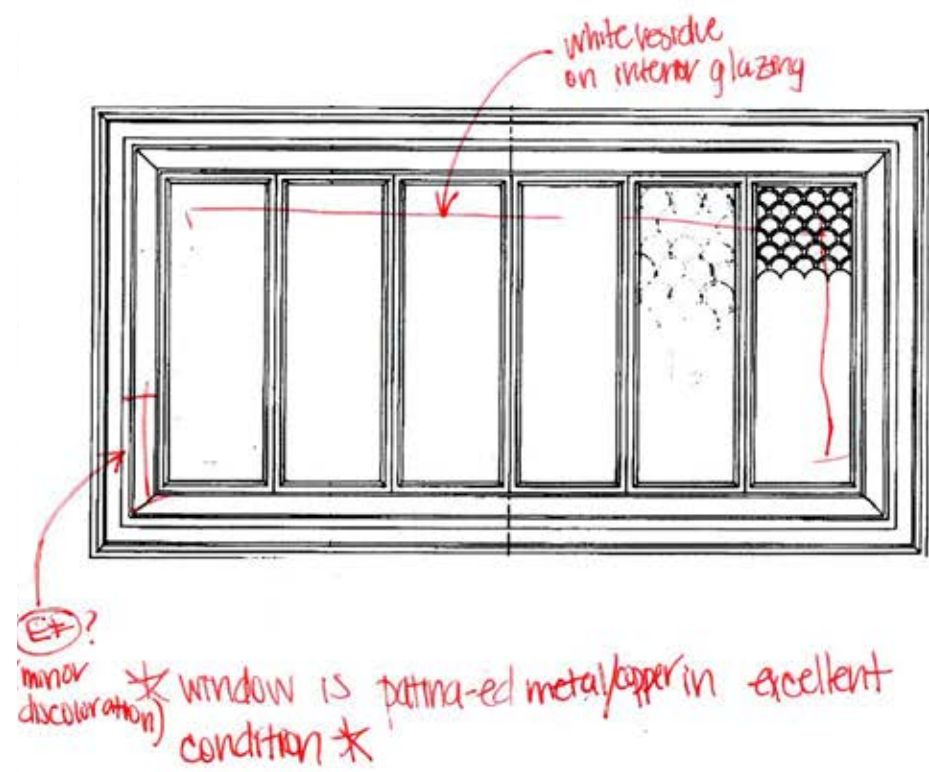


GML Type A Window



HW-01 → W40

GML Type E Window

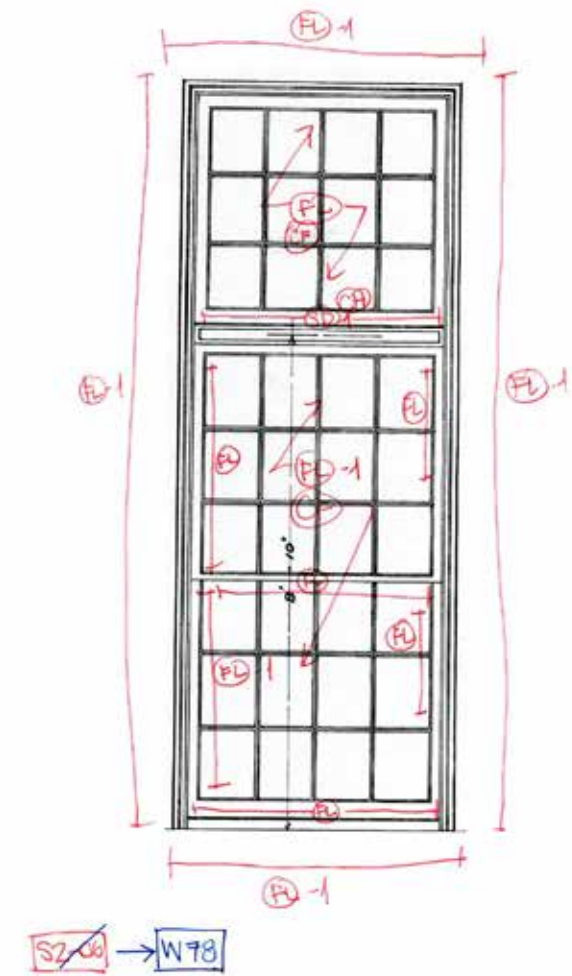
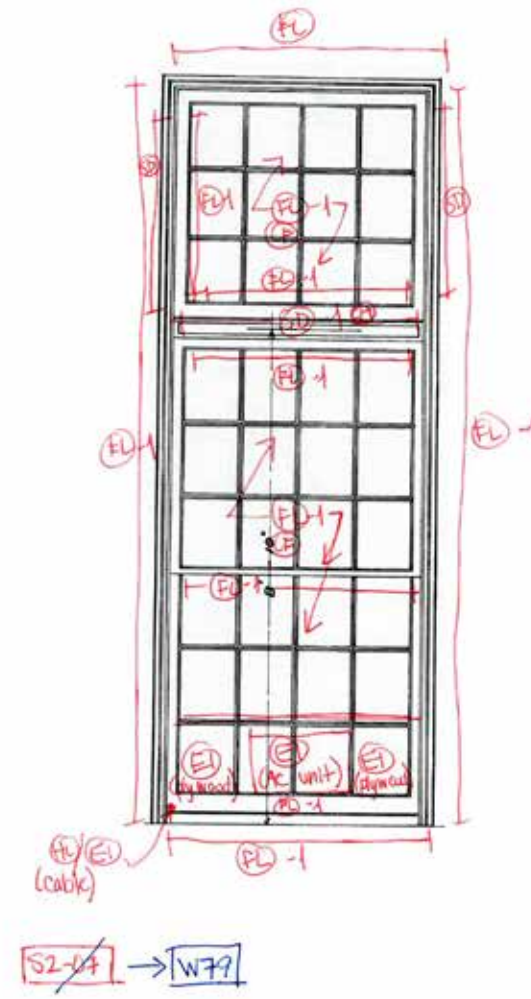
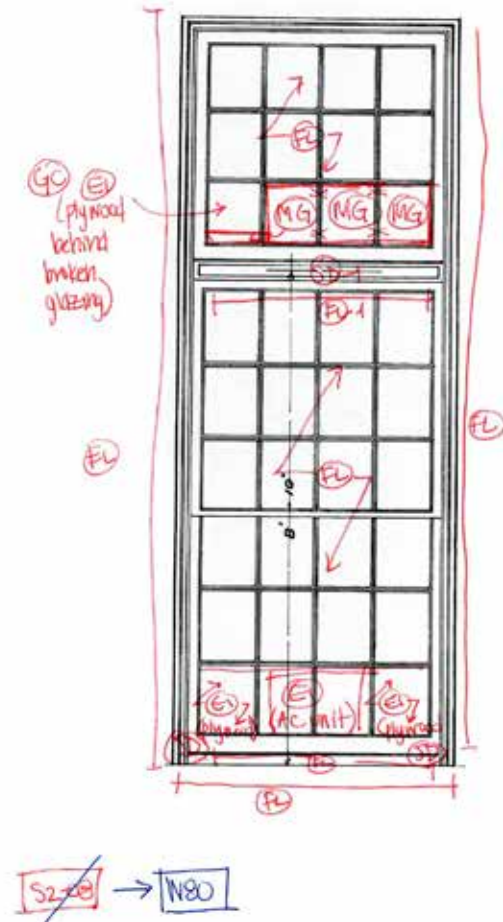
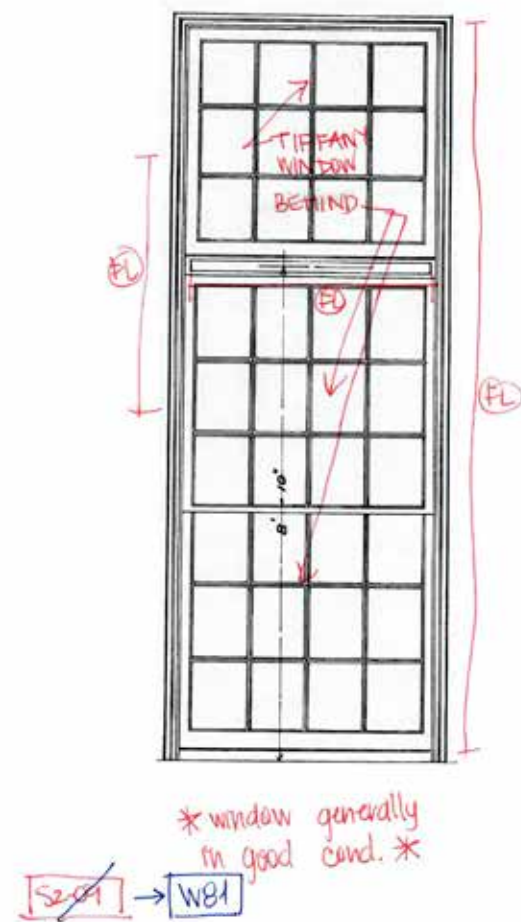


E-2-01

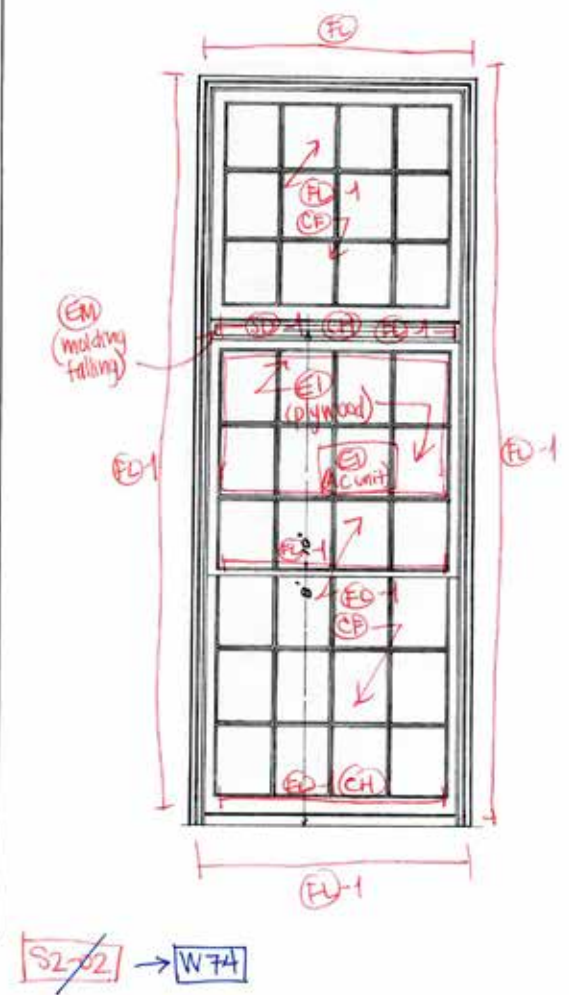
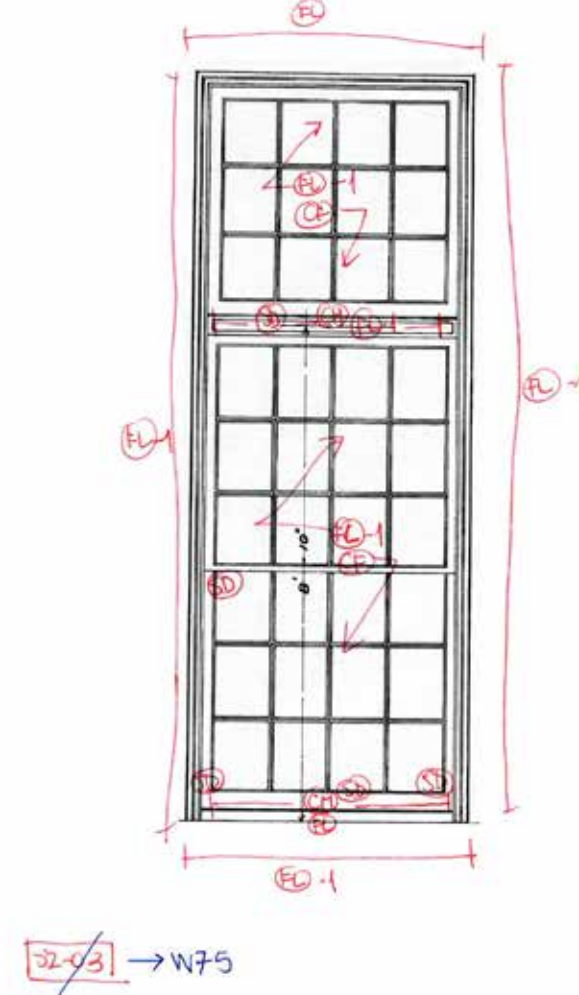
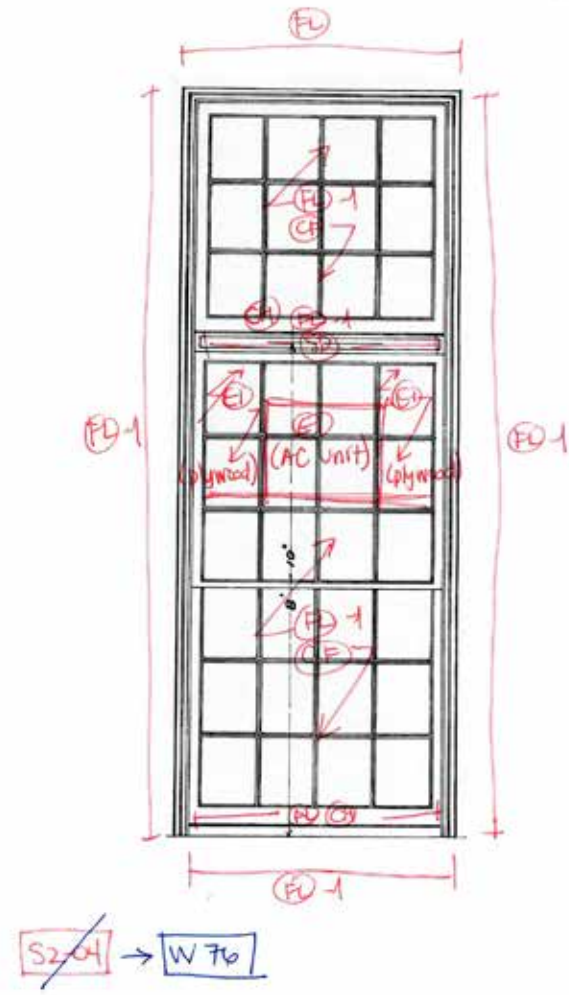
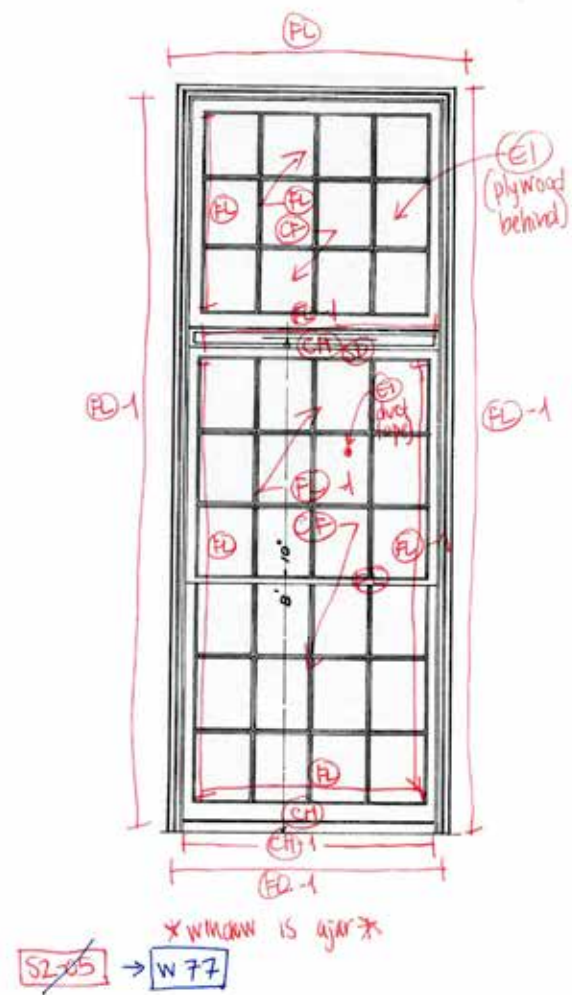
Caption



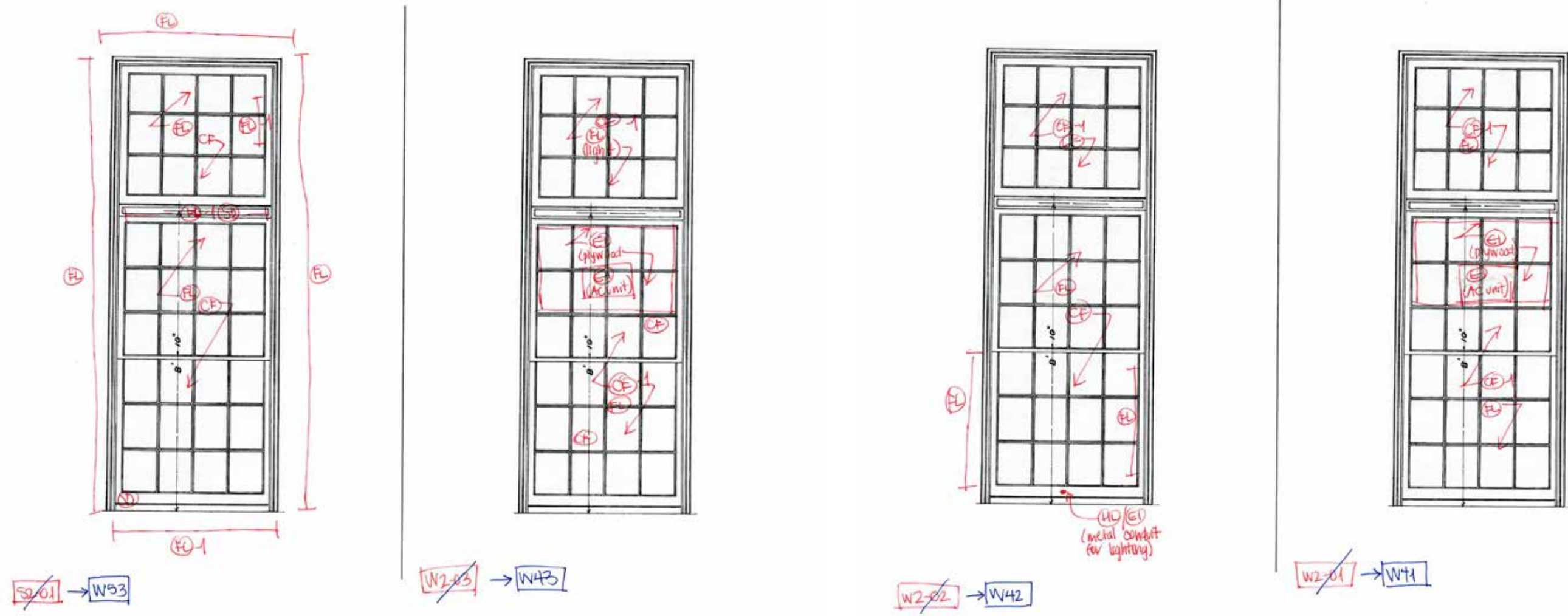
## GML Type B Window



## GML Type B Window

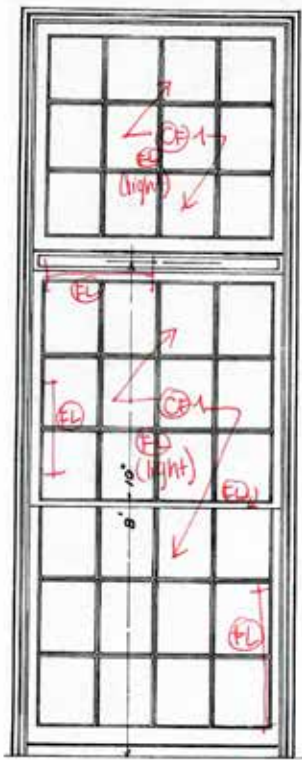


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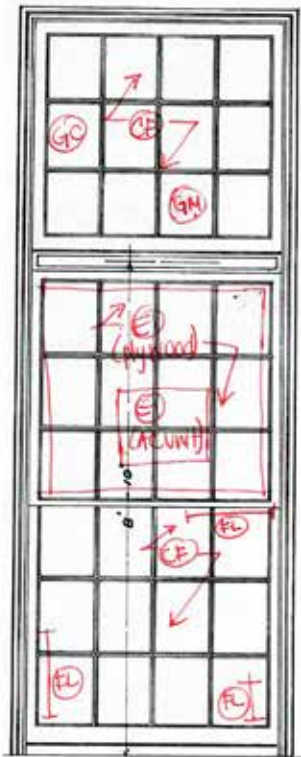




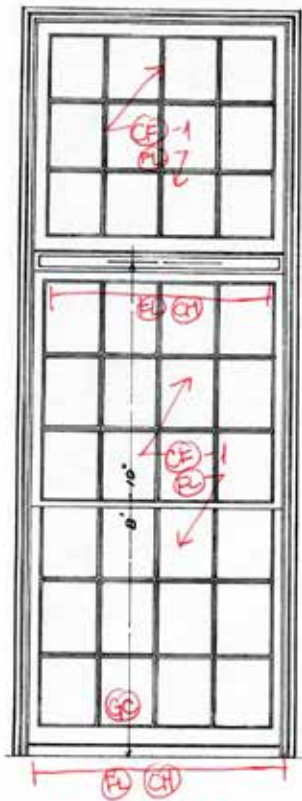
GML Type B Window



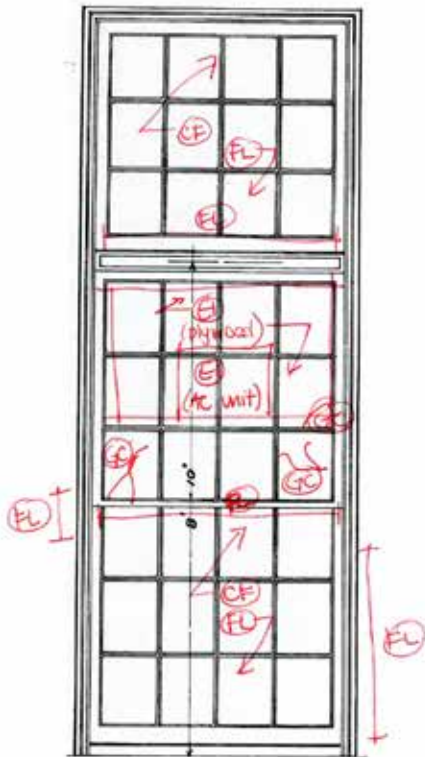
~~N2-04~~ → W37



~~N2-08~~ → W26

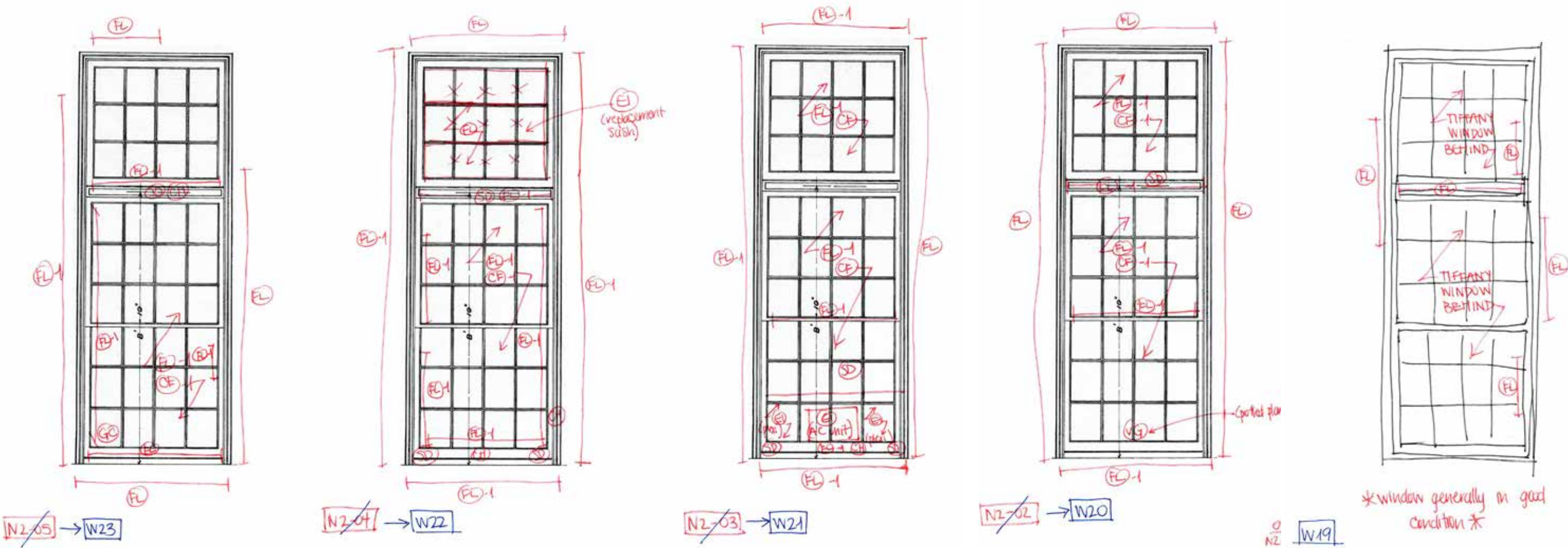


~~N2-07~~ → W25  
\*window is ajar\*

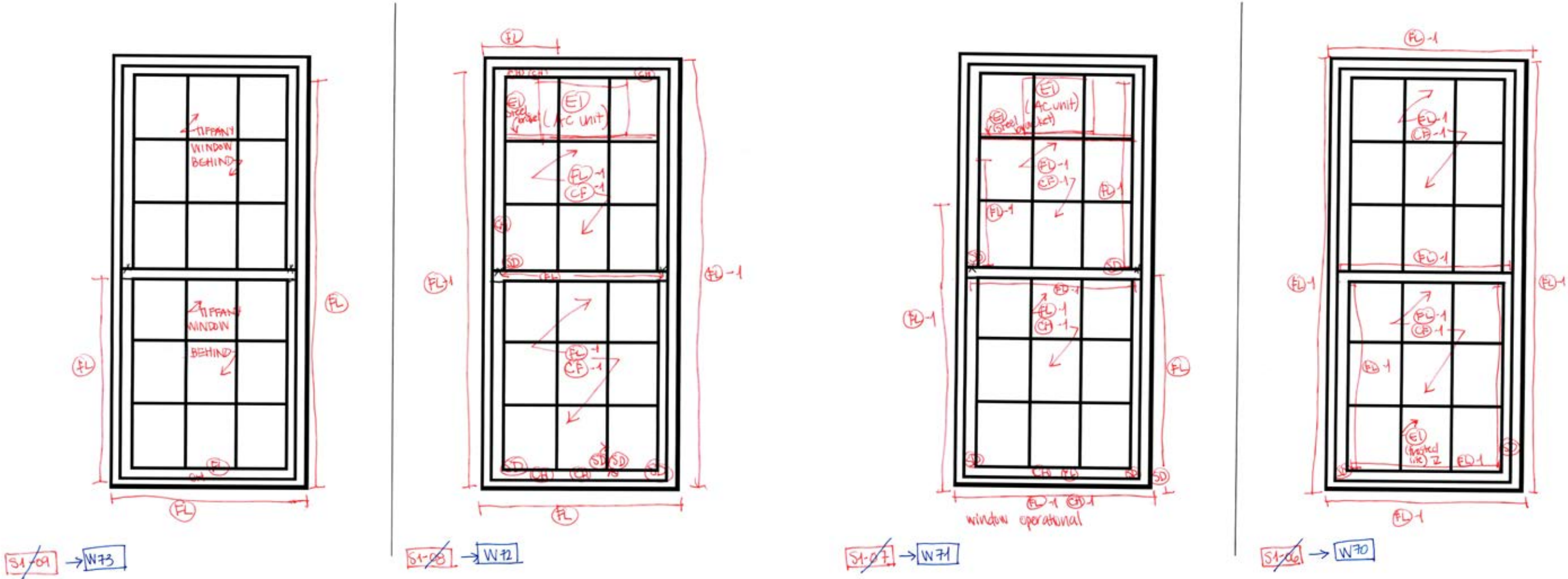


~~N2-06~~ → W24  
\*window is ajar\*

GML Type B Window

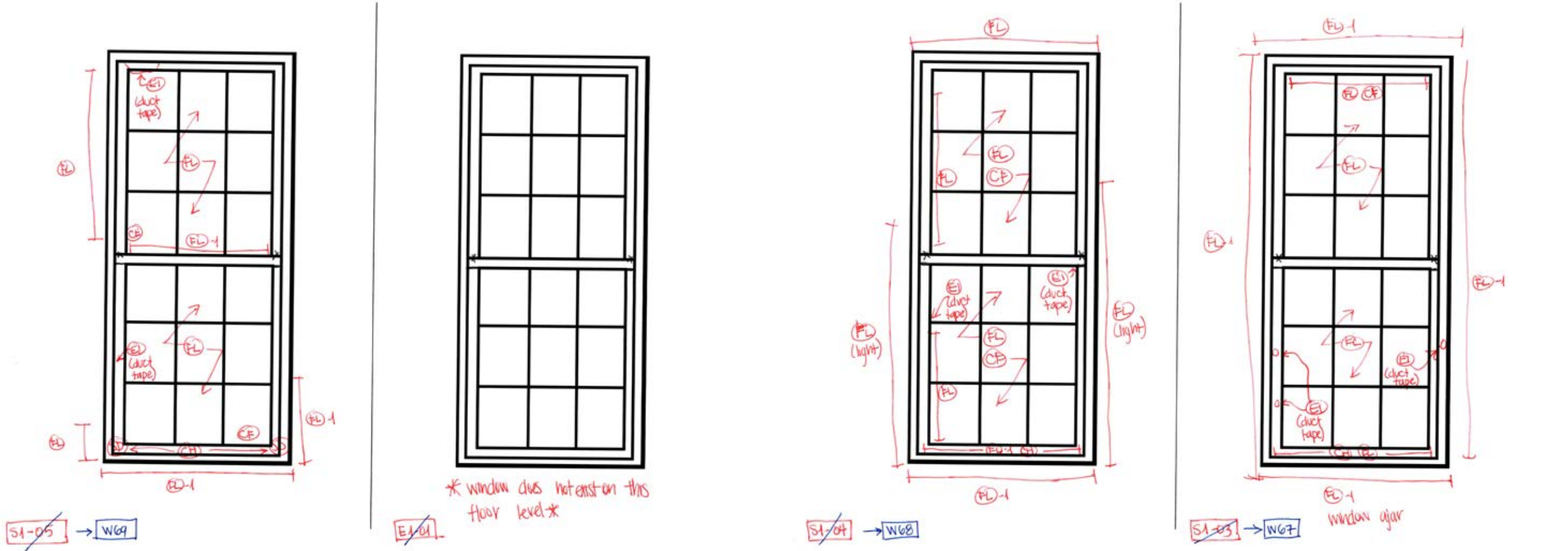


GML Type C Window

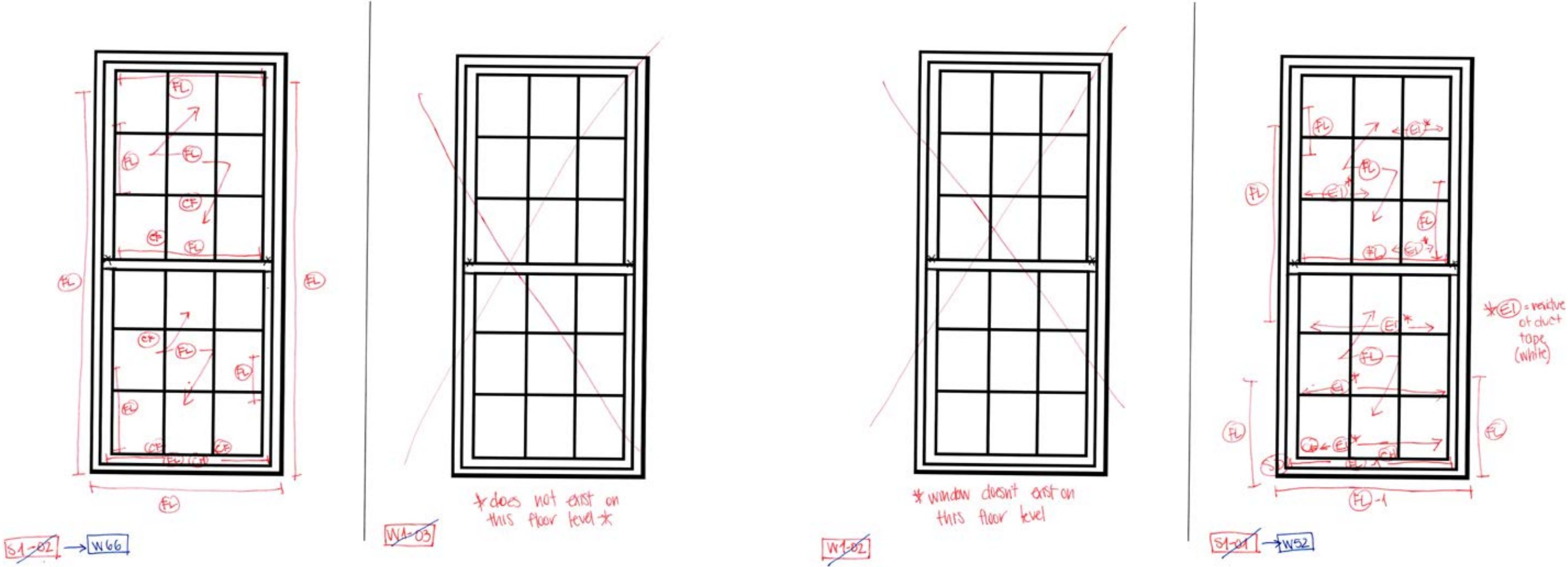




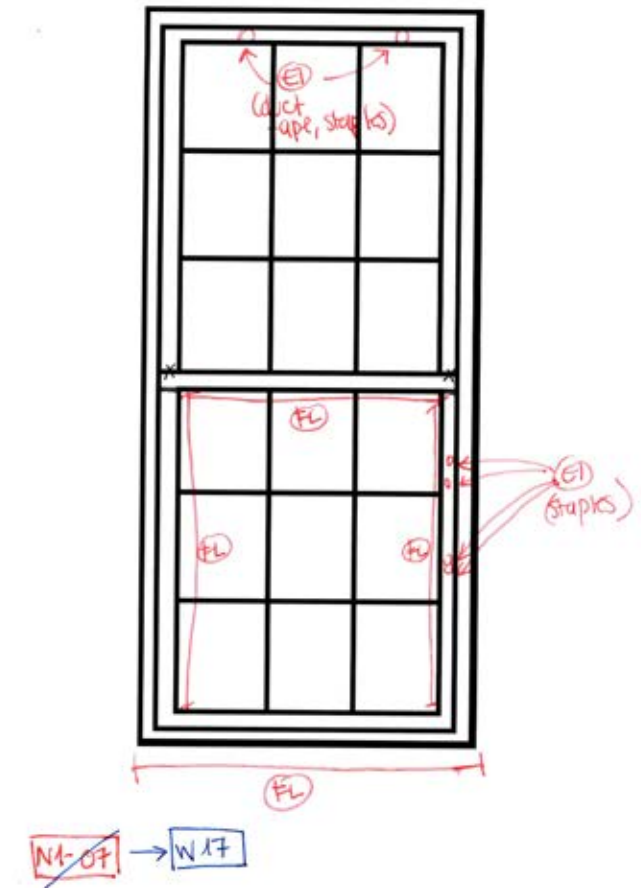
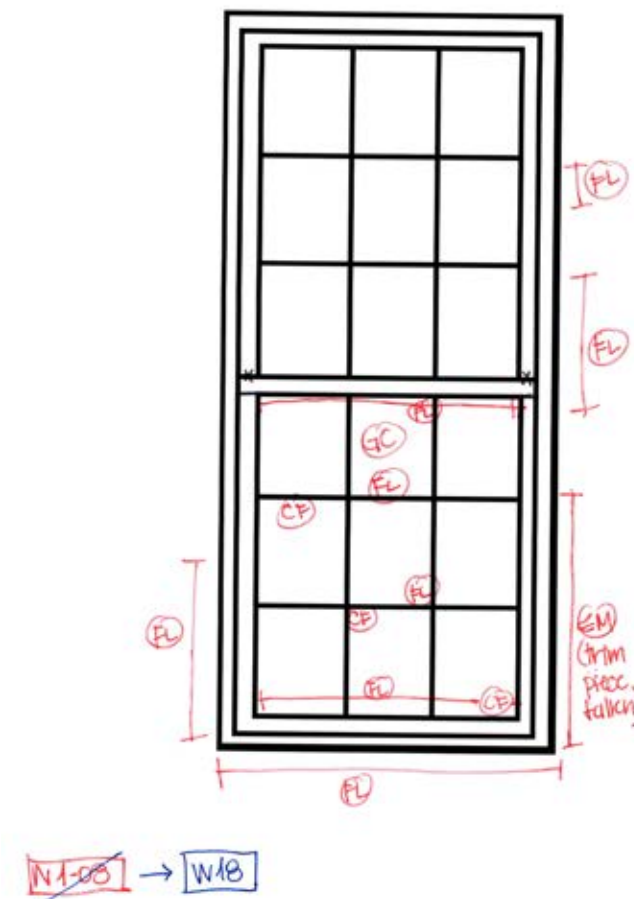
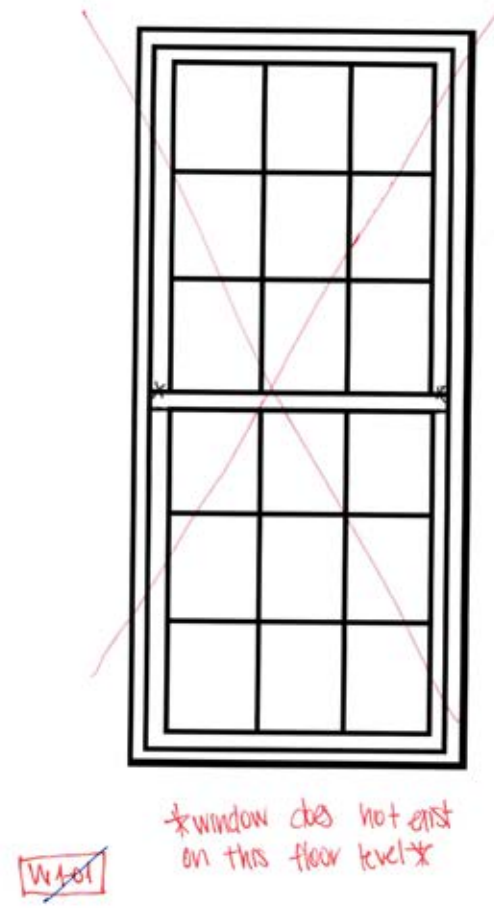
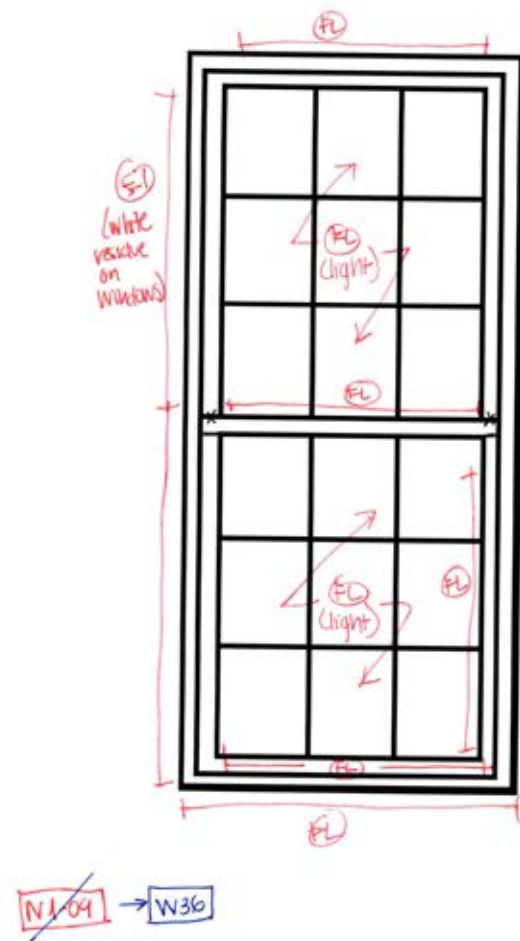
GML Type C Window



GML Type C Window

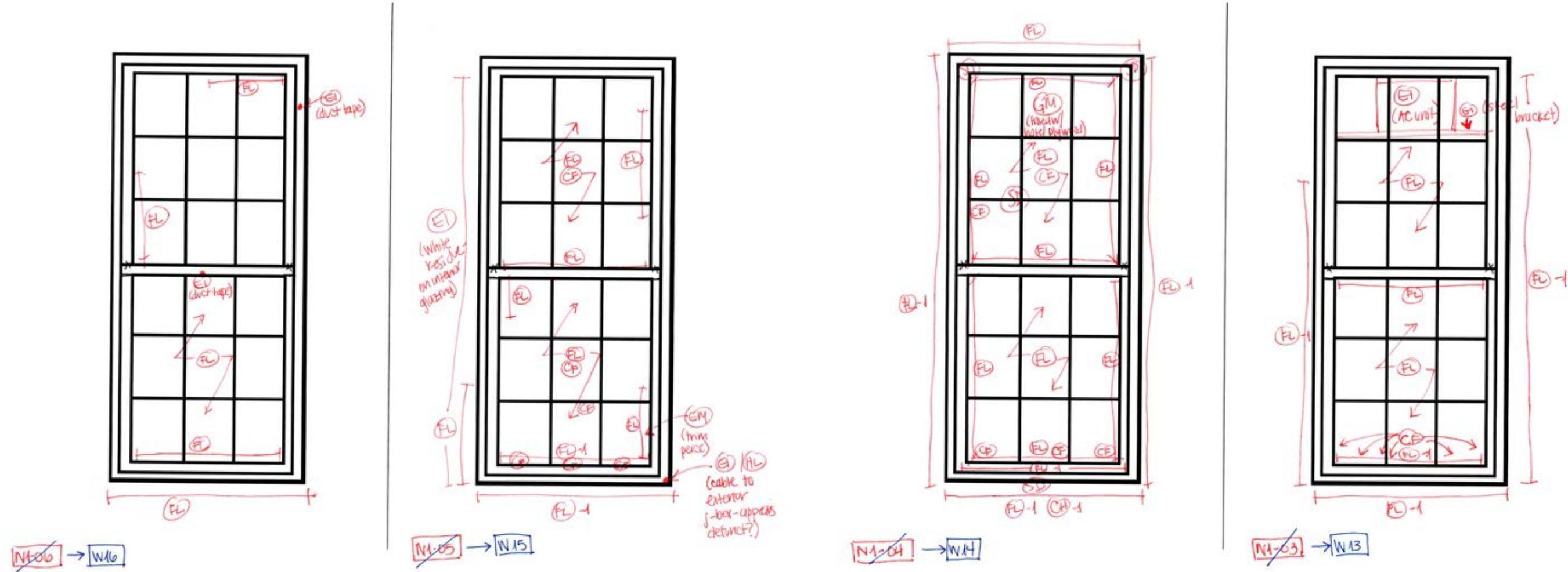


## GML Type C Window

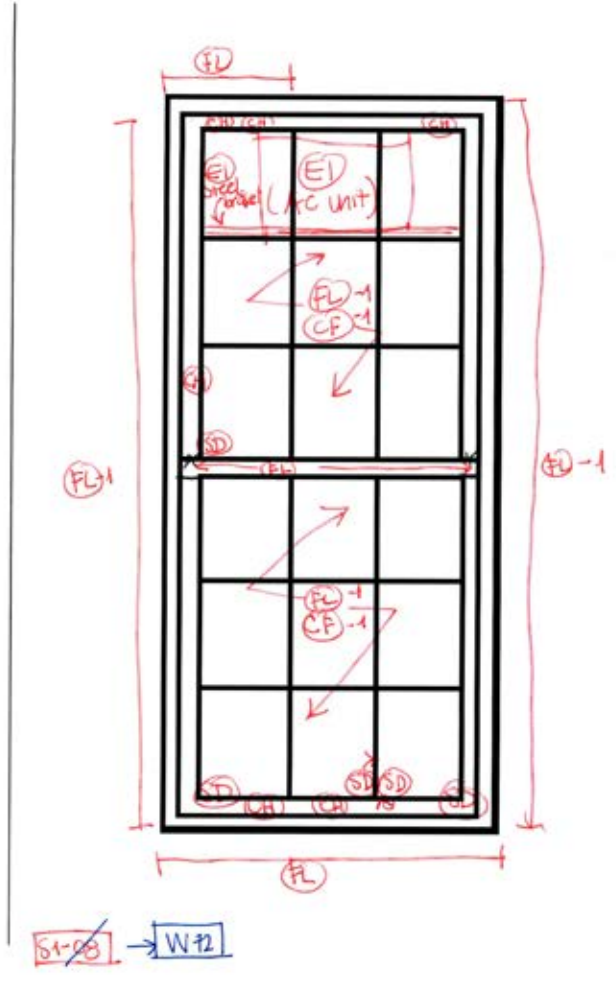
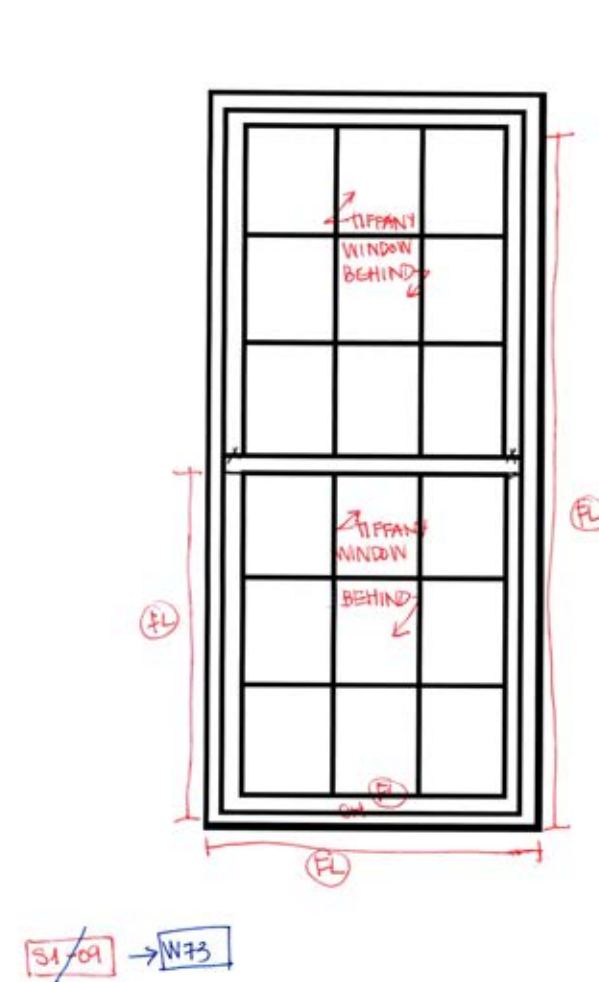
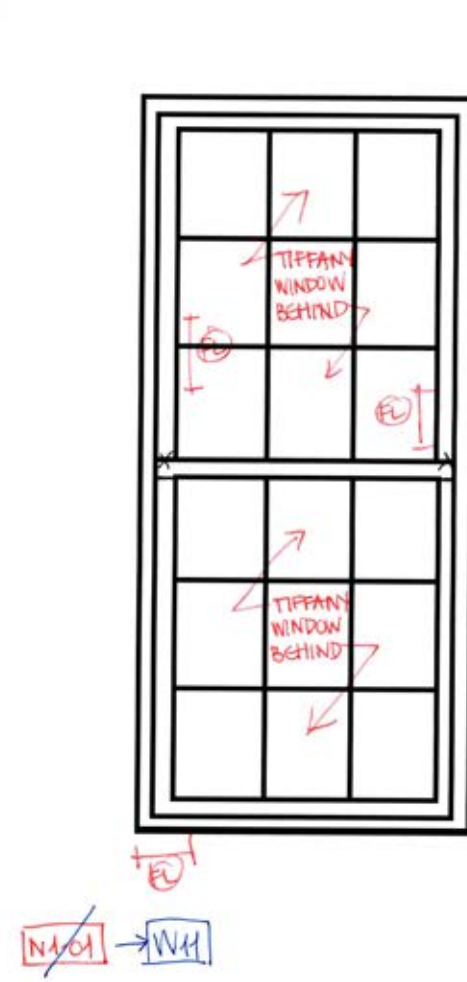
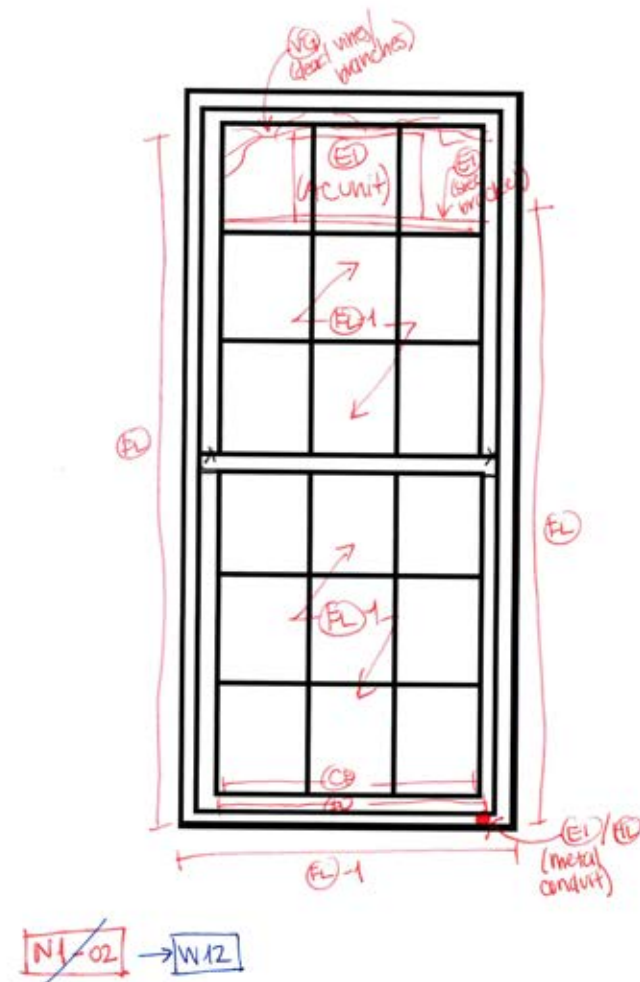




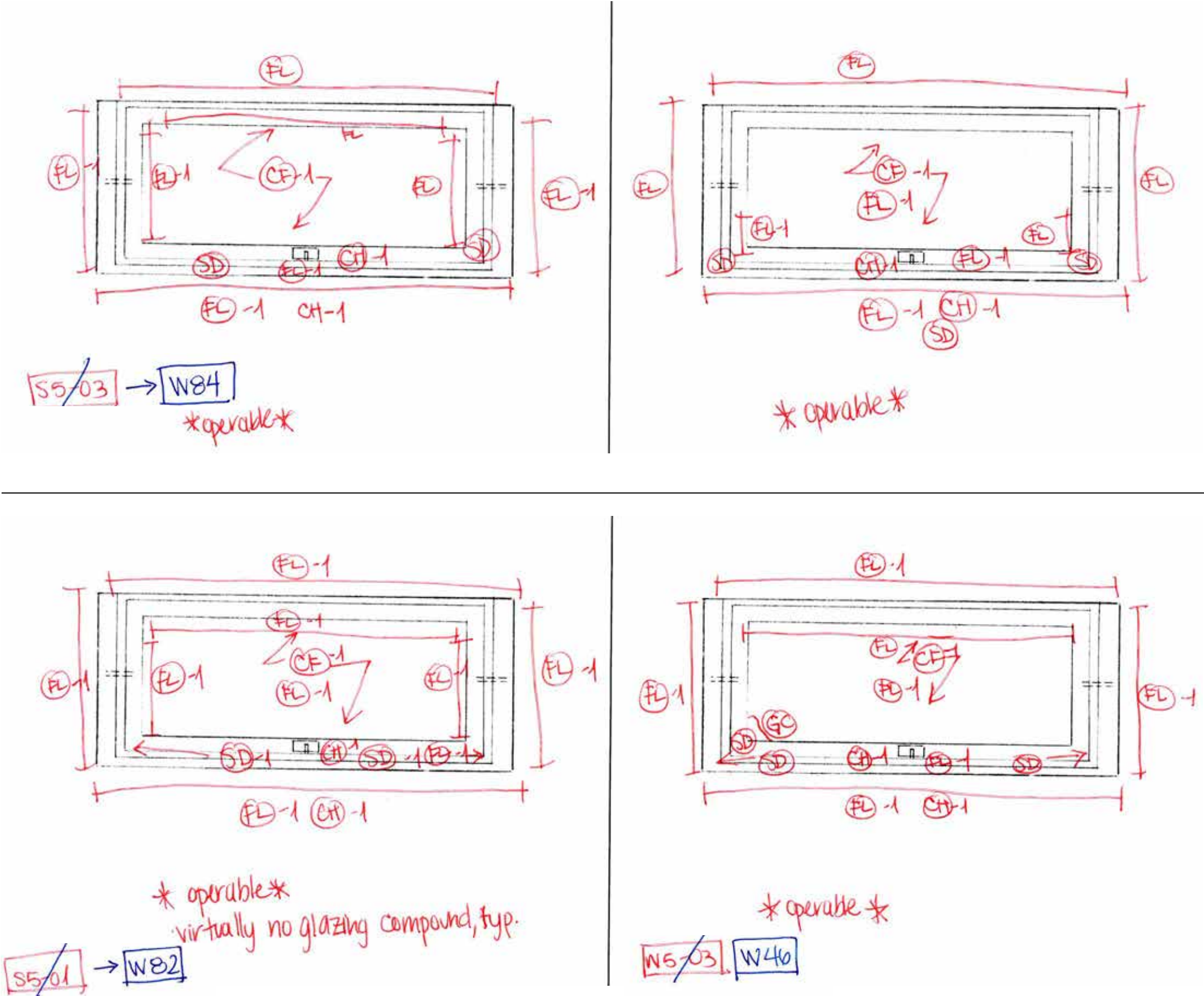
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## GML Type C Window

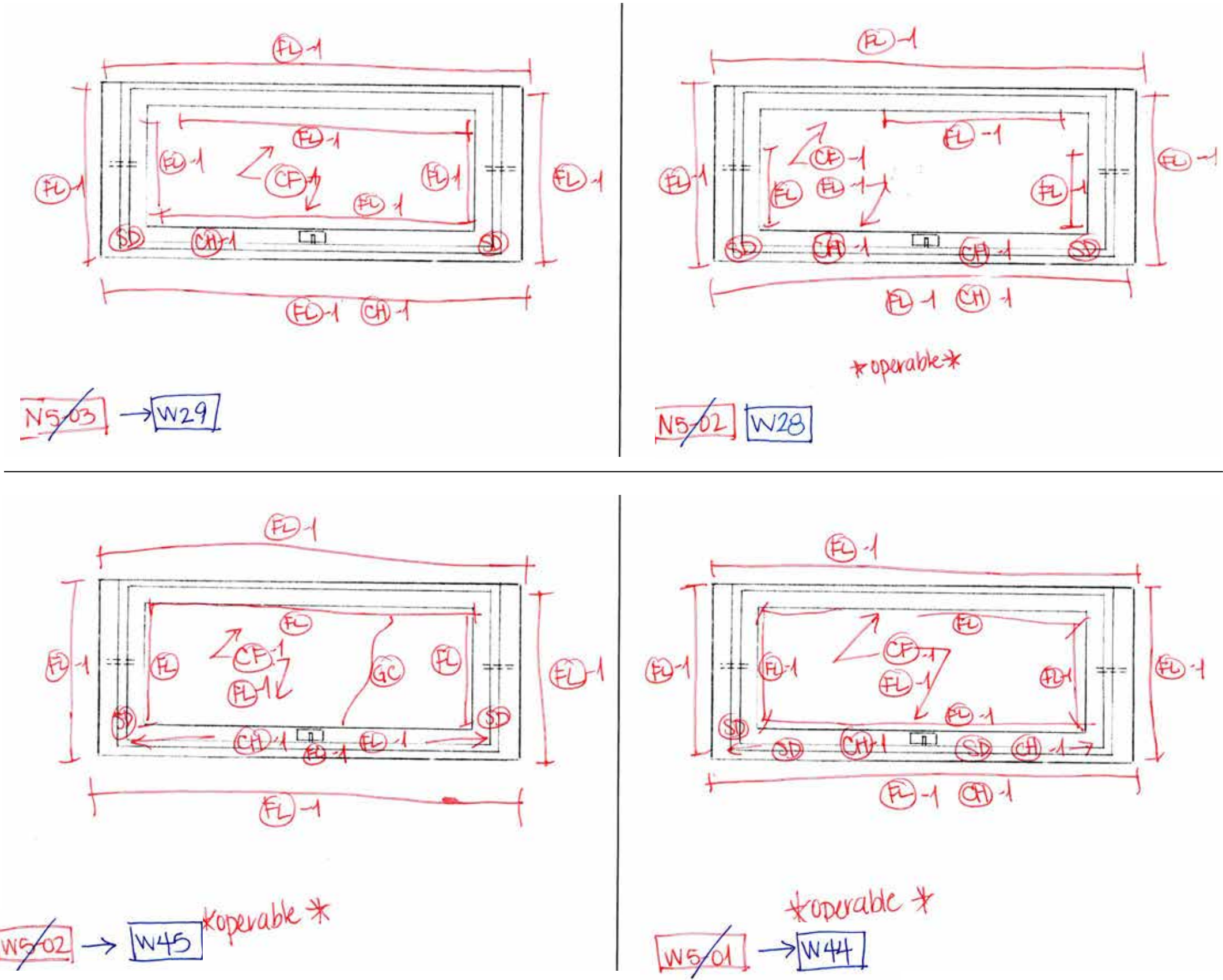


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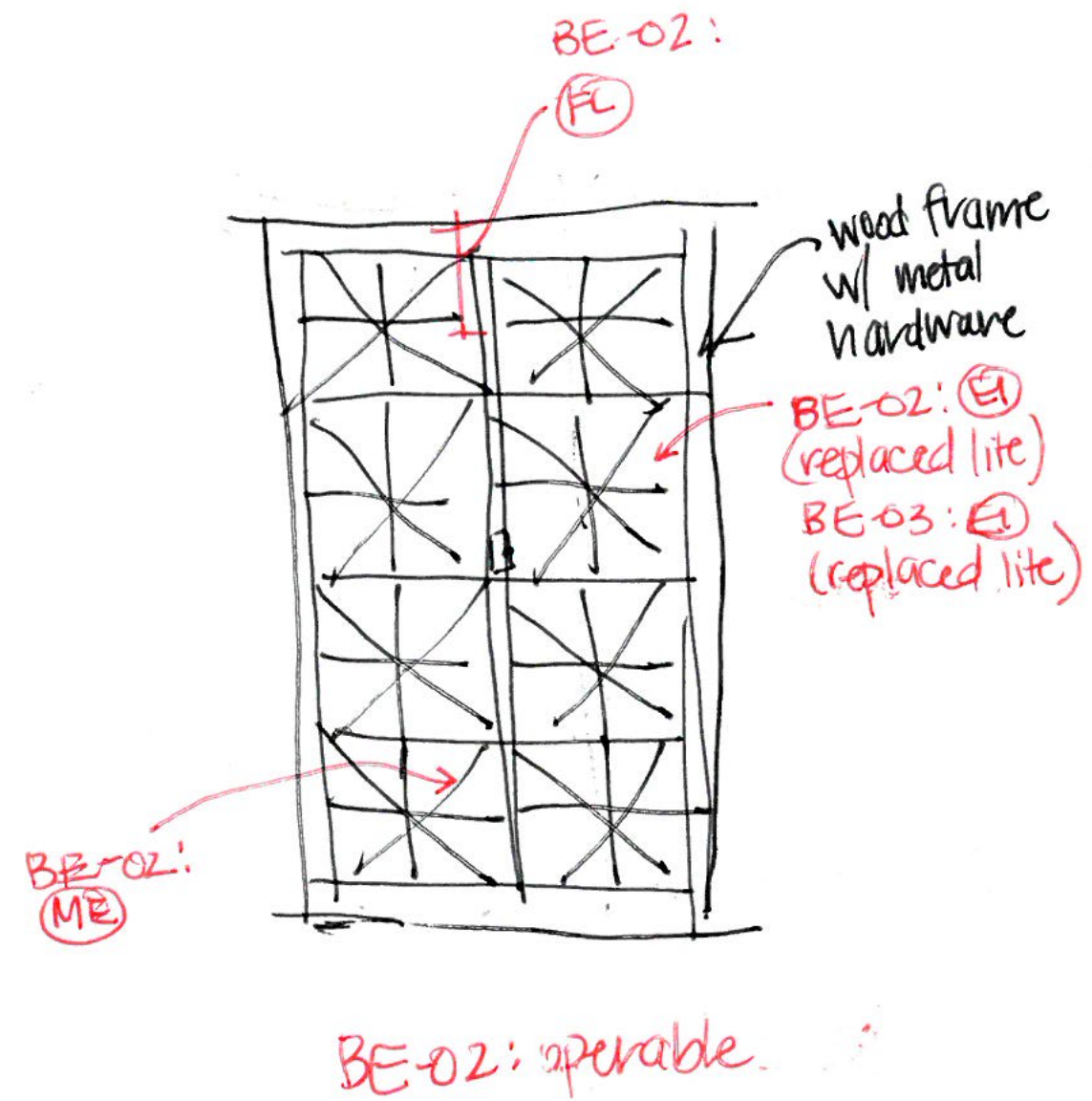




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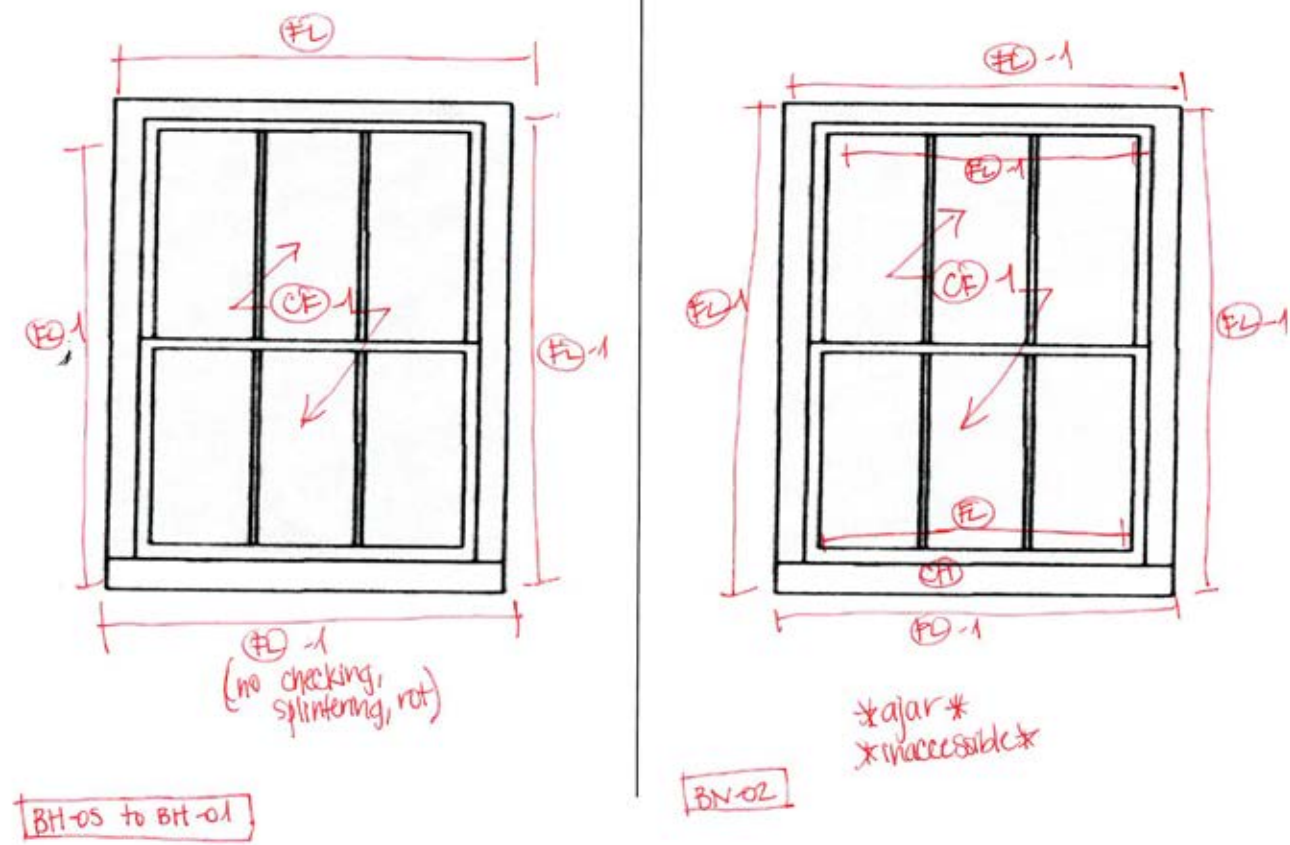


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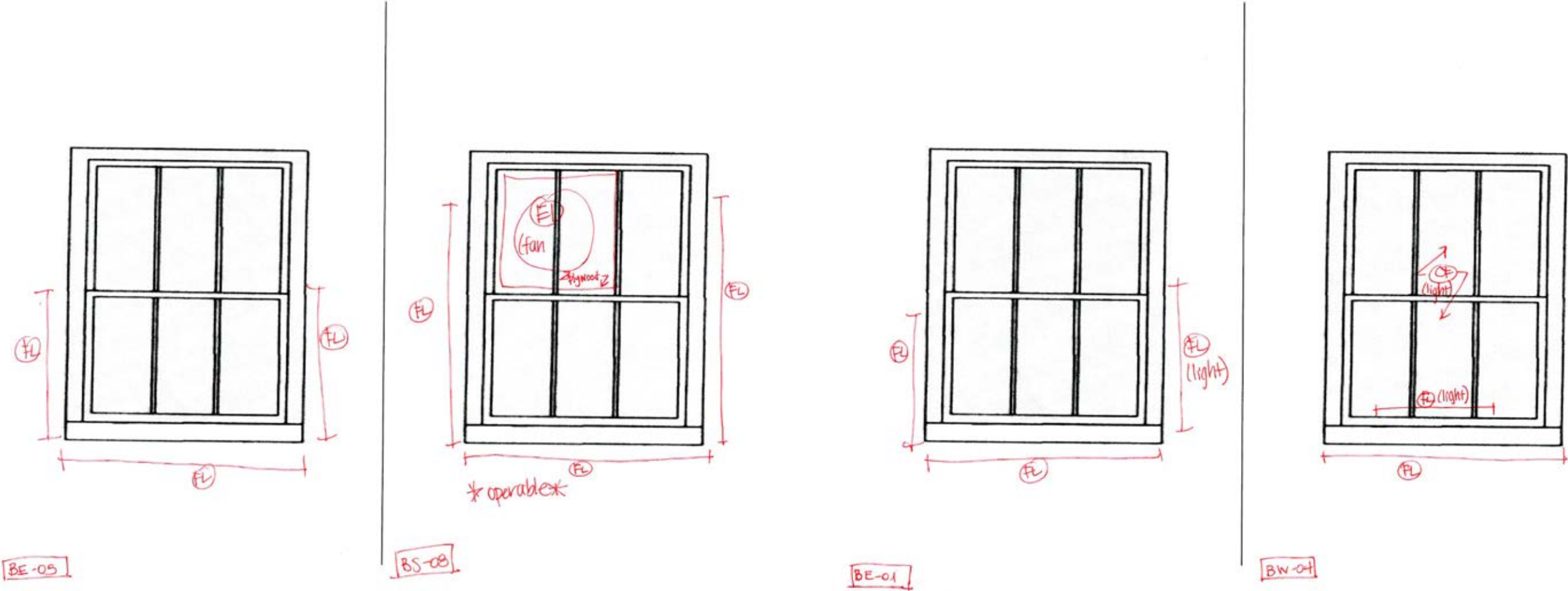


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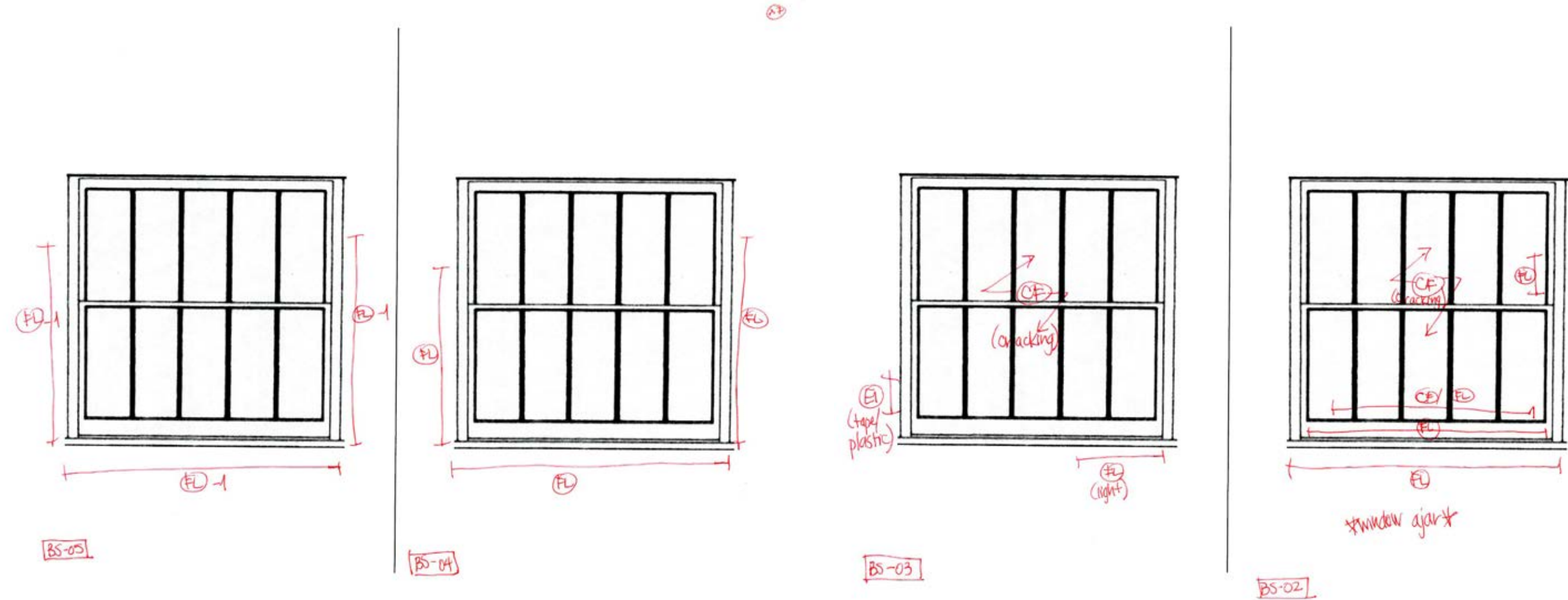


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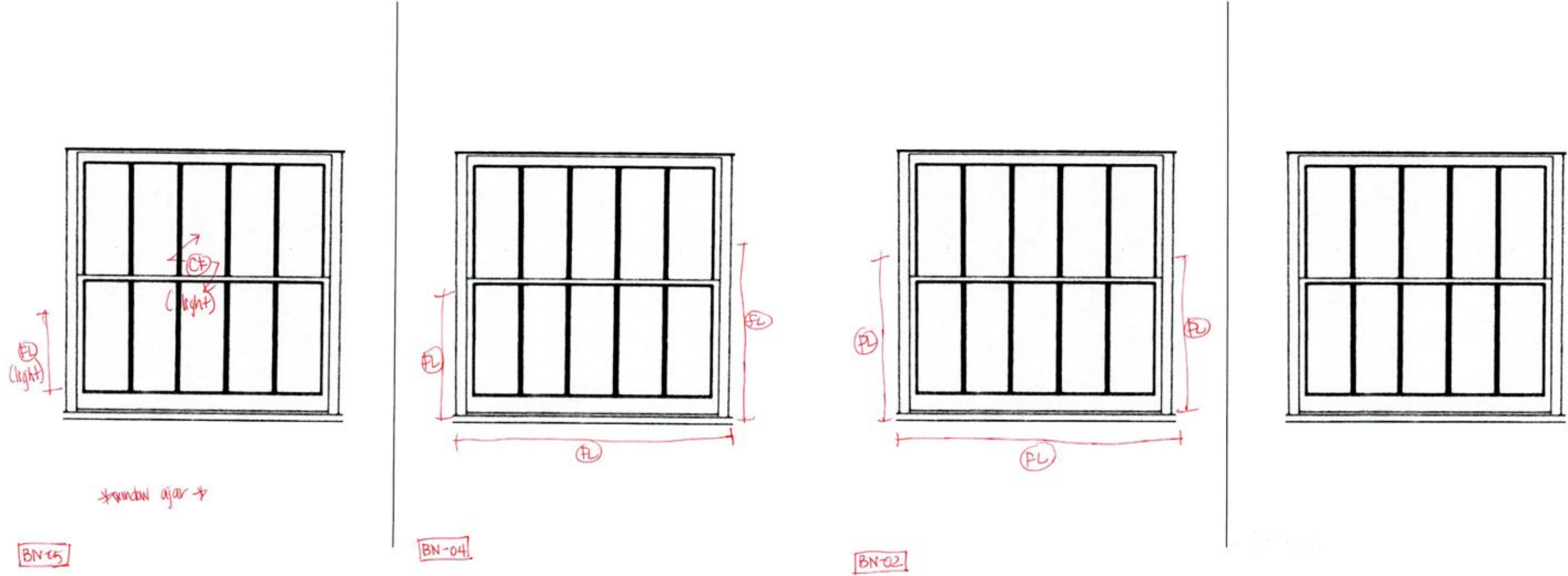




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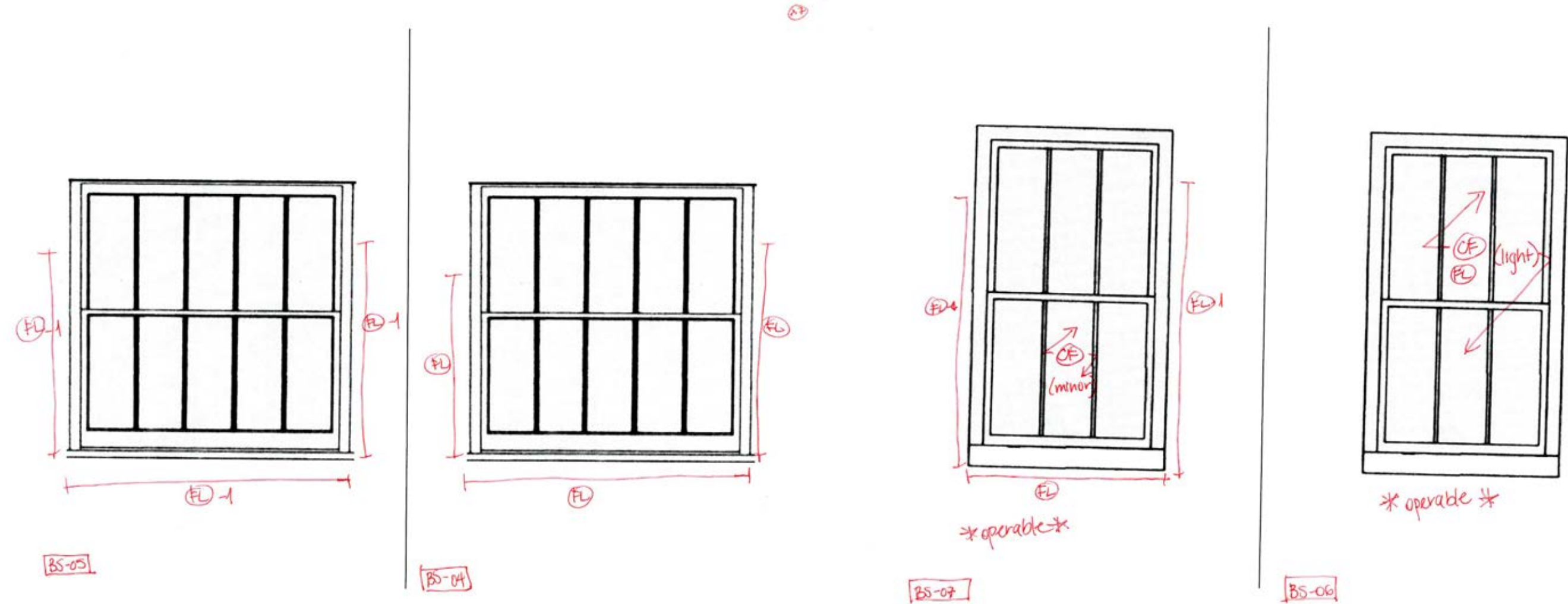


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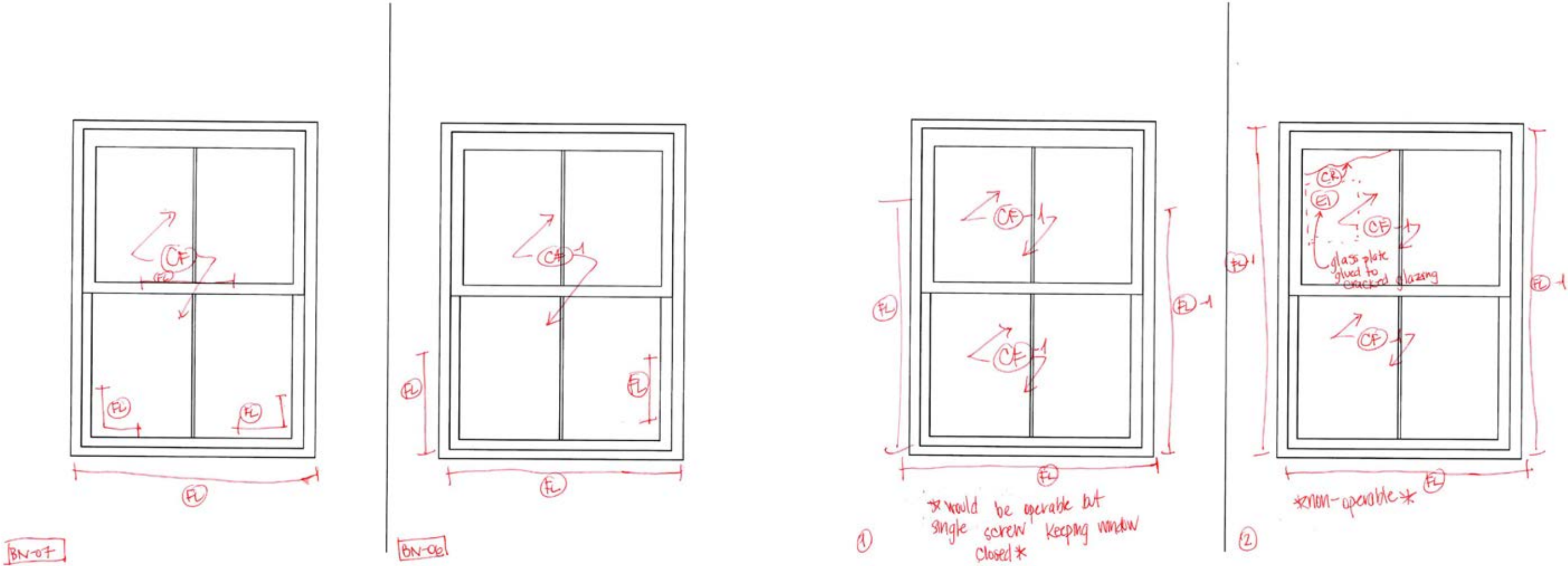
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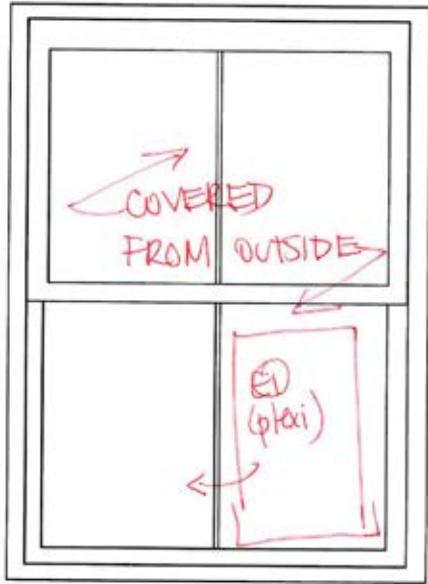




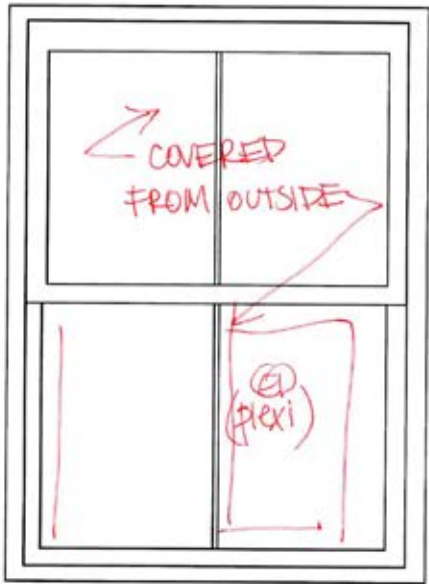
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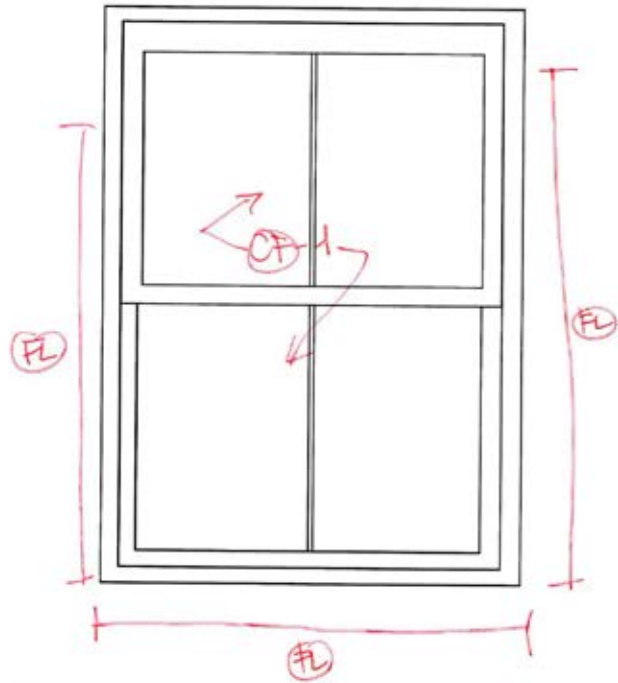
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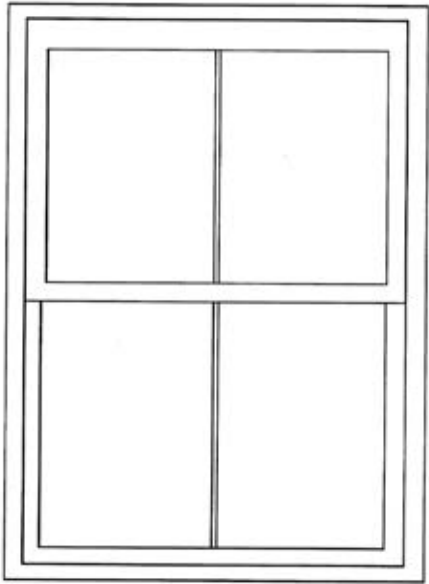
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# Landscape Conditions Assessment

## LANDSCAPE SUMMARY

The landscape of the Bronx Community College is historically significant as the setting for this important architecture complex. Created by the masters, Calvert Vaux, Frederick Law Olmsted Jr., Frank Miles Day, the landscape has been altered over decades through combinations of campus projects, introduction of ornamental plantings, changes in campus use patterns and challenges of vegetation management. Character of the 2017 landscape differs greatly from that of the early part of the twentieth century. Visual dominance of the structures set at the west precipice of the campus is masked by heavy vegetative cover and loss of the open turf slope below. At the east, relationships between the White complex and the BCC Quad are also changed with ornamental plantings thought to highlight the architecture now concealing several vantage points and fine details. The Quad has itself changed with construction of the North Hall and Library replacing the former drive in front of the GML Halls of Language and Philosophy with a pedestrian promenade of which flowering cherry trees and herbaceous plants flank each side. These changes along with accretion of newly introduced plantings, utilities and failed drainage systems further deteriorate the quality of landscape and overall historic character of the complex.

## METHODOLOGY

Recommendations for landscape preservation treatment focus on rehabilitation efforts that strive to recapture the historic setting and landscape character of the Stanford White Complex to the degree possible through capital projects, grounds maintenance and ongoing management by college staff. Key elements in recapture of the GML and HOF complex is re-defining its setting atop the ridge overlooking the Harlem River and paring back of vegetation masking architecturally important views and details of the structures. Removal of invasive vines, understory brambles and select trees at the west slope along with restoration of the iron fencing along Sedgwick Avenue is an initial step in accomplishing this objective serves to improve the image of the College and Sedgwick Avenue frontage. The landscape atop the slope below the HOF terrace with refinements to improving and providing new paths, selectively thin the oak grove, and remove unsightly vegetative barriers between the White complex, Community Hall and Colston Hall will re-energize this area of the campus and re-establish historic landscape character and setting. A similar approach to reduce and restructure landscape plantings at the upper core area of the GML, Hall of Language and Hall of Philosophy will place the structures in better historic context.





LANDSCAPE APPROACH AND METHODOLOGY

The Stanford White Complex is at the historic core of the Bronx Community College, it is significant principally for the design of its architecture and the spatial relationships of the building to the campus landscape as principally proposed by McKim, Mead and White Architects. The campus landscape and its character during the New York University residency are important resources of the property that contribute to its heritage values.

As background there are four general types of cultural landscapes, not mutually exclusive: historic sites, historic designed landscapes, historic vernacular landscapes, and ethnographic landscapes. The Bronx Community College Campus core is an historic designed landscape, which is defined as: “a landscape significant as a design or work of art; was consciously designed and laid out either by a master gardener, landscape architect, architect, or horticulturist to a design principle, or by an owner or other amateur according to a recognized style or tradition; has historical association with a significant person, trend or movement in landscape gardening or architecture, or a significant relationship to the theory or practice of landscape architecture.”

Working from a base of knowledge garnered from the “*Bronx Community College Historic Core Campus, Cultural Landscape Report & Conservation Treatment Plan*” Heritage Landscapes engaged in a targeted Conditions Assessment of the characteristic elements of the White complex core landscape area. Historic plans, photographs and other relevant documents compiled for the 2005 Cultural Landscape Report & Conditions Assessment were augmented with additional historic architectural plans of the GML and 2014 site plans for the BCC Quad Landscaping & Site Improvements project. These were gathered, studied and an updated existing conditions plan was generated from the 2005 report base plan. Seasoned staff members undertook an on-site field investigation in October of 2017 to review the base landscape plan and gain a fuller understanding of the condition of the landscape, identify remaining historic elements and impacts of contemporary uses on the campus grounds in the historic core area. During that time staff members met with Octavio Gomez, BCC Campus and Facilities Planning, to engage in a discussion of site programs, issues and maintenance considerations that affect the historic complex and landscape. The information garnered during this effort was captured and is reflected in the updated existing conditions base plan and landscape conditions assessment text under five categories that reflect landscapes character features identified by the Secretary of the Interior’s Guideline for the Treatment of Cultural Landscapes. Recommended treatment options follow Federal Guidance for rehabilitation of the historic campus core while addressing contemporary use and needs as identified at the time of this conditions assessment.

LANDSCAPE CONDITIONS ASSESSMENT

LD: Site Drainage & Grading

- LD1 Finish grade retains trace of former drive edge
- LD2 Low area in walk and lawn is poorly drained
- LD3 Lawn drains toward Hall of Language

- LD4 Surface drainage bypasses storm water inlets and drains down drive to lower GML archway
- LD5 Soil is mounded against the HOF exterior wall creating a hump in the landscape
- LD6 Surface erosion is evident from storm water flow outfall from the HOF roof scupper
- LD7 Lawn areas at the top and along both sides of the asphalt walk to Colston Hall are highly eroded and compacted with gullies forming along the walk down slope.
- LD8 Lower lawn area is eroded atop the curb. A gully has formed along the face of the HOF from a combination of both surface storm water flows and outfall from the HOF roof scuppers
- LD9 Finish grade is below the finished stone of the wall exterior from years of erosive action evident from the HOF roof water scupper outfall
- LD10 Finish grade is below limestone wall base exposing brick under layer, erosion from the HOF roof scupper outfall and floor suppers is evident



- LD11 Finish grade is below limestone lip at base of wall. Erosion of surface evident from HOF roof scupper overflow and paving scuppers on HOF covered walk way
- LD12 Surface spalling of brick paving is evident and surface vegetation is seeded in the joint work between the paving bricks. Level of spalling is modest less than 10 percent of the overall paved surface.
- LD13 Granite border on areaway grate is two to four inches above the adjacent brick paving. This may constitute a trip hazard during events with large gatherings.

## Gould Memorial Library & Hall of Fame Landscape Conditions

### LE Site Elements, Materials and Fencing

- LE1 AC units located just west of the Hall of Philosophy distract from the landscape quality and make noise adjacent to the HOF adversely affecting the overall experience
- LE2 AC units located west of the Hall of Language within a landscape timber and gravel setting are unsightly, distract from the landscape setting and make noise adjacent to the HOF adversely affecting the experience
- LE3 The AC condensing units north west of the auditorium wall are fenced within a 10-foot high chain link enclosed pen, with an added section of aluminum 8-foot-high fencing along the crest of the slope and accessed by a 24" X 36" bluestone paver and small pea stone walk. The composition is unsightly and distracts from the curved wall of the GML as seen from Sedgwick Avenue.



- LE4 The concrete and bronze tree memorial is out of place with removal of other memorial plaques on the campus green.



- LE5 Three flagpoles aside of the Hall of Language are added to the historic landscape. They appear to be slightly out of scale with the architectural mass of the buildings.

## Gould Memorial Library & Hall of Fame Landscape Conditions



- LE6 The pair of three-inch square metal post between the Hall of Philosophy and HOF are not functioning.



- LE7 Iron fencing along Sedgwick Avenue is in fair to poor condition. Many of the historic acorn finials are missing and the base is rusting from having soil and debris pile up against the post and pickets over several decades. Some minor sections of fence have bent or dislodged pickets. The stone wall base at the intersection of the Hall of Fame Terrace and Sedgwick avenue is in fair to good condition.



Gould Memorial Library & Hall of Fame Landscape Conditions



- LE8 The concrete walk at the northwest auditorium exit is cracked and failing, the walk is blocked off from the corner of Sedgwick Avenue and Hall of Fame Terrace drive by the 8-foot high black aluminum fencing.
- LE9 Remnant concrete walk segments alongside the HOF colonnade are not functional and do not connect with the adjacent walks.



- LE10 The historic steps to the gate at the corner of Sedgwick Avenue and Hall of Fame Terrace Drive are not visible and assumed to have been removed. There is no operational gate at the bottom.
- LE11 The stone wall north of Community Hall Plaza is deteriorated with large areas of mortar cracked and missing. Several stones at the end of the wall have become dislodged and are on the ground.
- LE12 The stepped retaining wall with stone finials upslope of the historic walk and steps is a character feature of the historic landscape and still functions to retain the slope. It is in fair to poor condition.

Gould Memorial Library & Hall of Fame Landscape Conditions

- LE13 The concrete walk, metal handrail and downslope stone retaining wall are failed along the west perimeter of the HOF.



- LE14 The stone fountain structure is in fair condition with all ornamental elements retained. Plumbing and mechanical water systems are not operational.

LP Planting & Vegetation



- LP1 The west sloping bank is covered with invasive vines, brambles, woody shrubs and tree species. Select areas appear managed keeping vegetation at a low height, however the majority of the slope along Sedgwick Avenue looks untended and unkempt.
- LP2 Area just outside of the gate is compacted from foot traffic and void of lawn. Note there is a four to six inch drop from the granite threshold to finish turf grade.



## Gould Memorial Library & Hall of Fame Landscape Conditions



- LP3 Privet hedge is overgrown and impedes pedestrian passage on the adjacent walk. Hedge forms a physical and visual barrier separating the Colston Hall and Community Hall space from the adjacent west lawn of GML & HOF.



- LP4 Invasive vines engulf the chain link fencing at the south west perimeter of the GML & HOF west lawn. The vine covered fence is visually unsightly from all vantage points.
- LP5 The east façade of the GML is partially covered by flanking columnar English oak trees to either side. Of the eight originally planted oaks, five remain, three to the north and two to the south.

## Gould Memorial Library & Hall of Fame Landscape Conditions



- LP6 Yews planted in a line along the area way grate at the south wall of GML are overgrown, misshaped and with lost bottom foliage. This planting is unrelated and not symmetrical with plantings opposite at the north side of GML.



- LP7 Shrub massing to the north of GML is unsightly, the flowering abelia having poor form with heavy top massing and thinned out bases, and the end yew is overgrown contributing to an overall unkempt appearance.



- LP8 Yew hedging at the end walls of the HOF Colonnade is to the base of the columns and block the balustrade below when viewed from the east or Quad.

Gould Memorial Library & Hall of Fame Landscape Conditions



- LP9 Yew hedges along the base of the GML, Halls of Language and Hall of Philosophy and generally maintained below the limestone coursing on the buildings. The “v” form however presents the appearance of being un-managed with narrow vegetation at the base and wider at the top. Properly managed hedging is directed toward vertical sides or slight inward canted shapes toward the top to achieve ideal appearance and full foliage.
- LP10 The planting bed is comprised of a mix of ornamental shrub materials unrelated to the historic landscape.

LV Setting and View



- LV1 The view of the GML front façade and pediment is partially blocked buy vegetation from the central and crossing walkways.

Gould Memorial Library & Hall of Fame Landscape Conditions



- LV2 View of the HOF end roof gable is blocked by a Bradford Pear tree, altering the historic view of the colonnade from the Quad to the east.



- LV3 Recently planted trees intended to enhance the campus landscape will mature and block historic views of the of the HOF colonnade and GML south facing end wall and dome structure from the campus walks and drive.



- LV4 The historic view toward the HOF and GML and fountain basin is blocked from Sedgwick Avenue by heavy tree and woody material volunteer growth, including the vine covered chain link fence at the Colston Hall service area drive



Gould Memorial Library & Hall of Fame Landscape Conditions



LV5 Views outward from the north end of the HOF toward the Harlem River, palisades and across the north tip of Manhattan are in part obscured in by a mixed tree canopy that includes invasive species at the edge of University Woods along Sedgwick Avenue.



LV6 Views west from the HOF terrace toward the Harlem River, Manhattan and the beyond are blocked by a mix of trees that include mature oaks and maples as well as several species considered to be invasive, ailanthus, black cherry and Norway maple.

LA Site Access and Circulation

- LA1 There are no pedestrian walks in the landscape areas north and south of GML that provide access to the iron gates at the HOF center terrace or the GML. In this area neither the HOF Terrace nor GML is handicapped accessible, the terrace is elevated 6 inches above finish landscape grade and there are no doors on either the north or south facades of the GML. The library is entered via the main stairway facing the Quad to the east and pair of metal steps at the HOF terrace.
- LA2 The HOF and HOF center terrace is accessible via a concrete walk at the west end of North Hall & Library at the north end of the HOF walk and terrace. The walk is poorly drained although is level with only modest elevational change. To

Gould Memorial Library & Hall of Fame Landscape Conditions

the south a pedestrian walk from the campus drive along the west wall of the Hall of Language provides paved access to the HOF and HOF Terrace. The walk slope moderately from the drive to meet the finish grade of the HOF flooring.

- LA3 The GML auditorium south archway entry and west slope landscape are accessible via an 11-foot wide asphalt drive that drops approximately 11 feet with a gradient of over 10percent. The grade is not compliant to accommodate handicapped assess nor as a means of building egress from the lower level. The overall condition of the asphalt surface paving is poor condition with uneven areas and cracking of the surface paving.
- LA4 The GML north auditorium archway and west slope is void of any pedestrian walkways. With exception of a path along the fenced AC condensing unit enclosure. The path is constructed of 24X36 inch bluestone paving set in a pea stone gravel, stopping short of the auditorium arch.
- LA5 The historic concrete stepped walk to the intersection of Sedgwick Avenue and Hall of Fame Terrace is failed and no longer accessible with the gate removed. Connection to Sedgwick Avenue is no longer a viable pedestrian connection.

LANDSCAPE TREATMENT RECOMMENDATIONS

LD Site Drainage & Grading

The site appears to be well drained at the surface by a combination of well-draining soils, overland flows and appropriately placed drain inlets. There are target areas where surface erosion is evident, contributed to by several factors that include steep grades, roof drainage and soil compaction. Roof drainage from the HOF contributes to erosion at the exterior walls of the building along both the east and west perimeters. Measures to construct a maintenance border to both protect the limestone from mechanical damage, rising damp and collect the surface water runoff will greatly improve the conditions at the building perimeter.

- LD1-LD5 In locations where water flows toward the building or pathway as a result of settlement or long-term erosion activity, the grade should be modified by elevating areas to pitch away from the structure. Where the grade inherently slopes toward the building or walkway a soft swale or drainage gutter can be added to collect and redirect surface flows.
- LD8-LD11 Install a stone maintenance border at the perimeter of the HOF to absorb the impact of roof run off and direct it away from the building wall sloping toward central lawn drains. Drainage gravel below the maintenance strip will aid in reducing rising damp at the buildings limestone base course.
- LD12-LD13 Brick paving within the Hall of Fame Terrace that has begun to spall will need to be replaced, organic vegetation removed, and joint work repointed as part of a cleaning and repair effort to arrest continued future deterioration and water infiltration. Granite borders of the area ways remain elevated above the finish brick paving surface. It is not certain if this is the original as build



condition or if the paving has settled. The condition should be looked at as a potential safety concern should the HOF terrace be used for public events.

LE Site Elements, Materials and Fencing

Elements of the landscape constructed in early part of the 20<sup>th</sup> century express their age and in many instances, need to be repaired or replaced. Retaining walls along the west slope are failing and in need of repair and reconstruction to safely retain the steep slopes. The iron fencing along Sedgwick Avenue is aged with loss of painted finish and details like the acorn finial atop the post. In several locations the fence is bent and out of form. The most damaging elements contributing to potential future failure of the fencing is the accumulation of stone, soil and surface debris along the interior base of fencing. Iron fencing and stone walls remain from the original campus construction and are contributing elements to the setting of the historic buildings. Repairs and reconstruction of the fence is needed to retain the landscape character along the Sedgwick Avenue perimeter and accommodation made for long term maintenance from both the exterior (street side) and interior side. As part of the fence rehabilitation, the toe of the west slope is in need of regrading to provide a maintenance shelf which can be kept clear of accumulating debris on an annual schedule.

Contemporary elements within the historic landscape are not contributing and in places detract from the setting of the complex. Their compatibility as part of the historic core is a key consideration in their suitability and relocation to other areas on campus is generally the preferred solution to recapture of the historic setting. Utilities, air conditioning compressors, electric service transformers, control panels, pull boxes etc. are not compatible and often have unsightly fencing, paving and equipment access requirements that further degrade the quality and character of the campus landscape in the historic core area. Re-grading for utility placement and access alters the historic landscape creating anomaly in the grade to architecture relationship that is visible and incongruous to the setting. Relocation of existing service utilities as well as protection against the incursion of future utilities is an important aspect of this conditions assessment for the White complex and historic landscape.

LE1-LE5 Mechanical units should be relocated to restore important views and public areas. In instances where they cannot be taken out of the public landscape their positioning and treatment of their immediate surrounds needs to reflect historic character of the White complex. Associated elements such as concrete pads and pedestrian guards need to be minimized and avoided to the degree that they do not have an adverse effect on the landscape appearance and functionality Fencing elements remaining attached to the historic building will need to be assessed for historic appropriateness and rehabilitated or removed. Memorial marker at the White complex should be removed/relocated and treated with the same respect as the markers relocated for improvements of the Quad Landscape Improvements.

LE6-LE7 Iron fencing along Sedgwick Avenue is a contributing element of the historic landscape. Repair/rehabilitation of the fencing to reflect its historic character. Deteriorated site conditions, collected debris, elevated grades and proposed vegetation renewal, need to be addressed as part of the perimeter fence work. Remnant elements of fence posts attached to the HOF and Hall of Philosophy

appear to have no function and should be removed and the anchor holes repaired.

LE8-LE10 The concrete walks are part of the historic circulation system of the building and west slope that no longer have a purpose as part of the overall campus pedestrian circulation system. Walks atop the west slope need to be removed to deter student access to this area of the campus and the lower set of steps that were not visible at the time of the field inspection should not be replaced. Re-grading of their location to illustrate the historic circulation pattern and replacement with a secure yet operational gate at the intersection of Sedgewick Avenue and Hall of Fame Terrace will serve as a maintenance access for this area. Contemporary pedestrian, handicapped access and emergency exit needs for the GML auditorium will direct the preferred treatment options in this location.

LE11 The stone veneer retaining wall that is part of the Community Hall and Colston Tower complex forms the edge of the drive to the GML auditorium and west landscape. Stones have fallen from the inner concrete structural wall in many locations and mortar is failing. The wall is in need of repair and repointing to stop further deterioration and water infiltration

LE12-13 Retaining walls on the north end of the west slope were constructed as part of the White complex and are contributing elements of the historic landscape. The stepped retaining wall is both a historic feature and performs a function in retaining the steep slope.

Restoration of the wall to preserve its historic materials and fabric and prevent future failure is recommended. The lower wall supporting the concrete walk and metal handrail is collapsed in sections with portions of the walk removed. The stepped retaining wall is in fair condition and continues to support the upper slope, it is unclear if the lower wall is needed for retaining the upslope grade. Inspection by a structural engineer is recommended to provide an assessment of repair and/or reconstruction of the concrete and masonry walls for continued support of the upper slope and address safety concerns for vegetation maintenance operations on the west slope in this area

LE14 The historic fountain (water trough) at the west face of the GML auditorium and is an integral component of the building architecture and a contributing feature to the landscape in the historic core. The fountain masonry is in good condition but no longer operational. The stone work is in need of modest cleaning repair for repointing and sealing any locations where water may infiltrate. Plumbing and electrical service need to be replaced and a fountain operation mechanical system put in place. Fountain operation will require a concealed housing for mechanical equipment and a water storage vault below grade for water storage and operational supply.

LP Planting & Vegetation

Vegetation cover at the Stanford White Complex setting and west slope has been compromised over the preceding decades by additions of both shade and flowering trees as well as shrub materials. The historic character of an open turf areas to the east of the GML and HOF as well as the turf and tree landscape of the west slope needs to be carefully considered as options for improved circulation and site access are developed. Generally, landscape planting and grading will be guided by respect for the historic setting of the complex and adapted for contemporary use and ability to be kept managed.

LP1-LP10 Vegetation treatment for the White complex will vary with proximity to the buildings and anticipated uses. Planting at the immediate core of the White buildings is to be reduced and restructured to reinforce the historic organization and framework of the landscape as a setting for the Libraries and Hall of Fame structures. Modification of the landscape to the east or at the Quad façade such as the removal of trees and ornamental plantings may be undertaken with rehabilitation of GML or as an independent effort.

The upper portion of the west slope lawn between HOF and Community Hall can remain as a tree canopied turf area with removal of select trees to open views overlooking the Harlem River from the HOF Colonnade and thinning of the oak canopy more representational of the historic setting for the Complex. The vegetative cover in this area will be directly affected by accommodation of handicapped accessible paths from the GML Auditorium. The lower portion of the west slope requires removal of invasive species and implementation of a long-term management strategy to secure the historic setting of the White complex atop the hill and retain open views from Sedgwick Avenue and beyond.

LV Setting and View

The setting of the White Complex is an important consideration in recapture of the historic landscape character of this area as the architectural icon of the Bronx Community College. Placement atop the east ridge above the Harlem River afford both views of the GML dome and Hall of Fame Colonnade from the surrounding landscape, and views out across the Harlem River Valley from the Hall of Fame. The historic view of the GML and HOF from Sedgwick Avenue and University Woods are obscured by overgrown and invasive vegetation at on the west facing slope that include undesired mature trees. Restoration of the western views can be achieved by selective tree removals and pruning, replacement of invasive species on the west slope, in combination with long term vegetation management practices.

The landscape setting of the White complex at the east is composed of an evolved accretion of trees and ornamental plantings intended to frame the architecture. Over time plantings have reduced visibility of the historic structures and modified landscape character and context. Removal of selected trees and under plantings will restore historic views. Carefully positioned replanting will reinforce space and frame the architecture form desired vantage points to restore the setting and sense of place.

- LV1 View of GML front/east façade is historically without flanking columnar trees and the trees should be removed to provide views of the historic buildings structures. Any future tree planting in this area facing the Quad should be considered against the historic character of the landscape and organized to frame the historic structures. Memorial or commemorative trees in this location will need to be respected and accommodations made either in their present location or rededication.
- LV2 Bradford Pear trees blocking the views of the HOF colonnade and roof should be removed. Restructure tree and shrub planting to reinforce the historic setting of the White complex while addressing contemporary uses of the immediate buildings surrounds. The process will involve review of historic images, selective removal and appropriate replacement materials.
- LV3 Trees recently planted should be reorganized to frame a view of the HOF and GML from the campus walk, Community Hall Plaza and drive.
- LV4 Historic view of the HOF and GML from Sedgwick Avenue and University Woods need to be restored. Restore the visual relationships between the HOF/GML complex and Sedgwick Avenue by removal of invasive woody and herbaceous materials along the entirety of the frontage. Invasive vegetative growth on the slope and the vine covered Colston Hall loading dock fence block the view from both the vehicle travel lanes and sidewalk. Invasive vegetation needs to be replaced and the fence reorganize to remove it from the view shed and secure the loading area to Colston Hall from pedestrian access. Selective removal and thinning of tree canopies will improve the visual connections and provide historic vistas from the HOF covered walk. Selective thinning of trees atop the slope with removal of low shrub massing between Community Hall and HOF will improve the visual relationship between the structured areas and define this historic landscape area.
- LV5 Historic view from the northwest corner of the HOF over University Woods west is clear of large trees and needs to be managed into the future to maintain the open view outward. Opportunity to work with the City of New York in the managed care of trees along the University Woods Sedgewick Avenue border for removal of invasive species as seed sources and in creating a more open visual experience into the woodlands from the campus should be fostered.
- LV6 Historic panoramic views from the HOF terrace overlooking University woods toward the Harlem River, city skyline and palisades along the Hudson can be partially restored by removal of invasive trees and careful thinning of the large oak tree canopies. Future planting of trees along the west slope is to be avoided.

LA Site Access and Circulation

Access to the White complex has been altered overtime with elimination of the carriage drive and pedestrian walks from Sedgwick Avenue to the lower elevation of HOF leaving the west landscape neither accessible nor inviting as a place on campus. Access to the ceremonial or east façades of the complex structures is provided along the pedestrian

Gould Memorial Library & Hall of Fame Landscape Conditions

walk constructed in 2015 linking the Hall of Language, Gould Memorial Library and Hall of Philosophy with the North Hall and Library. Neither the east nor west entries of the GML or HOF is handicapped accessible. Provision for handicapped access to the GML at the Rotunda (Plan Level 03) floor elevation can be addressed with installation of an accessible walk and ramp to the north side of the Library. Access to the HOF Terrace can be achieved with modest intervention and regrading at the two gated exterior entrances.

Accommodation for emergency and accessibility to the lower GML Auditorium requires a combination of design solutions for both the White complex and the Community Hall assemble room. Utilities and other obstacles need to be relocated in order to provide a clear path of egress for pedestrians and to support vehicular access for service and emergency use. The preferred approach is a continuous 5% gradient path with no handrails, rather than a ramp with double handrails. Path alignments and grading need to be studied in detail to achieve accessible gradients and be respectful to the historic landscape setting and address College operations.

LA1 Construction of a handicapped accessible walk from the exterior finish grade to the first floor of GML may be accommodated with careful grading of an accessible walk and modifications to existing grades to achieve the 3 to 4-foot change in elevation. To achieve a 4-foot change in elevation a continuous 5% walk for a minimum of 80 feet is required.

Connectivity of the HOF and Terrace can be further improved by installing pedestrian walk to the HOF terrace to either side of the GML via walks from the Green to the iron gates at either side. Re-grading or a modest 5% ramp to address the 6-inch grade change are options to make these connections accessible.

LA3-LCA 4 Improved pedestrian circulation at the west side of the GML and HOF to provide access to the arched doorways of GML auditorium as an extension of the campus circulation system requires detail study of the program needs and site conditions. The basic parameters to be considered are:

- Implement a walk system that is compatible with and reinforces the historic setting of the White complex on this west facing slope above Sedgwick Avenue.
- Provide handicapped access and emergency egress from the GML auditorium
- Provide emergency vehicle access
- Provide maintenance vehicle/equipment access

In association with this effort, program needs for pedestrian and vehicular access to the Community Hall assembly room should be considered:

- Improve the experience and quality of the existing walk from the upper drive at Butler Hall to the Community Hall assembly room
- Provide vehicular access for loading and unloading performance equipment

Gould Memorial Library & Hall of Fame Landscape Conditions

The desired outcome is to construct walk(s) providing on grade emergency access/egress from the GML Auditorium, for pedestrian and vehicular access with alignments reflecting historic carriage drive patterns and constructed of durable materials able to accommodate vehicles that are historically appropriate to the setting. Grades will need to be studied to identify the possible use of combined step, walk, and ramp configurations to achieve desired and code compliant gradients. A walk segment on grade as an emergency exit constructed below Community Hall along the retaining wall at Colston Hall to the south and beyond to on grade parking areas at Colston Hall should be considered.

As a comprehensive project with an improved pedestrian experience and accessibility to Community Hall, the existing asphalt drive to the GML south auditorium archway entry/exit should be rethought as a primary pedestrian walk on campus, as part of a circulation system that connects the GML Auditorium to the West Slope landscape and Community Hall. Issued for incorporation are:

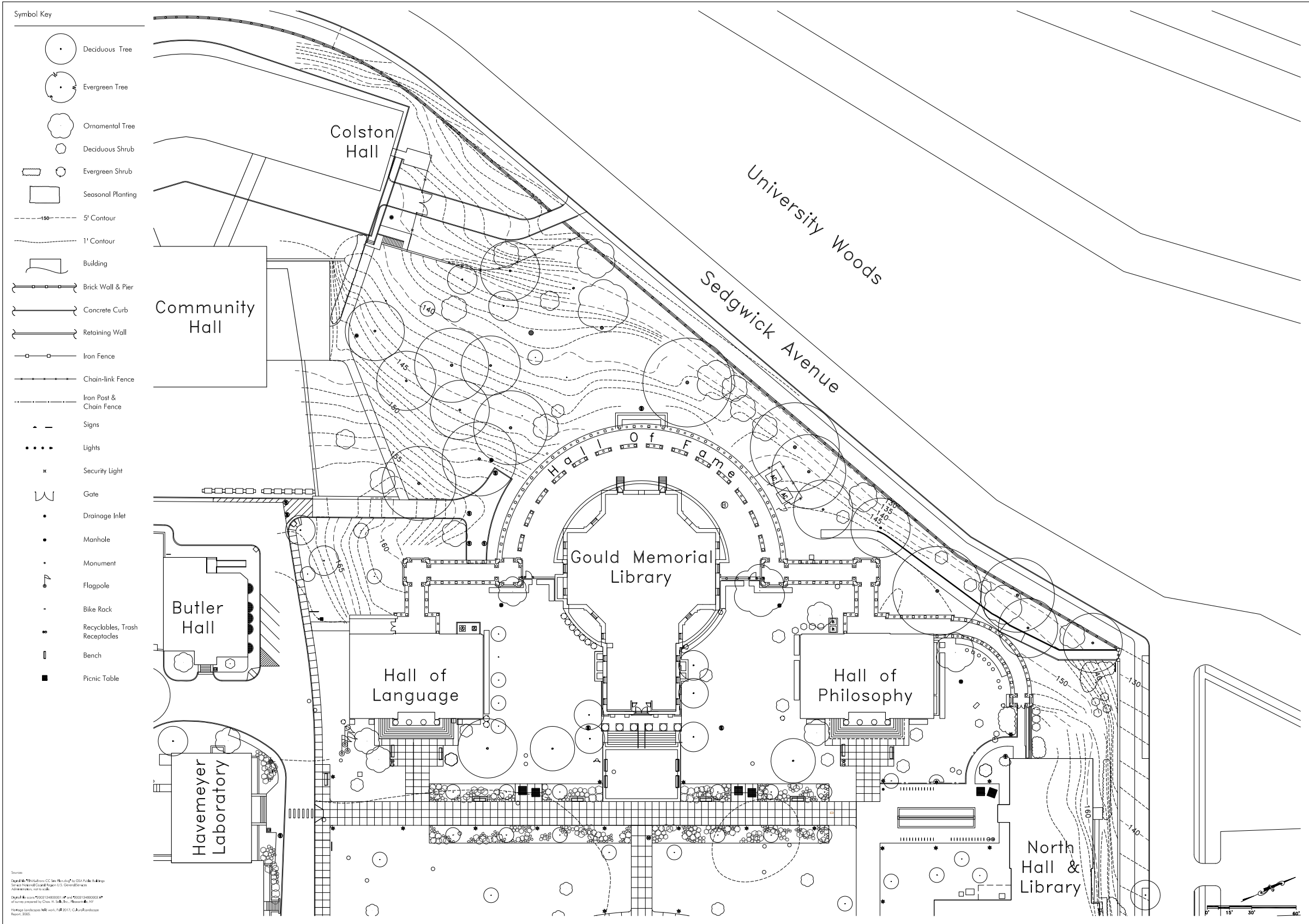
- Removal of existing utilities and awkward fencing at the top of the slope behind the HOF.
- Pedestrian rails at the top of slope to guide pedestrians away from the edge of the steep slope.
- Maintaining a gradient of 5% or less along the walk from the Auditorium to and below the Community Hall.
- Pedestrian rail along the top of the retaining wall between the Community Hall and Colston Hall.
- Accommodation of emergency vehicles without necessitating a turnaround.
- Ability to support vehicular access to the GML Auditorium and Community Hall for performance set ups and break downs
- Improved materials/finishes
- Realignment and increased path width of the segment to Community Hall and terrace.
- Provide a stepped connection to the upper plaza area for improved pedestrian linkage to the tree and turf of the west slope landscape

An approach that looks holistically at providing accessibility to the GML auditorium and The Community Room assembly space will revitalize this area of the campus atop the west facing slope that overlooks University Woods.

LA5 Remove failing components of the former walk and steps, regrade to accommodate maintenance access along the historic alignment. The upslope stone wall should be repaired and remain as both a contributing feature of the historic landscape and as a functioning element to retain the slope.

<sup>i</sup> Robert R. Page, Cathy A. Gilbert, Susan A. Dolan, A guide to cultural landscapes reports: Contents, Process, and Techniques, U.S. Department of the Interior National Parks Service, Cultural Resource Stewardship and Partnerships, Park Historic Structures and Cultural Landscapes Program (Washington DC, 1998): 12.





# Bronx Community College

## Gould Memorial Library & Hall of Fame

### Conditions Assessment

#### Bronx, NY

Client:  
**Bronx Community College**

University Avenue &  
West 181st Street  
Bronx, NY

Landscape Architect:  
**Heritage Landscapes**  
Preservation Landscape Architects & Planners

501 Lake Road  
Charlotte, VT 05445  
802.425.4330

34 Wall Street  
Norwalk, CT 06850  
203.852.8966

Architect:  
**Beyer Blinder Belle**

120 Broadway, 20th Floor  
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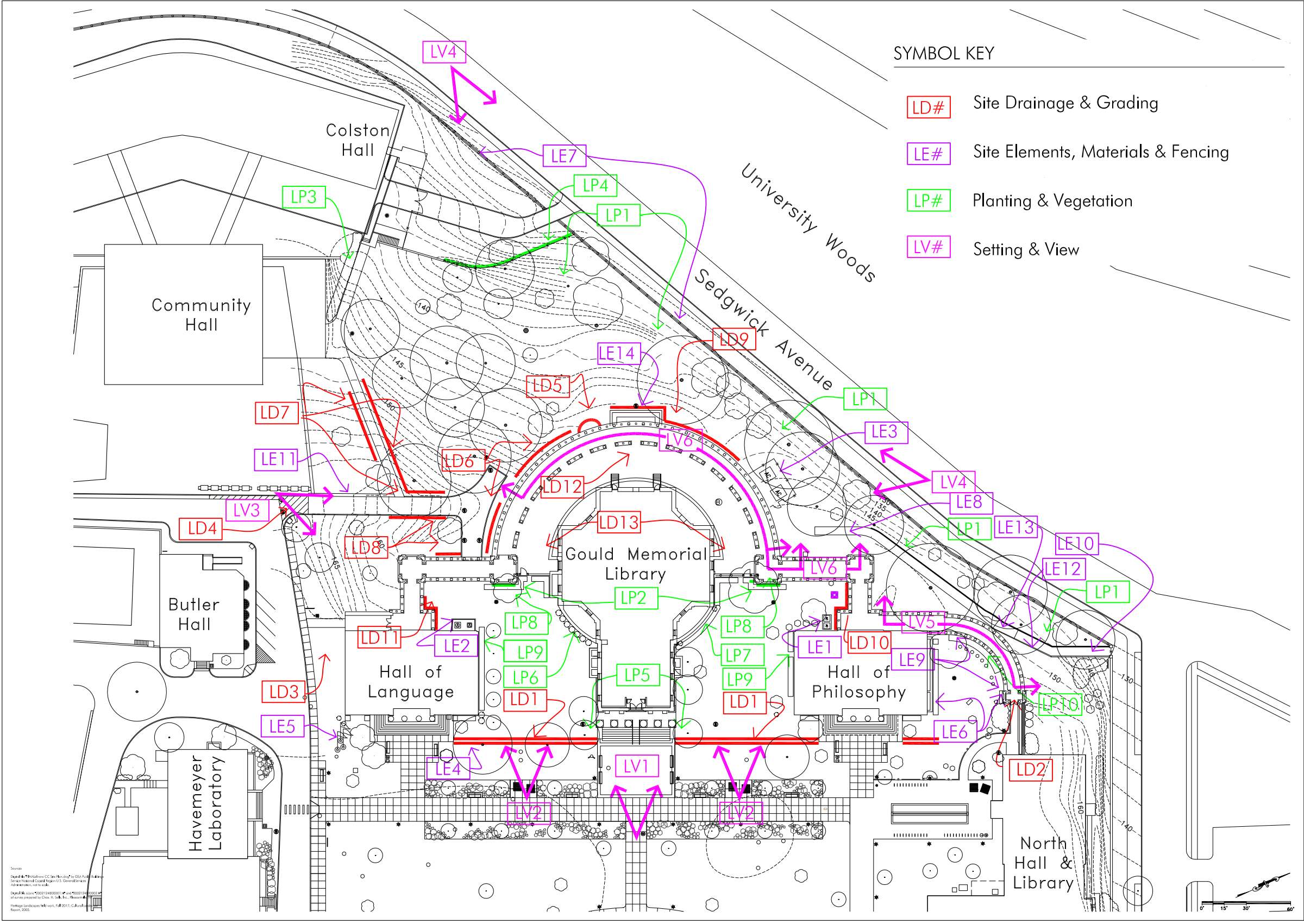
Drawing Title:

## Existing Conditions

Date:  
November 2017

Drawing Number:

### EC-1



**Bronx Community College**  
Gould Memorial Library & Hall of Fame  
Conditions Assessment  
Bronx, NY

Client:  
**Bronx Community College**  
University Avenue &  
West 181st Street  
Bronx, NY

Landscape Architect:  
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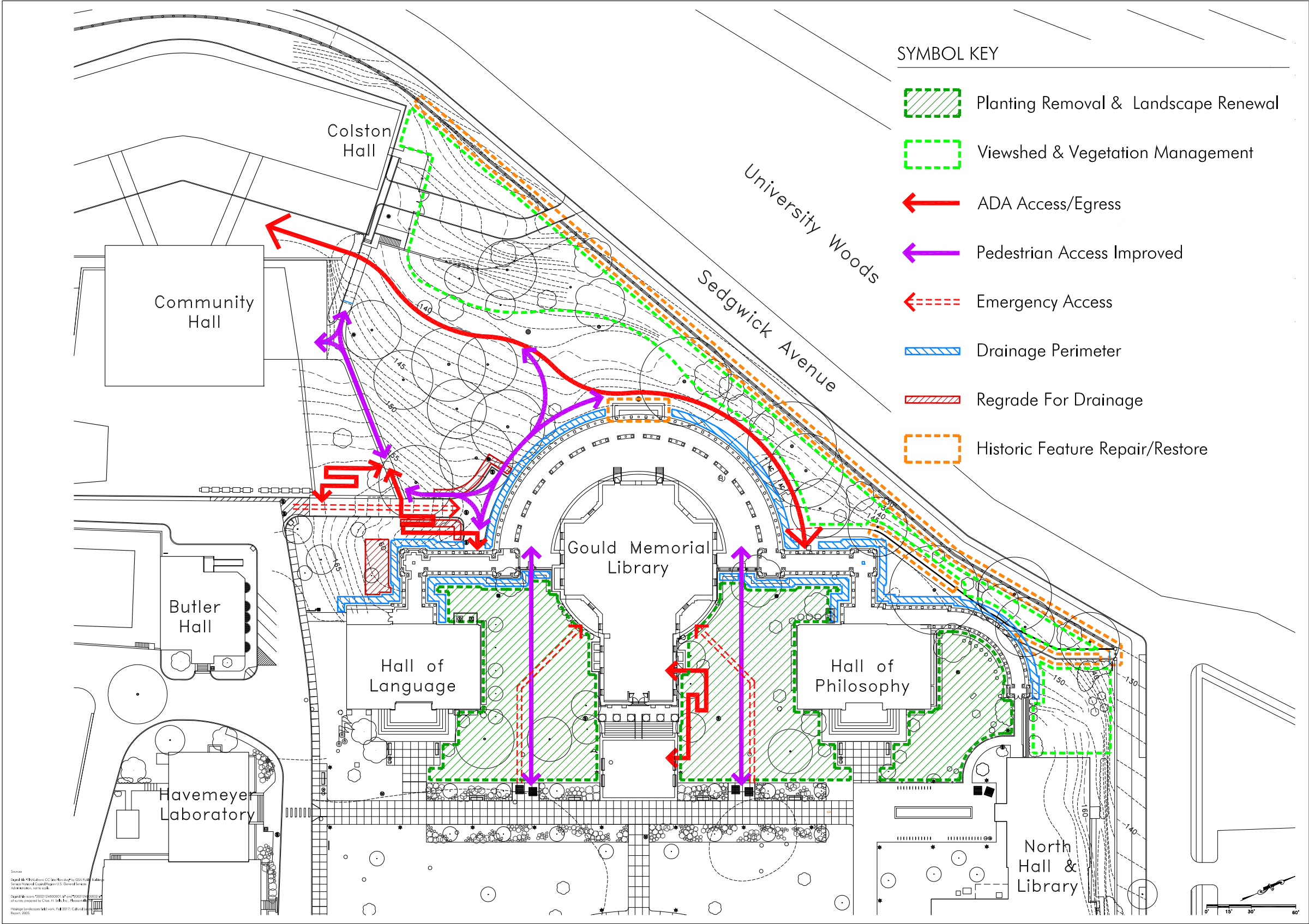
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Drawing Title:  
**Landscape  
Conditions  
Assessment  
Locations  
Plan**  
Date:  
November 2017

Drawing Number:  
**EC-2**







# Bronx Community College Gould Memorial Library & Hall of Fame Conditions Assessment Bronx, NY

Client:  
**Bronx Community College**  
University Avenue &  
West 181st Street  
Bronx, NY

Landscape Architect:  
**Heritage Landscapes**  
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Drawing Title:  
**Landscape  
Treatment  
Recommendations  
Diagram Plan**

Date:  
**November 2017**

Drawing Number:  
**TP**

# Interior Survey

## METHODOLOGY

Representatives from Easton Architects visited the Gould Memorial Library (GML) and Hall of Fame (HOF) twelve times between August and October 2017 - August 03, 08, 22, 24, 29, 30; September 06, 07, 11, 12; and October 17 - to survey and document the existing conditions of all interior components and finishes. The survey was performed through research; documentation; close visual inspection, including binocular inspection; and non-invasive probing, including sounding.

A methodology was developed to identify, locate, and record all existing systems and conditions and translate that information into a usable written and graphic format. Based on the conditions surveyed, a series of recommendations was developed to allow for the stabilization, restoration, and eventual reuse of the interior spaces of both GML and HOF in five phases: (1) stabilization and protection of the resource, (2) providing accessibility and upgraded systems to the building, (3) securing the building envelope, (4) providing full building access, and (5) interior adaption as required for the new use of the building. These recommendations were then used, in tandem with the recommendations for exterior, structural, and MEP improvements, to generate a detailed cost estimate of the phased, recommended improvements. This document can be used to advise and inform future decisions made by the Advisory Board, CUNY, and BCC for the future of the resource.

The methodology was based philosophically on accepted and established preservation theory and practice as advocated by the Secretary of the Interior's Standards for the Treatment of Historic Properties with Guidelines for Preserving, Rehabilitating, Restoring, & Reconstructing Historic Buildings; the National Trust for Historic Preservation; and the American Institute of Conservation of Artistic and Historic Works, where as much original material as possible shall be maintained, intervention shall be the minimum necessary to insure the extended life of all building and landscape features and components, all interventions shall be accurately recorded, and all restoration procedures shall be proven reversible where possible.



Gould Memorial Library, Interior of Rotunda



Gould Memorial Library, Interior of Auditorium



#	System	Room BAL 08	Room BAL 09	Room BAL 10	Room BAL 11	Room BAL 12
1	Glass and Cast Iron Floor (includes balconette floors)	CR(2) (1) broken w/mole, C, S, DGP, ST	C, S, DGP, ST	CR(2) C, S, DGP, ST, OJ	S, DGP, ST	CR(2) C, S, DGP, ST
2	Cast Iron Ceiling Support (beams / grid)	C, S, ST, PL orig attached conduit →	S, ST, PL	C, S, ST, PL →	S, ST, PL	C, S, ST, PL
3	Sheet Metal Wall and Sheet Metal Soffit	C, S, ST, MD	S, ST, MD	C, S, ST, MD	S, ST, MD	C, S, ST, MD
4	Plaster Wall	CR, S, PL, ST, SP	CR, S, PL, ST, SP	CR, S, PL, ST	CR, S, PL, ST	good cond. minor CR, S, ST
5	Stair					
5a	Cast Iron					
5b	Marble Treads					
5c	Iron Railing with Wood Handrail					
6	Door: Extant or Non	E, Calamine "LATIN"	E, stack type	E, Calamine "GREEK"	E, stack type	E, Calamine "SEMITIC"
6a	Hardware	3 hinges no knob or plate	none	3 hinges plate knob spindle, no knob	none	3 hinges no plate or spindle or knob
7	Windows: Wood and Glass (operation / hardware)	E, pivot, op. pull		E, pivot, op. pull	E, pivot, op. pull	E, pivot, op. pull
8	Stack Panel					

#	System	Room BAL 08	Room BAL 09	Room BAL 10	Room BAL 11	Room BAL 12
9	Lightwell	to above plywood corner		to above open		to above particle board infill
10	Bookstacks (metal / wood)	WM ML, C, S,	WM ML, S	WM ML, S	WM, BP C, S, ML	WM ML, S
11	Cast Iron Balconette Stack System (including doors)					
12a	Railing: Balcony Railing at Mezzanine and Balcony					
12b	Railing: Balcony Railing at Lightwell					
13	Balconette					
14	Fire Supression	4 heads	2 heads	4 heads	4 heads	4 heads
15a	Lighting: Balcony - wall mounted with two globes					
15b	Lighting: Stacks - Ceiling Mounted Compact Fluorescent Bulbs	2 sockets 1 5 Day 1 cly mtd	2 cly mtd	2 cly mtd	4 cly mtd w/ 2 bulbs	3 cly mtd 2 1/2 Day 1 cly mtd
	Miscellaneous Notes	4 tube fluor. radiator under window.		checked out of bookshelves		cly mtd fluor.

ML - Material Loss	OJ - Open Joint	D - No Door, Frame or Hinges	DGP - Deteriorated Glazing Putty	E - Extant	MD - Mechanical Damage	NA - Not Accessible
C - Corrosion	S - Soiling	D* - Frame Only	ST - Staining	NE - Non-extant	BP - By-pass Stacks (thru-floor)	W - Wear
CR - Crack	PL - Paint Loss	NGP - No Glazing Putty	SP - Spalling Plaster	FS - Free Standing Stacks	WM - Wall Mounted Stacks	



# Conservation Report

## METHODOLOGY

Cultural Heritage Conservation made seven site visits during the months of September and October 2017 to catalogue soiling conditions and conduct testing at the Gould Memorial Library and the Hall of Fame. The conditions were categorized by location and substrate to tailor the appropriate cleaning tests. Several materials and methods were tried on each condition and evaluated for efficacy and constructibility.

The cleaning tests employed mechanical and chemical techniques including water and waterless (latex based and specialty erasers) cleaners on the exterior and interior masonry. Not all tests achieved sufficient results, largely due to a clear coating that was discovered during testing on the exterior stone. The coating was identified on the granite pedestals of the Hall of Fame busts and the base courses of granite at GML. It has trapped heavy soiling within and likely beneath it. There is some concern that the coating is contributing to the scaling and flaking of the granite because of trapping moisture within the masonry. The removal tests on the granite base courses of GML were successful, however the tests on the Hall of Fame pedestals were not. Several attempts using coating removers, cleaners and heat were conducted but none of them achieved removal of the coating. It is not known if the limestone at Hall of Fame is coated though several cleaning agents used on it were not effective. The biological growth and the copper staining on the HOF base were removed likely because they were from external sources, but the moisture staining which comes from within the

stone was not able to be treated.

In several instances cleaning of limestone was very successful. The exterior black gypsum crust was removed readily through mechanical cleaning with a micro-abrasive, the copper staining was removed with a poultice, most of the biological growth was removed with chemical cleaning, and the oily substances staining from bird prevention systems could be mitigated with paint removers. These stains are disfiguring to the profile of the stone, and the gypsum crust and biogrowth is recommended to remove due to its accelerating the deterioration.

Several of the interior stone surfaces were successfully cleaned and will help lighten and improve those spaces. The exceptions were the stair treads which are limestone but were topped at some point with a cementitious layer. This layer was only marginally cleaned with a chemical. The limestone stairwell walls leading down to the Auditorium have been affected by moisture and had slightly less improvement than the other limestone walls. Lastly the interior Guastavino tiles did not react to any chemical cleaner.



# Cleaning Tests

EXTERIOR	COMPONENT CODE	PRODUCT	APPLICATION AND NOTES
GML Exterior Granite			
Sealer	MS-IC	Sure Klean Heavy Duty Paint Stripper	Should be used on the granite base courses Apply 1/8" thick coat Allow to dwell for 24 hours Rinse with pressure washer at 500 psi
Heavy soiling	MS-SAI	Sure Klean Heavy Duty Paint Stripper IBIX Micro-Abrasive	For use at granite horizontal ledges after paint removing. Use calcium carbonate 70 mesh with water at 15 psi
Biogrowth	MS-SB	D2	Apply D2 on gray and green biological growth Spray on dry surface Allow to dwell 10 minutes Rinse with a pressure washer at 500 psi Repeat application once surface is dry
Rust stains	MS-SF	Sure Klean Heavy Duty Paint Stripper Sure Klean 942 Limestone & Marble Cleaner	For use on rust stains at the rear granite after pant removing Apply 942
GML Exterior Brick			
General soiling	MB-SA	Pressure Washer	Pressure wash with clean potable water at 500 psi using a fan tip nozzle.
GML Exterior Marble			
Disaggregation	MS-DI	Gentle water scrub Conservare Hydroxylating Conversion Treatment followed by Conservare OH100	Spray water on marble with a Hudson Sprayer, no pressure washer should be used on the marble Gently scrub with stiff natural bristle brush Allow to dry Spray or brush apply Hydroxylating Conversion Treatment (HCT) until marble rejects treatment Wait 30 minutes or until surface is visibly dry Repeat two more times with HCT Once the surface is thoroughly dry apply HCT Finishing Rinse until rejection Allow to cure for 24 hours Apply OH100 until material is rejected Wait 10 minutes Repeat two more times Wait 60 minutes Apply OH100 until material is rejected Wait 10 minutes Repeat two more times
GML Terra Cotta			
Atmospheric Soiling	TC-SA	Restoration Cleaner	Mix 1 part product to 1 part clean water Pre-wet the soiled surface Brush apply the dilution Allow to dwell for 5 minutes Rinse with a pressure washer at 500 psi

# Cleaning Tests

EXTERIOR	COMPONENT CODE	PRODUCT	APPLICATION AND NOTES
GML & HOF Limestone			
HOF Biogrowth (green and dark gray)	MS-SB	D2	Apply D2 on gray and green biological growth Spray on dry surface Allow to dwell 10 minutes Rinse with a pressure washer at 500 psi Repeat application once surface is dry
ML Biogrowth (black)	MS-SB	Envrio Klean ReKlaim Cleaner and Activator Sure Klean Limestone & Masonry Afterwash	Mix 1 part ReKlaim Cleaner to 1 part ReKlaim Activator (prepared solution) Then mix 5 parts prepared solution to 3 parts clean water. Stir well with non-metallic tool. Brush apply on dry surface Allow to dwell for 10 minutes. Reapply if mix starts to dry. Gently scrub with stiff natural bristle brush Rinse with pressure washer at 500 psi Immediately after rinsing mix and apply 1 part clean water to 1 part Limestone & Masonry Afterwash Allow to dwell for 4 minutes Rinse with pressure washer at 500 psi
GML Biogrowth (green)	MS-SB	D2	Apply D2 on gray and green biological growth Spray on dry surface Allow to dwell 10 minutes Rinse with a pressure washer at 500 psi Repeat application once surface is dry
Gypsum crust	MS-SA	IBIX	Carefully blast 70 mesh calcium carbonate with water at 15 psi on gypsum crust only and do not create wand marks in the process
Bird protection stains	MS-SO	Sure Klean Fast Acting Stripper	Apply product only on oil stains Allow to dwell for 30 minutes Remove product and rinse and scrub with stiff natural bristle brush
Efflorescence	MS-EF	Chemique Artisan Efflorescence Remover	Pre-wet and allow until 75% dry Brush apply product Scrub immediately with stiff natural bristle brush Rinse with a pressure washer at 500 psi
Copper staining	MS-SC	ShoreBest 2382 CSR Poultice ShoreBest 2381 CSR Liquid	Mix ShoreBest 2382 CSR Poultice with 2381 CSR Liquid to make a paste Apply 3/8" thick with a trowel Cover with plastic sheeting ensuring no air pockets are created Dwell for 24 hours Remove plastic sheeting and allow poultice to completely dry Remove poultice and scrub while rinsing to remove all product Repeat if stain persists
Moisture Discoloration	MS-SM	No recommendation	No tests were able to mitigate this condition; some tests were successful in some areas and then not on the same condition in another area
HOF Guastavino			
Soiling	MG-SA	Chemique Artisan Safer Limestone Cleaner	Apply product to dry surface Allow to dwell for 10 minutes Scrub and rinse with a Hudson Sprayer; do not use a pressure washer
Failed glaze	MG-GL	Primer 240 Edison Coatings Aquathane UA210 E	Apply Primer 240 over entire tile Allow to dry Apply Auathane UA210E -coating is breathable and will protect the exposed clay body and unify the surface



# Cleaning Tests

EXTERIOR	COMPONENT CODE	PRODUCT	APPLICATION AND NOTES
HOF Marble			
Soiling	MS-SA	Gentle water scrub	Scrub and rinse with water in a Hudson Sprayer; do not use a pressure washer
HOF Granite			
Biogrowth (on retaining wall)	MS-SB	D2	Apply D2 on gray and green biological growth Spray on dry surface Allow to dwell 10 minutes Rinse with a pressure washer at 500 psi
Encrustation (at arched entryways)		Tool	Use masonry hammer and chisels, pneumatic or hand, for remove of encrustation
General soiling (at retaining wall)	MS-SA	Restoration Cleaner	Mix 1 part product to 1 part clean water Pre-wet the soiled surface Brush apply the dilution Allow to dwell for 5 minutes Rinse with a pressure washer at 500 psi
Clear coating with entrapped soiling (pedestals)	MS-IC	No recommendation	Nothing was successful enough to recommend implementation; it is unclear if the coating is harming the granite; Heavy Duty Paint Stripper for a 24-hour dwell worked somewhat
GML Copper			
Soiling		Vulpex	Must test first with conservator: Dilute Vulpex 1:5 Apply and scrub Rinse
Corrosion Inhibition		Incralac with flatting agent	Must test first with conservator: Spray apply Allow to dry for 30 minutes/as weather permits Re-apply
GML Bronze			
Soiling		Vulpex	Conservator applied: Dilute Vulpex 1:5 Apply and scrub Rinse
Corrosion Inhibition		Incralac with flatting agent	Conservator applied: Spray apply Allow to dry for 30 minutes/as weather permits Re-apply
HOF Bronze			
Soiling		Vulpex	Conservator applied: Dilute Vulpex 1:5 Apply and scrub Rinse
Corrosion Inhibition		Incralac with flatting agent	Conservator applied: Spray apply Allow to dry for 30 minutes/as weather permits Re-apply

# Cleaning Tests

INTERIOR	PRODUCT	APPLICATION AND NOTES
Gould Limestone		
General soiling	Chemique Artisan Safer Limestone Cleaner	Apply product to dry surface Allow to dwell for 5 minutes Scrub and rinse with a Hudson Sprayer; do not use a pressure washer
Baseboard wax and soiling	TroubleShooter	Apply on baseboard and above a few inches Allow to dwell for 5 minutes Scrub and rinse with clean water to remove
Efflorescence (lower level)	Chemique Artisan Efflorescence Remover	Pre-wet and allow until 75% dry Brush apply product Scrub immediately with stiff natural bristle brush Rinse with a pressure washer at 500 psi
Gould Cementitious Coating on Treads		
Heavy soiling	Enviro Klean All Surface Cleaner	(Results were moderate) Mix product 1 part to 3 parts water Apply on dry surface Allow to dwell for 10 minutes Scrub with stiff natural bristle brush and rinse with low volume water
Gould Marbles		
Stair treads to stacks	Chemique Artisan Safer Limestone Cleaner	Apply product to dry surface Allow to dwell for 5 minutes Scrub and rinse with a Hudson Sprayer; do not use a pressure washer
Gould Brick		
Heavy soiling	Chemique Artisan Safer Limestone Cleaner	Apply product to dry surface Allow to dwell for 5 minutes Scrub and rinse with a Hudson Sprayer; do not use a pressure washer
Gould Painted Plaster		
General Soiling	No recommendation	No test was successful

# Cost Estimate

Gould Memorial Library & Hall of Fame  
Bronx Community College - City University of New York  
Bronx, NY

## FEASIBILITY COST ESTIMATE

March 15, 2018

Cost estimates were prepared according to standard practices for each trade, relative to individual systems. Work is organized per trade, and generally itemized per condition to be repaired, as shown in the Chapter 3 tables and drawings.

Estimates are reported in 2 formats, one according the 5-level Prioritization to match the 2005 CMP, and other for the 5-stage Phasing developed by BCC, CUNY FPCM and the Foundation. The Prioritization approach shows completion of work in the order of most critical to desirable improvements:

1. Potential Hazards
2. Code Violations
3. Deterioration
4. Enhancement: (Improve Appearance, Aesthetics and Operability)
5. Code-compliance and Occupancy

The Phasing approach orders the Priorities into a sequence of construction projects:

- A. Critical Repairs: to arrest deterioration of the GML Dome and implement roof work already funded that is scheduled to be performed. Critical repairs within the scope of this study augment the roof work by correcting hazardous conditions at the HOF cornice, HOF roof, GML facades, and GML roof.
- B. Access to the Rotunda: to improve accessibility, with ADA entry to the Rotunda, Balcony and Auditorium; provide HVAC, restrooms and utility upgrades, reopen the dome laylight, and restore the interior Rotunda and dome.
- C. Building Envelope Improvements: to repair GML and HOF brick and stone, tile roofs, skylights, restore GML windows and replace HOF fenestration.

- D. Building / Architectural Systems Improvements: to provide access and egress to all levels of GML, upgrade Mechanical, Electrical, Plumbing, Fire Alarm and Fire Protection services outside of the Rotunda (including restrooms, HVAC, power, etc.), structurally alter book stack framing, and complete associated code-required upgrades (stairs, lighting, etc.).
- E. Fit-out Accommodations: to finish all levels of GML above the Rotunda, and provide MEP/FA/FP upgrades, fit-out and finishes to the HOF.

Each Priority and Phase item includes full mobilization, construction, and clean-up, with re-mobilization for the subsequent Phase or Priority. General Conditions and contingency percentages are in accordance with CUNY and Facilities Planning Construction Management (FPCM) standards. The duration of construction has not been factored into costs, due to the anticipated project phasing. If the entire scope is performed continuously work is anticipated to be 24 months long. Costs are shown in current dollars, with escalation excluded, as the project schedule is developed and funds raised.


Exterior costs were calculated by actual quantities of conditions observed. Where applicable, replacement of entire components has been recommended for best installation, durability, and performance. Interior estimates were primarily based on allowances for repair or replacement of each system. Structural work was calculated as allowances based on exterior repairs and areas of interior replacement. Building service upgrades were based on estimated extents of systems that will require upgrade, anticipated means of access for internal distribution, and connection to campus networks. Removal of hazardous materials and professional fees were not included in the estimates.

**Architect**  
**Beyer Blinder Belle Architects**  
120 Broadway, 20th Floor  
New York, New York 10271





Gould Memorial Library & Hall of Fame Bronx, NY																	March 15, 2018																		
BUILDING AREA (GSF)																	Estimate Summary																		
	Priority 1	Priority 2	GML Priority 3	Priority 4	Priority 5	Priority 1	Priority 2	HOF Priority 3	Priority 4	Priority 5	Priority 1	Priority 2	Priority 3	Priority 4	Priority 5	Subtotal Trade	Total \$																		
SITework AND DEMOLITION																		1,561,653																	
Sitework	-	-	-	-	-	-	-	-	-	-	-	2,200	545,400	384,343	539,710	1,471,653																			
Demolition	-	-	50,000	20,000	20,000	-	-	-	-	-	-	-	-	-	-	90,000																			
EXCAVATION AND FOUNDATIONS																		5,800																	
Excavation & Foundations	-	-	-	5,800	-	-	-	-	-	-	-	-	-	-	-	5,800																			
SUPERSTRUCTURE																		688,780																	
Superstructure	-	-	126,000	281,125	270,000	-	-	11,655	-	-	-	-	-	-	-	688,780																			
EXTERIOR, MASONRY AND WINDOWS																		6,450,357																	
Masonry and Stone	10,910	47,000	1,871,250	338,957	609,545	120,900	28,100	1,516,222	127,074	-	-	-	-	-	-	4,669,957																			
Windows	-	-	1,417,680	-	-	-	7,500	348,000	7,220	-	-	-	-	-	-	1,780,400																			
ROOFING & WATERPROOFING																		2,442,851	2,442,851																
Roofing & Waterproofing	11,500	17,050	976,271	369,630	-	14,000	5,000	1,035,050	14,350	-	-	-	-	-	-	2,442,851																			
INTERIOR CONSTRUCTION																		13,857,090																	
Partitions	-	100,000	-	217,617	60,000	-	-	-	22,788	-	-	-	-	-	-	400,404																			
Interior Doors	-	-	489,596	-	-	-	-	-	-	-	-	-	-	-	-	489,596																			
Floor Finishes	-	-	797,649	7,021	-	-	-	304,981	-	-	-	-	-	-	-	1,109,651																			
Base Finishes	-	-	284,026	-	-	-	-	74,908	-	-	-	-	-	-	-	358,934																			
Wall Finishes	-	192,000	3,411,296	113,750	225,000	-	-	789,852	-	-	-	-	-	-	-	4,731,898																			
Ceiling Finishes	-	-	2,679,638	-	-	-	-	-	-	-	-	-	-	-	-	2,679,638																			
Auditorium	-	-	1,018,207	600	-	-	-	-	-	-	-	-	-	-	-	1,018,807																			
Millwork	-	-	88,350	-	-	-	-	-	-	-	-	-	-	-	-	88,350																			
FF&E for B Occupancy Areas	-	-	-	-	1,803,524	-	-	-	-	1,176,288	-	-	-	-	-	2,979,812																			
SPECIALTIES																		20,525																	
Building Specialties	-	-	12,800	-	6,325	-	-	1,400	-	-	-	-	-	-	-	20,525																			
VERTICAL TRANSPORTATION																		1,323,810																	
Elevators	-	-	-	1,123,000	40,000	-	-	-	-	-	-	-	-	-	-	1,163,000																			
Stairs	-	-	160,810	-	-	-	-	-	-	-	-	-	-	-	-	160,810																			
PLUMBING																		464,520	464,520																
Plumbing	-	176,425	63,770	45,000	149,325	-	-	-	-	-	-	-	-	-	30,000	464,520																			
HVAC																		2,331,650	2,331,650																
HVAC	-	-	28,200	259,200	2,044,250	-	-	-	-	-	-	-	-	-	-	2,331,650																			
FIRE PROTECTION																		180,080	180,080																
Fire Protection	-	16,030	-	1,200	-	-	161,600	-	-	-	-	1,250	-	-	-	180,080																			
ELECTRICAL																		1,790,407	1,790,407																
Electrical	-	24,640	369,435	461,345	565,029	8,876	-	-	172,385	188,697	-	-	-	-	-	1,790,407																			
TOTAL DIRECT COST																		22,410	573,145	13,844,977	3,244,245	5,792,998	143,776	202,200	4,082,068	343,816	1,364,985	-	3,450	545,400	384,343	569,710	31,117,522	31,117,522	
General Requirements/Mobilization																		8%	1,793	45,852	1,107,598	259,540	463,440	11,502	16,176	326,565	27,505	109,199	-	276	43,632	30,747	45,577	2,489,402	2,489,402
Subtotal																			24,203	618,997	14,952,576	3,503,784	6,256,438	155,278	218,376	4,408,633	371,321	1,474,183	-	3,726	589,032	415,090	615,287	33,606,924	33,606,924
Design Contingency																		15%	3,630	92,850	2,242,886	525,568	938,466	23,292	32,756	661,295	55,698	221,127	-	559	88,355	62,263	92,293	5,041,039	5,041,039
Subtotal																			27,833	711,847	17,195,462	4,029,352	7,194,903	178,570	251,132	5,069,928	427,019	1,695,311	-	4,285	677,387	477,353	707,580	38,647,962	38,647,962
Change Orders																		10%	2,783	71,185	1,719,546	402,935	719,490	17,857	25,113	506,993	42,702	169,531	-	428	67,739	47,735	70,758	3,864,796	3,864,796
Subtotal																			30,617	783,031	18,915,008	4,432,287	7,914,394	196,427	276,246	5,576,921	469,721	1,864,842	-	4,713	745,125	525,089	778,338	42,512,758	42,512,758
Bid Contingency																		5%	1,531	39,152	945,750	221,614	395,720	9,821	13,812	278,846	23,486	93,242	-	236	37,256	26,254	38,917	2,125,638	2,125,638
Subtotal																			32,147	822,183	19,860,759	4,653,901	8,310,113	206,248	290,058	5,855,767	493,208	1,958,084	-	4,949	782,382	551,343	817,255	44,638,396	44,638,396

		Gould Memorial Library & Hall of Fame Bronx, NY															March 15, 2018			
																			Estimate Summary	
BUILDING AREA (GSF)																				
		Priority 1	Priority 2	GML Priority 3	Priority 4	Priority 5	Priority 1	Priority 2	HOF Priority 3	Priority 4	Priority 5	Priority 1	Priority 2	Priority 3	Priority 4	Priority 5	Subtotal Trade	Total \$		
General contractor's OH&P, Bond's and Insurance	15%	4,822	123,327	2,979,114	698,085	1,246,517	30,937	43,509	878,365	73,981	293,713	-	742	117,357	82,701	122,588	6,695,759	6,695,759		
Subtotal		36,969	945,510	22,839,872	5,351,986	9,556,630	237,185	333,567	6,734,132	567,189	2,251,797	-	5,691	899,739	634,045	939,843	51,334,156	51,334,156		
AE		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-		
Subtotal		36,969	945,510	22,839,872	5,351,986	9,556,630	237,185	333,567	6,734,132	567,189	2,251,797	-	5,691	899,739	634,045	939,843	51,334,156	51,334,156		
Construction Contingency	10%	3,697	94,551	2,283,987	535,199	955,663	23,719	33,357	673,413	56,719	225,180	-	569	89,974	63,404	93,984	5,133,416	5,133,416		
Subtotal		40,666	1,040,061	25,123,860	5,887,185	10,512,293	260,904	366,923	7,407,545	623,907	2,476,976	-	6,261	989,713	697,449	1,033,827	56,467,571	56,467,571		
TOTAL ESTIMATED CONSTRUCTION COST		\$ 40,666	\$1,040,061	\$25,123,860	\$5,887,185	\$10,512,293	\$260,904	\$366,923	\$7,407,545	\$ 623,907	\$2,476,976	\$ -	\$ 6,261	\$989,713	\$697,449	\$1,033,827	\$ 56,467,571	\$ 56,467,571		

GML Subtotal 42,604,066 HOF Subtotal 11,136,256 Landscape Subtotal 2,727,250

PRIORITY COST BREAKDOWN

Priority 1 total, including mark-ups	\$ 301,570
Priority 2 total, including mark-ups	\$ 1,413,245
Priority 3 total, including mark-ups	\$33,521,118
Priority 4 total, including mark-ups	\$ 7,208,542
Priority 5 total, including mark-ups	\$14,023,097

PHASING COST BREAKDOWN

Critical Roof Repairs	A	\$ 327,545
Access to the Rotunda	B	\$ 3,284,624
Building Envelope Improvements	C	\$16,519,039
Building/Architectural Systems Improvements	D	\$24,018,989
Fit-out Accomodations	E	\$12,317,374


GML Stair Alternate - (includes all mark-ups), Phase D	\$ 1,357,668
Option to Replace GML Cornice, Priority 3 - Phase C	\$ 1,829,172

**Estimate Qualifications and Assumptions**  
Duration of construction has not been factored into costs, due to anticipated project phasing. If entire scope is performed, estimated duration is 24 months.  
Escalation is excluded.  
Priority of work is based on ranking of conditions by BBB.  
Phasing is according to recommendations by the client. Phasing estimates are pre-schematic in nature and assume initial installation of full control networks and are subject to change with detailed analysis in design.  
Estimate quantities based on areas derived from plans and elevations  
The estimate is based on documents prepared by Beyer Binder Belle Architects, dated October 30, 2017 and subsequent updates  
The estimate cost is based on prevailing wages  
Technical assumptions are based on projects of similar nature estimated by ELLANA, Inc.  
Total gross building area for GML is estimated at 37,933 square feet  
Total gross building area for HOF is estimated at 9,115 square feet  
Typical floor heights as noted on design documents.  
Hazardous material removal, abatement or encapsulation is excluded

Gould Memorial Library & Hall of Fame Bronx, NY								March 15, 2018		P R I O R I T Y   C O D E					P H A S I N G				
Line#	Description	Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes	1	2	3	4	5	A	B	C	D	E		
1	Prioritization Codes																		
2	Priority 1: Potential Hazardous - Conditions that need to be addressed immediately																		
3	Priority 2: Code Violations - Correct issues in accordance with city ordinances																		
4	Priority 3: Deterioration - Perform work necessary to stabilize the building																		
5	Priority 4: Enhancement - Implement conservation and restoration programs																		
6	Priority 5: Future Use - Recommended upgrades to the systems analyzed that propose the best use of the historic complex																		
7																			
8	01. SITEWORK AND DEMOLITION																		
9																			
10	01.1 Landscape/Site Treatment																		
16	LANDSCAPING																		
17	Revise landscaping that is obstructing the fire department connection	1	ls	1,200.00	1,200			2				LAND		1,200					
18	In locations where water flows toward the building or pathways as a result of settlement or long term erosion activity, modify grade by elevating areas to pitch away from the structure (LD1-LD5)	6	loc	3,500.00	21,000					4		LAND			21,000				
19	Where surface grade is heavily eroded by storm water, make corrections to collect and redirect surface flows using a combination of regrading, curbing and collection structures (modify text ) LD6-LD-9	7	loc	3,500.00	24,500					4		LAND			24,500				
20	Provide stone maintenance border at perimeter of HOF(LD6, LD8-LD11)	970	lf	150.00	145,500				3			LAND			145,500				
21	Clean and repair surface paving in the HOF terrace, remove organic growth, and replace 20% spalling brick (LD12-LD13)	13,000	sf	16.00	208,000					3		LAND			208,000				
22	xc - remove and replace complete membrane below paving	13,000	sf	9.57	124,400							5 LAND					124,400		
23	Relocate utilities and site elements that distract from the historic setting, AC mecahncial units, non-functioning fence elements, flagpoles and memorials. (LE1-LE5)	5	loc	5,200.00	26,000		Allow - GC only					5 LAND					26,000		
24	Site fences - fence repair (LE7) along Sedwick Ave. Replace in-kind-to historic character.	605	lf	142.00	85,910					4		LAND					85,910		
25	Part of above item, Site fences - (LE7) along Sedwick Ave., clear collected debris, regrade at high areas to remove built-up soil and vegetation renewal	300	lf	150.00	45,000					4		LAND					45,000		
26	Remove-concrete sidewalk as needed (LE8-LE10)	580	sf	27.07	15,700		Allow 100sf/loc					5 LAND					15,700		
27	Repair/restore retaining walls (LE11-LE13)	1,100	sf	20.00	22,000		3 wall locations				4	LAND					22,000		
28	Maintenance access gate (LE12-LE13)	1	ea	3,500.00	3,500		1 location (LE13)				4	LAND					3,500		
29	At Historic Fountain, restore fountain. Repair stone fountain, restore basin (LE14)	1	loc	7,750.00	7,750		Allowance					5 LAND					7,750		
30	Remove invasive species understory and re-establish low ground planting sto stabilize views (LP1)	16,300	sf	2.21	36,000							5 LAND				36,000			
31	Remove non-historic plantings and replace with contextualaly apprpreate materials to address contemporary needs. (LP2-LP10)	4,500	sf	6.67	30,000		4 locations					5 LAND		30,000					
32	Restructure/remove planting to frame the architecture and recapture the historic setting (LV1-LV3)	1,600	sf	12.00	19,200		8 locations				4	LAND		19,200					
33	Selective removal and canopy thinning of trees to open views west and provide visibility of GML and HOF (LV4-LV6)	3,200	sf	9.75	31,200		8 locations			3		LAND		31,200					
34	Provide accessible exterior route between the GML and Quad (LA1) with steel framed ramp	1,440	sf	73.00	105,120						4	LAND		105,120					
35	Provide accessible exterior routes, walks (LA3-LA4)	4,450	sf	45.00	200,250							5 LAND				200,250			
36	Remove pedestrian connection--(LA5)	1,324	sf	22.06	29,210							5 LAND					29,210		



Gould Memorial Library & Hall of Fame Bronx, NY										March 15, 2018		P R I O R I T Y   C O D E					P H A S I N G				
Line#	Description		Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes	Estimate	1	2	3	4	5		A	B	C	D	E	
37		Strip and repaint grating over areaways	1,100	sf	36.00	39,600		Remove and do offsite				3			LAND			39,600			
38		Refinish areaway fences	896	sf	25.00	22,400							3			LAND			22,400		
39		Remove and replace existing 4" concrete slab at areaways	1,100	sf	25.00	27,500						3			LAND			27,500			
40		Clean granite borders around areaways with paint stripper	750	sf	10.55	7,913							4		LAND				7,913		
41																					
42		Allow for protection and barricades (priority 2 items)	1	ls	1,000.00	1,000				2					LAND		1,000				
43		Allow for protection and barricades (priority 3 items)	1	ls	71,200.00	71,200						3			LAND			71,200			
44		Allow for protection and barricades (priority 4 items)	1	ls	50,200.00	50,200							4		LAND				50,200		
45		Allow for protection and barricades (priority 5 items)	1	ls	70,400.00	70,400								5	LAND					70,400	
46																					
47		Subtotal Landscape/Site Treatment					1,471,653														
48																					
49	01.2	Demolition																			
50		GML																			
51		Demolition of existing spaces due to new LULA lift	4	loc	5,000.00	20,000								5	GML				20,000		
52		Demolition of existing spaces due to new elevator stops	2	loc	10,000.00	20,000							4		GML				20,000		
53		Miscellaneous demolition and removals	1	ls	50,000.00	50,000						3			GML			50,000			
54																					
65		Subtotal Demolition					90,000														
66																					
67																					
68		SUBTOTAL FOR SITEWORK AND DEMOLITION				End of Trade	1,561,653														
69																					
70																					
71	02.	EXCAVATION AND FOUNDATIONS																			
72																					
73		GML																			
74		At existing elevator pit, patch and repair and apply new waterproofing	1	loc	5,800.00	5,800							4		GML				5,800		
75																					
87		SUBTOTAL FOR EXCAVATION AND FOUNDATIONS				End of Trade	5,800														
88																					
89																					
90	03.	SUPERSTRUCTURE																			
91																					
92		GML																			
93		Reframe existing floor opening for new LULA lift	3	openings	40,000.00	120,000								5	GML				120,000		
94		Floor 03 LULA framing reinforcement	65	sf	375.00	24,375								5	GML				24,375		
95		Reframe existing floor opening for new elevator	6	openings	35,000.00	210,000							4		GML				210,000		
96																					
97		Openings in floors infilled												5	GML						
98		Floor 04, mezzanine level, structural glass	44	sf	375.00	16,500								5	GML				16,500		
99		Floor 05, balcony level, structural glass	291	sf	375.00	109,125								5	GML				109,125		
100		Floor 05, concrete and metal deck - Demo existing floor construction, reframe new floor, including 5 steps with railings	75	sf	475.00	35,625							4		GML				35,625		
101		New connecting stair at floor 05, balcony level	1	flt	25,000.00	25,000							4		GML				25,000		
102		OSHA protection	1	ls	10,500.00	10,500							4		GML				10,500		
103		Rusted steel framing: remove all corrosion from rusted steel members	1	allow	100,000.00	100,000						3			GML				100,000		
104		Steel plate repair allowance - general	1	allow	26,000.00	26,000						3			GML				26,000		
105		Prep and paint exposed steel at roof level (skylight/drum repair/reconstruction)	1	allow	with Ph.1 critical roof repairs	-						3			GML				-		
106																					
107		HOF																			
108		Concrete Repair	259	sf	45.00	11,655						3			HOF				11,655		


				Gould Memorial Library & Hall of Fame Bronx, NY				March 15, 2018		P R I O R I T Y   C O D E						P H A S I N G					
Line#	Description			Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes	1	2	3	4	5		A	B	C	D	E	
109																					
113		SUBTOTAL FOR SUPERSTRUCTURE					End of Trade	688,780													
114																					
115																					
116	04.	EXTERIOR, MASONRY AND WINDOWS																			
117																					
118	04.1	Masonry/Stone																			
119																					
120		GML																			
122		Areaways - remove and rebuild cracked bricks to match existing	740	sf	85.00	62,900						3			GML			62,900			
124		Facades - at open joints, rake out and repoint joints 100%	270	sf	40.00	10,800							4		GML			10,800			
125		Facades - at surface spall, replace spalled brick with new	161	sf	115.00	18,515			Option #2				4		GML			18,515			
126																					
127		Dome drum - at displacements of brick, replace entire wythe of face brick with replica brick, mortar joints, collar joint and stainless steel reinforcement with tie-backs	1,750	sf	130.00	227,630						3			GML			227,630			
128		Facades - at atmospheric soiling at all brick, clean with fresh water and power sprayer	17,808	sf	7.68	136,765			All brick facades				4		GML			136,765			
130		Facades - at incipient spalls, fully expose the bearing leg of the corroding lintel, prepare, prime and waterproof the steel and replace face brick	7	loc	2,460.00	17,220						3			GML			17,220			
131		Areaways - at residual coatings, apply paint stripper, dwell and pressure rinse	317	sf	11.80	3,741							4		GML			3,741			
132		Limestone - at joints, rake out and repoint joints 100%	1,836	lf	40.00	73,440						3			GML			73,440			
133		Limestone - cracks through limestone and joint, rebuild the cracked area with replacement brick to match existing	9	loc	450.00	4,050			Option #2			3			GML			4,050			
134		Granite - at spalls, patch and repair spalled stone	66	loc	1,235.00	82,745			Option #2			3			GML			82,745			
135		Limestone - SP - Spall repair	26	loc	1,200.00	31,200						3			GML			31,200			
136		Limestone - at severe spalls, remove stone to sound substrate, replace spalled stone with stone identical in type and profile. Secure stone in place with epoxy adhesive and stainless steel pins	2	loc	1,705.00	3,410			Option #1	1					GML			3,410			
137																					
138		Granite - at hole in unit, provide composite patch repair	20	loc	60.00	1,200							4		GML			1,200			
139		Limestone - at crack, stabilize unit and provide fill or patch repair at crack	135	loc	450.00	60,750						3			GML			60,750			
140		Limestone - at hairline crack, cut out crack, drill and inject repair epoxy, apply patching material to match finish stone	31	loc	400.00	12,400						3			GML			12,400			
141		Granite - at inappropriate clear coating, remove with paint stripper, apply chemical dwell and pressure rinse	3,434	sf	16.48	56,606						3			GML			56,606			
142		Granite - at atmospheric soiling, spray apply D2, dwell, rinse with pressure washer	3,434	sf	10.97	37,671						3			GML			37,671			
143		Limestone - at atmospheric soiling gypsum crust, carefully blast with low pressure abrasive	7,814	sf	5.90	46,103						3			GML			46,103			
144		Granite/Limestone - at biological staining - green/grey, spray apply chemical, dwell, rinse with pressure washer	4,690	sf	10.55	49,490						3			GML			49,490			
145		Marble - at disaggregation, clean with water spray, scrub with brush, dry, apply chemical treatment 3 coats, rinse and cure, apply sealer 6 coats	80	sf	16.88	1,350						3			GML			1,350			
147		Limestone - at copper staining, clean with Poultice, mix Poultice, trowel apply, cover for dwell, fully dry, remove with a scrub-rinse, repeat as necessary	4,248	sf	11.95	50,764								5	GML			50,764			

Gould Memorial Library & Hall of Fame Bronx, NY										March 15, 2018											
										Estimate		P R I O R I T Y   C O D E					P H A S I N G				
Line#	Description		Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes		1	2	3	4	5			A	B	C	D	E
148		Allow for repeat as necessary at 50% of areas above	2,124	sf	11.95	25,382								5	GML			25,382			
149		Limestone - at chemical staining (oil), chemical cleaning. Apply fast acting stripper only to oil stain, dwell, rinse and scrub	183	sf	50.00	9,150							4		GML			9,150			
150		Granite - at atmospheric soiling, chemical cleaning and blasting, apply paint stripper and low pressure microabrasive	1,497	sf	10.46	15,659							4		GML			15,659			
151		Granite - at ferrous staining, multi-step chemical cleaning. Remove granite sealer with paint stripper, remove paint stain with paint stripper, apply chemical, dwell, scrub and rinse each application	750	sf	19.72	14,790							4		GML			14,790			
152		Limestone - at foreign object, mechanically remove object and patch repair	2	loc	200.00	400						3			GML			400			
153		Granite - at residual coating, paint stripper and chemical cleaner (2 steps)	165	sf	11.80	1,947						3			GML			1,947			
154		Limestone - at sealant joint, replace joint. Rake out and repoint joints 100%	409	lf	30.00	12,270						3			GML			12,270			
155		Limestone - at inappropriate element, remove element and patch stone	2	loc	500.00	1,000							4		GML			1,000			
156																					
157		Limestone - at displaced unit, structural remediation at pediment or plinth.	5	loc	2,700.00	13,500					2				GML			13,500			
159		Granite - at cracked stone, stabilize unit and provide fill or patch repair at crack	2	loc	775.00	1,550							4		GML			1,550			
160		Repair corroded metal at exist stairs	3	loc	900.00	2,700						3			GML			2,700			
161		Loss of finish 3- Prepare, prime and paint at indicated elements	870	sf	9.50	8,265						3			GML			8,265			
162		At loss of glazed finish, reglaze terra cotta elements	60	loc	1,200.00	72,000						3			GML			72,000			
163		At metallic staining - clean	95	sf	13.00	1,235						3			GML			1,235			
164		Granite/Limestone - at biological staining - green/grey, spray apply chemical, dwell, rinse with pressure washer	250	sf	10.55	2,638		SB1					4		GML			2,638			
165		Limestone - at chemical staining (oil), chemical cleaning. Apply fast acting stripper only to oil stain, dwell, rinse and scrub	183	loc	550.00	100,650							4		GML			100,650			
166		At limestone surface loss, repair with compounds or dutchman repairs	35	loc	1,310.00	47,160						3			GML			47,160			
167		PL - Entry door patination/restoration	6	loc	5,000.00	30,000						3			GML			30,000			
168		Lower cornice repair: MP, MU, IR - Restore cornice in place, provide new 6" coping. Assume 25% salvage, replacement of support structure and re-attachement	360	lf	1,072.50	386,100						3			GML			386,100			
169		Replace existing cornice, 3'-4" h.	360	lf	2,800.00	Option						3			GML			Option			
170		Rework existing window opening and make new door opening for access to elevator - complete with new door	1	openings	22,500.00	22,500							4		GML			22,500			
171		Stucco replacement at Portico	270	sf	50.00	13,500					2				GML	13,500					
172		Entry Steps: Improvements to below stone drainage of water and pointing of mortar caulking	600	lf	150.00	90,000						3			GML			90,000			
173		Birdproofing	77	lf	34.00	2,618						3			GML			2,618			
174		Scaffolding	34,000	sf	12.00	408,000						3			GML			408,000			
175		Access to Priority 1 work	1	ls	7,500.00	7,500				1					GML			7,500			
176		Access to Priority 2 work	1	ls	20,000.00	20,000					2				GML			20,000			
177		Access to Priority 4 work/from lifts	1	ls	45,000.00	45,000						3			GML			45,000			
178		HOF																			
180		Granite - at joints, rake out and repoint joints 100%	507	lf	65.00	32,955						3			HOF			32,955			
181		Limestone - at joints, rake out and repoint joints 100%	1,540	lf	40.00	61,600						3			HOF			61,600			
182		Limestone - at spalls, replace spalled stone with new	65	lf	360.00	23,400						3			HOF			23,400			
183		Limestone - at severe spalls, remove stone to sound substrate	1,300	lf	68.00	88,400				1					HOF	88,400					
184		XC - Limestone - at severe spalls, remove and replace all existing with cast stone	incl.below	lf		-		straight				3			HOF			-			



Gould Memorial Library & Hall of Fame Bronx, NY								March 15, 2018		P R I O R I T Y C O D E					P H A S I N G				
Line#	Description		Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes	1	2	3	4	5	A	B	C	D	E	
185		XC - Limestone - at severe spalls, remove and replace all existing with cast stone	1,300	lf	202.00	262,600		curved			3			HOF			262,600		
186		Granite - at hole in unit, provide composite patch repair	7	loc	60.00	420						4		HOF			420		
187		Limestone - at crack, stabilize unit and provide fill or patch repair at crack	65	loc	450.00	29,250					3			HOF			29,250		
188		Limestone - at hairline crack, cut out crack, drill and inject repair epoxy, apply patching material to match finish stone	89	loc	400.00	35,600					3			HOF			35,600		
189		Granite - at pedestals - clean all granite with paint stripper	2,000	sf	10.46	20,920					3			HOF			20,920		
190		Granite - at atmospheric soiling, chemical cleaning and blasting, apply paint stripper and low pressure microabrasive	450	sf	10.46	4,707						4		HOF			4,707		
191		Granite - at ferrous staining, multi-step chemical cleaning. Remove granite sealer with paint stripper, remove paint stain with paint stripper, apply chemical, dwell, scrub and rinse each application	88	sf	19.72	1,735						4		HOF			1,735		
193		Limestone - at atmospheric soiling gypsum crust, carefully blast with low pressure abrasive	18,750	sf	5.90	110,625					3			HOF			110,625		
194		Granite/Limestone - at biological staining - green/grey, spray apply chemical, dwell, rinse with pressure washer	8,600	sf	10.55	90,730		Low areas			3			HOF			90,730		
195		Limestone - at biological staining - black, mix cleaner, brush apply, dwell, scrub, rinse, apply after wash, rinse with pressure washer	209	sf	12.20	2,550		High areas				4		HOF			2,550		
196		Marble - at atmospheric soiling, gently scrub, rinse with pressure washer	90	sf	10.55	950						4		HOF			950		
197		Limestone - at copper staining, clean with Poultice, mix Poultice, trowel apply, cover for dwell, fully dry, remove with a scrub-rinse, repeat as necessary	205	sf	11.95	2,450						4		HOF			2,450		
198		Limestone - at copper staining, maintenance program required	na									4		HOF					
199		Limestone - at chemical staining (oil), chemical cleaning. Apply fast acting stripper only to oil stain, dwell, rinse and scrub	106	loc	400.00	42,400						4		HOF			42,400		
200		Limestone - at moisture staining, masonry repairs. Rake out all horizontal joints and repoint with mix historically matching mortar mix	1,540	lf	30.00	46,200					3			HOF			46,200		
202		Limestone - at foreign object, mechanically remove object and patch repair	11	loc	200.00	2,200					3			HOF			2,200		
203		Granite - at effloresence, employ masonry chisels and hammers to remove large crystal formations.	8	loc	1,250.00	10,000						4		HOF			10,000		
204		Limestone - at effloresence, clean with poultice, apply poultice to desalinate the substrates	329	sf	12.50	4,113						4		HOF			4,113		
205		Granite - at residual coating, paint stripper and chemical cleaner (2 steps)	30	sf	11.80	354						4		HOF			354		
206		Limestone - at inappropriate element, remove element and patch stone	19	loc	500.00	9,500						4		HOF			9,500		
207		Granite - at cracked stone, stabilize unit and provide fill or patch repair at crack	1	loc	775.00	775						4		HOF			775		
208		Limestone - at moisture staining, masonry repairs. Rake out all horizontal joints and repoint with mix historically matching mortar mix	18	sf	120.00	2,160					3			HOF			2,160		
209		Guastavino masonry - loss of glazed finish, reglaze. Brush apply breathable glaze coating over entire tile	8,489	sf	8.17	69,327		Ambulatory			3			HOF			69,327		
210		Guastavino masonry - at cracked units, replace units. Remove cracked tile units and stich in replica tiles	200	sf	85.83	17,167		Ambulatory			3			HOF			17,167		
211		Guastavino masonry - at displaced units, reconstruct vault. Replace affected bay with new tile vault.	240	sf	85.83	20,600		Ambulatory		2				HOF	20,600				
212		Additional probes at above item	1	ls	2,500.00	2,500		Ambulatory		2				HOF	2,500				


ELLANA Construction Cost Consultants			Gould Memorial Library & Hall of Fame Bronx, NY					March 15, 2018		P R I O R I T Y C O D E					P H A S I N G				
Line#	Description		Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes	Estimate	1	2	3	4	5	A	B	C	D	E
213		Guastavino masonry - at atmospheric soiling, chemical cleaning. Apply chemical until dried, dwell 10 minutes, scrub and rinse	8,489	sf	7.36	62,479		Ambulatory				3					62,479		
214		At metallic staining - clean	883	sf	19.50	17,219						3					17,219		
215		At inappropriate repairs, remove mismatched stone and and provide units to match original	24	sf	98.00	2,352							4				2,352		
216		Limestone - cracks through limestone and joint, partially rebuild the cracked area with replacement stone to match existing	4	loc	450.00	1,800		Option #2				3					1,800		
217		Granite - at spalls, replace spalled stone with new	4	loc	675.00	2,700		Option #2				3					2,700		
218		Repair corroded metal at exist gates	1	loc	1,800.00	1,800						3					1,800		
219		Granite/Limestone - at biological staining - green/grey, spray apply chemical, dwell, rinse with pressure washer	452	sf	10.55	4,769		SB1						4			4,769		
220		LS - patch and repair existing	8	loc	900.00	7,200						3					7,200		
221		SS - at severe spalls, remove stone to sound substrate, replace spalled stone with stone identical in type and profile. Secure stone in place with epoxy adhesive and stainless steel pins	18	loc	1,705.00	30,690						3					30,690	Option #2	
224		VG - remove vegetation	2	loc	2,000.00	4,000						3					4,000		
225		Birdproofing	400	lf	34.00	13,600						3					13,600		
226		Scaffolding	36,250	sf	12.00	435,000						3					435,000		
227		Miscellaneous masonry	1	ls	135,000.00	135,000						3					135,000		
228		Access	1	ls	32,500.00	32,500			1						32,500				
232		Access to Priority 2 work	1	ls	5,000.00	5,000				2							5,000		
233		Access to Priority 4 work/from lifts	1	ls	40,000.00	40,000							4				40,000		
234		Subtotal Masonry/Stone					4,669,957												
235																			
236	04.2	Windows	3,084																
237		GML																	
238		Restoration of windows	3,084	sf	420.00	1,295,280						3					1,295,280		
248		Replacement of existing windows	204	sf	600.00	122,400		MU				3					122,400		
249																			
250		HOF	795																
251		Replace existing windows with all double hung units	1,160	sf	300.00	348,000						3					348,000		
252		New replica window grates at eastern perimeter	76	sf	95.00	7,220		Allow at 5 opngs					4				7,220		
253		Repair wall at window opening, structural and waterproofing repairs at perimeter of window	1	loc	2,500.00	2,500				2					2,500				
254		Access	1	ls	5,000.00	5,000				2							5,000		
259		Subtotal Windows					1,780,400												
260																			
261		SUBTOTAL FOR Windows				End of Trade	1,780,400												
262																			
263																			
264																			
265		SUBTOTAL FOR EXTERIOR, MASONRY AND WINDOWS				End of Trade	6,450,357												
266																			
267																			
268	05.	ROOFING & WATERPROOFING																	
269																			
270	05.1	Roof Coverings																	
271																			
272		GML																	
273		Remove, salvage and reinstall TC tile. Remove existing membrane, new Grace Ultra	4,325	sf	55.00	237,875						3					237,875		
274		Allow for new tiles at 25%	1,081	sf	15.00	16,230						3					16,230		
275		Allow for custom TC shapes at ridges and antifixes	50	ea	75.00	3,750						3					3,750		
276		New liquid flashing at edge	166	lf	130.00	21,580						3					21,580		
277		New liquid flashing at skylights	791	lf	98.00	77,616						3					77,616		

<div>  <div> <b>Gould Memorial Library &amp; Hall of Fame</b>  <b>Bronx, NY</b> </div> </div>										March 15, 2018										
										Estimate	P R I O R I T Y   C O D E					P H A S I N G				
Line#	Description	Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes	1	2	3	4	5				A	B	C	D	E
278	Prepare existing gutters, patch, coat with liquid membrane, 3' Girth	166	lf	195.00	32,370					3			GML					32,370		
279	Remove and replace existing drains	10	ea	1,305.00	13,050					3			GML					13,050		
280	Loose elements - temporary repairs	1	loc	2,000.00	2,000			1					GML					2,000		
281													GML							
282	Replace missing roof edge element in kind	4	loc	1,500.00	6,000					3			GML					6,000		
283	At missing tile units, Replace unit in kind	9	loc	1,000.00	9,000					3			GML					9,000		
284	At cracked tile units, Replace roof in kind	4	loc	6,800.00	27,200		Allow 4 loc			3			GML					27,200		
285	At broken tile units, remove loose units and install temporary patch	3	loc	1,500.00	4,500			1					GML	4,500						
286	Remove inappropriate objects at GML dome/drum	1	ls	750.00	750				2				GML					750		
287	Hole at punctured membrane - install new waterproofing membrane over defect	1	loc	1,500.00	1,500				2				GML					1,500		
288	At previous repair/temporary patch - Replace temporary repairs/patches with new waterproofing membrane, copper roof	1	loc	9,800.00	9,800				2				GML					9,800		
289	Restoration of gable skylights	1,350	sf	350.00	472,500					3			GML					472,500		
290	Flat roof skylight replacement	350	sf	325.00	113,750						4		GML						113,750	
291	Laylight work												GML							
292	Cast iron laylight restoration at flat roof	740	sf	150.00	111,000						4		GML						111,000	
293	Laylight structural allowance	1	ls	20,000.00	20,000						4		GML						20,000	
294	Laylight roof flashing	160	lf	98.00	15,680						4		GML						15,680	
295	Base flashing replacement at dome drum	230	lf	170.00	39,100					3			GML					39,100		
296	Access to Priority 1 work	1	ls	5,000.00	5,000			1					GML	5,000						
300	Access to Priority 2 work	1	ls	5,000.00	5,000				2				GML					5,000		
301	Access to Priority 3 work	1	ls	20,000.00	20,000					3			GML					20,000		
302	Access to Priority 4 work	9,100	sf	12.00	109,200						4		GML					109,200		
303	<u>HOF</u>																			
304	Remove and replace flat copper roofs at north	936	sf	220.00	205,920					3			HOF					205,920		
305	Remove, salvage and reinstall TC tile. Remove existing membrane, new Grace Ultra	8,214	sf	55.00	451,770					3			HOF					451,770		
306	Allow for new tiles at 15%	1,232	sf	15.00	18,495					3			HOF					18,495		
307	Remove and replace all TC tile at linear north and south wings		sf		-					3			HOF					-		
308	Allow for TC shapes at antifixes	100	ea	75.00	7,500					3			HOF					7,500		
309	New liquid flashing at edge	1,493	lf	130.00	194,090					3			HOF					194,090		
310													HOF							
311	At cracked tile units, Replace roof in kind	1	ls	40,000.00	40,000		Allow 4 loc			3			HOF					40,000		
312	At broken tile units, remove loose units and install temporary patch patch	1	loc	3,000.00	3,000			1					HOF					3,000		
313	At deteriorated flashing - replace flashing	3	loc	2,000.00	6,000			1					HOF	6,000						
314	At previous repair/temporary patch - Replace temporary repairs/patches with new waterproofing membrane, copper roof	275	sf	285.00	78,375					3			HOF					78,375		
315	Restore HOF laylight at floor level (broken glass)	28	sf	150.00	4,350						4		HOF					4,350		
316	Restore HOF decorative gates	126	sf	150.00	18,900					3			HOF					18,900		
317	Access to Priority 1 work	1	ls	5,000.00	5,000			1					HOF	5,000						
321	Access to Priority 2 work	1	ls	5,000.00	5,000				2				HOF					5,000		
322	Access to Priority 3 work	1	ls	20,000.00	20,000					3			HOF					20,000		
323	Access to Priority 4 work	1	ls	10,000.00	10,000						4		HOF					10,000		
324																				
328	Subtotal Roof Coverings					2,442,851														
329																				
330	<b><u>SUBTOTAL FOR ROOFING &amp; WATERPROOFING</u></b>				<b>End of Trade</b>	<b>2,442,851</b>														
331																				
332																				
333	<b>06. <u>INTERIOR CONSTRUCTION</u></b>																			
334																				
335																				
336	<b>06.1 <u>Partitions</u></b>																			





Gould Memorial Library & Hall of Fame Bronx, NY										March 15, 2018					P R I O R I T Y   C O D E					P H A S I N G				
Line#	Description		Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes	1	2	3	4	5	A	B	C	D	E						
337																								
338		GML																						
339		Rebuild of existing spaces due to new LULU lift	4	loc	15,000.00	60,000		CMU walls incl.					5	GML				60,000						
340		Rebuild of existing spaces due to new elevator stops	2	loc	40,000.00	80,000		CMU walls incl.				4		GML			80,000							
341		New single use toilet room - complete GC items	120	sf	94.00	11,280						4		GML		11,280								
342		Added layers to existing wall to make them fire rated at stairs	3,462	sf	9.10	31,504						4		GML			31,504							
343		Repairs at probe locations	5	loc	20,000.00	100,000			2					GML			100,000							
344		Temporary protection, blocking, miscellaneous iron	37,933	sf	2.50	94,833						4		GML			94,833							
345																								
346		HOF																						
347		Temporary protection, blocking, miscellaneous iron	9,115	sf	2.50	22,788						4		HOF				22,788						
348																								
349																								
356		Subtotal Partitions					400,404																	
357																								
358	06.2	Interior Doors																						
359																								
360		GML																						
361		Exterior Doors, Frames & hardware									3			GML										
362		Single door	5	lvs	info	-					3			GML			-							
363		Double doors	5	pr	info	-					3			GML			-							
364		Revolving door	1	ea	info	-					3			GML			-							
365		Interior Doors, Frames & hardware									3			GML										
366		Single door	130	lvs	info	-					3			GML			-							
367		Double doors	49	pr	info	-					3			GML			-							
368		Repair doors due to corrosion - assumed 25%	61	ea	1,150.00	70,150					3			GML			70,150							
369		Repair doors due to staining - assumed 5%	12	ea	1,025.00	13,325					3			GML			13,325							
370		Repair doors due to wear - assumed 50%	122	ea	1,725.00	210,450					3			GML			210,450							
371		Repair doors due to soiling - assumed 20%	49	ea	1,025.00	50,225					3			GML			50,225							
372		Paint door frames	189	ea	50.00	9,450					3			GML			9,450							
373		Paint doors	243	lvs	75.00	18,225					3			GML			18,225							
374		Replace door hardware - assumed 60%	146	sets	600.00	87,600					3			GML			87,600							
375		Access doors	18	ea	400.00	7,200					3			GML			7,200							
376		Allow for miscellaneous special hardware and finishes	1	ls	22,971.25	22,971					3			GML			22,971							
377																								
384		Subtotal Interior Doors					489,596																	
385																								
386	06.3	Floor Finishes																						
387																								
388		GML																						
389		Carpet Replacement	781	sf	8.00	6,248						4		GML			6,248							
390		VCT Flooring	103	sf	7.50	773						4		GML			773							
391		Terrazzo Repair	1,273	sf	15.00	19,095					3			GML			19,095							
392		Refinish Floor	3,997	sf	9.00	35,973					3			GML			35,973							
395		Clean	997	sf	3.00	2,991		Existing terrazzo floor				3		GML			2,991							
396		Wood Repair	1,308	sf	9.00	11,772						3		GML			11,772							
397		Wood Repair at Stacks	996	sf	9.00	8,964						3		GML			8,964							
398		Wood Replacement	3,318	sf	29.00	96,222						3		GML			96,222							
399		Wood Replacement at Stacks	998	sf	29.00	28,942						3		GML			28,942							
400		Mosaic Tile Repair	2,082	sf	95.00	197,790						3		GML			197,790							
401		Cast iron Repairs	-	sf	75.00	-						3		GML			-							
402		C.I. Restoration	7,177	sf	45.00	322,965						3		GML			322,965							
403		Glass Replacement	359	sf	180.00	64,620						3		GML			64,620							
404		Marble Repair	25	sf	200.00	5,000						3		GML			5,000							
405		Balcony Flooring Area Remaining	1,080	sf	3.00	3,240		No work, clean only				3		GML			3,240							
406		Marble Flooring Area Remaining	25	sf	3.00	75		No work, clean only				3		GML			75							
407																								
408		HOF																						


Gould Memorial Library & Hall of Fame Bronx, NY										March 15, 2018											
										Estimate		P R I O R I T Y   C O D E					P H A S I N G				
Line#	Description		Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes		1	2	3	4	5	A	B	C	D	E		
409		Terrazzo Repair	5,337	sf	15.00	80,055						3							80,055		
410		Terrazzo Replacement	2,038	sf	70.00	142,660						3							142,660		
411		Concrete Repair	259	sf	with Superstruc	-						3							-		
412		Clean	7,150	sf	3.00	21,450		Existing terrazzo floor				3							21,450		
413		Wood Repair	732	sf	9.00	6,588						3							6,588		
414		Wood Replacement	732	sf	29.00	21,228						3							21,228		
415		Cast iron Repairs	439	sf	75.00	33,000						3							33,000		
416																					
421		Subtotal Floor Finishes					1,109,651														
422																					
423																					
424	06.4	Base Finishes																			
425																					
426		GML																			
427		Baseboard repair and painting, 100%	6,353	lf	41.50	263,650		50% repaired, 20% replaced				3						263,650			
428		Baseboard repair and painting at Stacks, 100%	491	lf	41.50	20,377		50% repaired, 20% replaced				3							20,377		
429																					
430		HOF																			
431		Baseboard repair and painting, 100%	1,805	lf	41.50	74,908		50% repaired, 20% replaced				3							74,908		
432																					
436		Subtotal Base Finishes					358,934														
437																					
438																					
439	06.5	Wall Finishes																			
440																					
441		GML																			
442		Plaster Repair	30,470	sf	16.80	511,896		Scrape/skimcoat/20% replac.				3						511,896			
443		Plaster Repair at Stacks, Level 5	3,812	sf	16.80	64,042		Scrape/skimcoat/20% replac.				3							64,042		
444		Decorative Plaster Repair	1,736	sf	128.00	222,208						3						222,208			
445		Plaster Balustrade	180	lf	563.00	101,340						3						101,340			
446		Stone Repair	1,147	sf	40.00	45,880						3						45,880			
447		Paint	75,904	sf	7.60	576,870		40% Scraped & skimcoated				3						576,870			
448		Paint at Stacks	3,812	sf	7.60	28,971		40% Scraped & skimcoated				3							28,971		
449		Paint/Glazing Restoration	3,130	sf	125.00	391,250						3						391,250			
450		Marble Column Cleaning	4,712	sf	13.00	61,256						3						61,256			
451		Cast Iron Repair	24,574	sf	32.25	792,512						3						792,512			
452		Stone Cleaning	1,334	sf	8.25	11,006						3						11,006			
453		Marble Replace	50	sf	160.00	8,000						3						8,000			
454		Marble Repair	248	sf	50.00	12,400						3						12,400			
455		Misc. general painting/final touch-up	1	ls	22,000.00	22,000						3						22,000			
456		Patching at added receptacles (from electrical trade)	250	ea	275.00	68,750							4					68,750			
457		Chopping and patching of walls and ceilings for mep work	1	ls	45,000.00	45,000							4					45,000			
458		Stormwater piping to be insulated									2										
459		Patch access openings - ceiling and wall - 4' x 5' +/- 10' on center	100	ea	1,200.00	120,000					2							120,000			
460		Remove and replace stormwater piping - Replacement scoped as part of GML Roof project						Verify if this is part of project				3									
461		Patch access openings - ceiling and wall - 4' x 5' + / - 10' on center	12	ea	1,200.00	14,400						3						14,400			
462		Insulate all domestic water piping									2										
463		Patch at chopped - walls and ceiling	48	ea	1,200.00	57,600					2							57,600			
464		Patch at chopped toilet rooms	12	ea	1,200.00	14,400					2							14,400			
465		Patching of damaged areas not accounted for	1	ls	95,093.41	95,093						3						95,093			

<div><div></div><div>Gould Memorial Library &amp; Hall of Fame Bronx, NY</div></div>								March 15, 2018											
Estimate								P R I O R I T Y   C O D E					P H A S I N G						
Line#	Description		Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes	1	2	3	4	5		A	B	C	D	E
466		Remove bird guano	1	ls	60,000.00	60,000					3			GML				60,000	
467		Clean and repair existing statues	16	ea	10,000.00	160,000					3			GML				160,000	
468		Repair below grade masonry due to leaks	1	ls	50,000.00	50,000					3			GML				50,000	
469		Allow for Scaffolding	15,181	sf	12.00	182,172					3			GML				182,172	
470		Miscellaneous interior finishes	1	ls	225,000.00	225,000		Assumes \$15/sf for 15,000sf					5	GML				225,000	
471		<u>HOF</u>																	
472		Plaster Repair	32,371	sf	16.80	543,833		Scrape/skimcoat/20% replac.			3			HOF					543,833
473		Paint	32,371	sf	7.60	246,020		40% Scraped & skimcoated			3			HOF					246,020
474																			
478		Subtotal Wall Finishes					4,731,898												
479																			
480	06.6	<u>Ceiling Finishes</u>																	
481																			
482		<u>GML</u>																	
483		Plaster	25,916	sf	info	-					3			GML				-	
484		Repairs due to blistering paint - allow 35%	9,071	sf	17.00	154,207					3			GML				154,207	
485		Repairs due to cracking - allow 10%	2,592	sf	14.00	36,288					3			GML				36,288	
486		Repairs due to hairline cracking - allow 5%	1,296	sf	14.00	18,144					3			GML				18,144	
487		Repairs due to material loss - allow 10%	2,592	sf	17.00	44,064					3			GML				44,064	
488		Repairs due to soiling - allow 10%	2,592	sf	17.00	44,064					3			GML				44,064	
489		Repairs due to spalling - allow 10%	2,592	sf	15.00	38,880					3			GML				38,880	
490		Repairs due to staining - allow 5%	1,296	sf	17.00	22,032					3			GML				22,032	
491		Repairs due to water damage - allow 15%	3,887	sf	38.00	147,744					3			GML				147,744	
492		Paint plaster ceiling	25,916	sf	2.00	51,832					3			GML				51,832	
493		Plaster at Stacks	1,994	sf	info	-					3			GML				-	
494		Repairs due to blistering paint - allow 35%	698	sf	17.00	11,866					3			GML				11,866	
495		Repairs due to cracking - allow 10%	199	sf	14.00	2,800					3			GML				2,800	
496		Repairs due to hairline cracking - allow 5%	100	sf	14.00	1,400					3			GML				1,400	
497		Repairs due to material loss - allow 10%	199	sf	17.00	3,400					3			GML				3,400	
498		Repairs due to soiling - allow 10%	199	sf	17.00	3,400					3			GML				3,400	
499		Repairs due to spalling - allow 10%	199	sf	15.00	3,000					3			GML				3,000	
500		Repairs due to staining - allow 5%	100	sf	17.00	1,700					3			GML				1,700	
501		Repairs due to water damage - allow 15%	299	sf	38.00	11,400					3			GML				11,400	
502		Paint plaster ceiling	1,994	sf	2.00	3,988					3			GML				3,988	
503		Glass and Cast Iron	5,828	sf	info	-					3			GML				-	
504		Repairs due to corrosion - allow 20%	1,166	sf	75.00	87,450					3			GML				87,450	
505		Repairs due to mechanical damage - allow 15%	874	sf	75.00	65,625					3			GML				65,625	
506		Repairs due to soiling - allow 25%	1,457	sf	30.00	43,710					3			GML				43,710	
507		Repairs due to staining - allow 20%	1,166	sf	30.00	34,980					3			GML				34,980	
508		Repairs due to cracking - allow 20%	1,166	sf	75.00	87,450					3			GML				87,450	
509		Laylight work									3			GML					
510		Replace laylight interior gables	920	sf	350.00	322,000					3			GML				322,000	
511		Restore Oculus Lantern, steel structure, vent system and clerestory structure	1	ls	500,000.00	500,000					3			GML				500,000	
512		Leak repairs due to water intrusion from skylights	1	ls	50,000.00	50,000		Allowance			3			GML				50,000	
513		Scaffolding platform for Rotunda ceiling	6,500	sf	95.48	620,600					3			GML				620,600	
514		Scaffolding platform for balcony ceiling	3,450	sf	20.00	69,000					3			GML				69,000	
515																			
516		<u>HOF</u>																	
517		Plaster	9,234	sf	info	-					3			GML				-	
518		Repairs due to blistering paint - allow 35%	3,232	sf	17.00	54,944					3			GML				54,944	
519		Repairs due to cracking - allow 10%	923	sf	14.00	12,936					3			GML				12,936	
520		Repairs due to hairline cracking - allow 5%	462	sf	14.00	6,468					3			GML				6,468	
521		Repairs due to material loss - allow 10%	923	sf	17.00	15,708					3			GML				15,708	
522		Repairs due to soiling - allow 10%	923	sf	17.00	15,708					3			GML				15,708	




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										Estimate	P R I O R I T Y   C O D E					P H A S I N G				
Line#	Description	Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes	1	2	3	4	5				A	B	C	D	E
523	Repairs due to spalling - allow 10%	923	sf	15.00	13,860					3			GML							13,860
524	Repairs due to staining - allow 5%	462	sf	17.00	7,854					3			GML							7,854
525	Repairs due to water damage - allow 15%	1,385	sf	38.00	52,668					3			GML							52,668
526	Paint plaster ceiling	9,234	sf	2.00	18,468					3			GML							18,468
527																				
532	Subtotal Ceiling Finishes					2,679,638														
533																				
534	<b>06.7</b> Auditorium																			
535																				
536	GML																			
537	Wall Finishes									3			GML							
538	Baseboard repair and painting, 100%	442	lf	56.50	24,973		Scrape/skimcoat/20% replac.			3			GML						24,973	
539	Plaster Repair	3,645	sf	21.40	78,003		Scrape/skimcoat/20% replac.			3			GML						78,003	
540	Paint	10,412	sf	2.40	24,989					3			GML						24,989	
541	Floor Finishes									3			GML							
542	Carpet Replacement	7,738	sf	8.00	61,904					3			GML						61,904	
543	Ceiling Finishes									3			GML							
544	Plaster	7,738	sf	info	-					3			GML						-	
545	Repairs due to blistering paint - allow 35%	2,708	sf	13.00	35,217					3			GML						35,217	
546	Repairs due to cracking - allow 10%	774	sf	14.00	10,836					3			GML						10,836	
547	Repairs due to hairline cracking - allow 5%	387	sf	14.00	5,418					3			GML						5,418	
548	Repairs due to material loss - allow 10%	774	sf	17.00	13,158					3			GML						13,158	
549	Repairs due to soiling - allow 10%	774	sf	17.00	13,158					3			GML						13,158	
550	Repairs due to spalling - allow 10%	774	sf	15.00	11,610					3			GML						11,610	
551	Repairs due to staining - allow 10%	774	sf	17.00	13,158					3			GML						13,158	
552	Repairs due to water damage - allow 10%	774	sf	35.00	27,090					3			GML						27,090	
553	Paint plaster ceiling	7,738	sf	2.40	18,571					3			GML						18,571	
554	Scaffolding and platform	7,738	sf	78.78	609,632					3			GML						609,632	
555	Clean ornamental metalwork and wood handrails	266	lf	265.00	70,490					3			GML						70,490	
556	Patching at receptacle work (from electrical trade)	1	ea	600.00	600						4		GML						600	
557																				
564																				
565	Subtotal Auditorium					1,018,807														
566																				
567	<b>06.8</b> Millwork & Cabinetry																			
568																				
569	GML																			
570	Book Closets at Dome									3			GML							
571	Wood Repair Allow 25%	986	sf	80.00	78,880					3			GML						78,880	
572	Paint Repair 100%	3,946	sf	2.40	9,470					3			GML						9,470	
573																				
581	Subtotal Millwork & Cabinetry					88,350														
582																				
583	<b>06.9</b> FF&E for B Occupancy Areas																			
584																				
585	GML (Finishes and Furniture)																			
586	Assembly	5,566	sf	62.00	345,092							5	GML						345,092	
587	Business	10,398	sf	84.00	873,432							5	GML						873,432	
589	Storage Rooms	4,680	sf	125.00	585,000							5	GML						585,000	
590																				
591	HOF (Finishes and Furniture)																			
592	Assembly	10,942	sf	64.00	700,288							5	HOF						700,288	
594	Adult Education Classrooms	5,600	sf	85.00	476,000							5	HOF						476,000	
596																				
604	Subtotal FF&E for B Occupancy Areas					2,979,812														


<div>  <div> Gould Memorial Library &amp; Hall of Fame Bronx, NY </div> </div>										March 15, 2018														
										Estimate					P R I O R I T Y   C O D E					P H A S I N G				
Line#	Description	Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes	1	2	3	4	5			A	B	C	D	E					
605																								
606																								
607	<b>SUBTOTAL FOR INTERIOR CONSTRUCTION</b>				End of Trade	13,857,090																		
608																								
609																								
610	<b>07. SPECIALTIES</b>																							
611																								
612	<b>07.1</b> <u>Specialties/Equipment</u>																							
613																								
614	<u>GML</u>																							
615	New C of O signage and wayfinding signage	27,732	sf	0.46	12,800					3			GML										12,800	
616	Remove and replace fire hose cabinets	11	ea	575.00	6,325							5	GML										6,325	
617																								
618	<u>HOF</u>																							
619	New C of O signage and wayfinding signage	9,115	sf	0.15	1,400					3			HOF											1,400
620																								
624	Subtotal Specialties/Equipment					20,525																		
625																								
626	<b>SUBTOTAL FOR SPECIALTIES</b>					20,525																		
627																								
628																								
629	<b>08. VERTICAL TRANSPORTATION</b>																							
630																								
631	<b>08.1</b> <u>Elevators</u>																							
632																								
633	<u>GML</u>																							
634	Passenger elevator, electric, 6 stops, 67' run, assume 3000# capacity, 150FPM	1	ea	1,075,000.00	1,075,000						4		GML										1,075,000	
635	Cab allowance	1	ea	45,000.00	45,000						4		GML										45,000	
636	Clean elevator shaft	1	ls	3,000.00	3,000						4		GML										3,000	
637	LULA lift, 20' travel in new shaft	1	ea	40,000.00	40,000							5	GML											40,000
638																								
645	Subtotal Elevators					1,163,000																		
646																								
647																								
648	<b>08.2</b> <u>Stairs</u>																							
649																								
650	<u>GML</u>																							
651	Terrazzo Repair	941	sf	19.50	18,350					3			GML										18,350	
652	Terrazzo Flooring Remaining	556	sf	3.00	1,668		Clean only			3			GML										1,668	
653	Prime & Paint Steel	642	sf	6.00	3,852					3			GML										3,852	
654	Stone Cleaning	9,422	sf	3.00	28,266		Wall			3			GML										28,266	
655	Clean	839	sf	3.00	2,517		Exist.terrazzo floor			3			GML										2,517	
656	Wood Repair	63	sf	9.00	567					3			GML										567	
657	Wood Replacement	64	sf	35.00	2,240					3			GML										2,240	
665	Clean ornamental metalwork and wood handrails	390	lf	265.00	103,350					3			GML										103,350	
666																								
667	Subtotal Stairs					160,810																		
668																								
669	<b>SUBTOTAL FOR VERTICAL TRANSPORTATION</b>				End of Trade	1,323,810																		
670																								
671																								
672	<b>09. PLUMBING</b>																							
673																								
674	<u>GML</u>																							
675	Stormwater piping to be insulated																							
676	Piping to be insulated - cast iron																							
677	6" - 5" Pipe insulation	500	lf	24.00	12,000				2				GML			4,800							7,200	
678	4" - 3" Pipe insulation	500	lf	17.50	8,750				2				GML			3,500							5,250	

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Line#	Description	Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes	Estimate		P R I O R I T Y   C O D E					P H A S I N G				
								1	2	3	4	5			A	B	C	D	E
679	8" Pipe insulation - exposed?	100	lf	24.00	2,400				2				GML			960		1,440	
680	Remove and replace roof drains	10	ea	1,170.00	11,700				2				GML			4,680		7,020	
681	Provide access openings - ceiling and wall - 4' x 5' +/-10' on center	100	ea	500.00	50,000				2				GML			20,000		30,000	
682																			
683	Remove and replace stormwater piping - Replacement scoped as part of GML Roof project									3			GML						
684	Piping to be replaced - cast iron									3			GML						
685	Remove existing leaders									3			GML						
686	Dome room only									3			GML						
687	Remove and replace roof drains	6	ea	1,170.00	7,020					3			GML			2,808		4,212	
688	Remove and provide new leader piping	300	lf	75.00	22,500					3			GML			9,000		13,500	
689	Pipe insulation	300	lf	22.50	6,750					3			GML			2,700		4,050	
690	Provide access openings - ceiling and wall - 4' x 5' + / - 10' on center	12	ea	500.00	6,000					3			GML			2,400		3,600	
691																			
692	Separate sanitary and stormwater piping by code											5	GML						
693	Extension to exterior sewer											5	GML						
694	Remove storm piping including house trap - tap into sanitary sewer	1	ls	4,000.00	4,000							5	GML			1,600		2,400	
695	Provide spool for sanitary pipe	1	ext	725.00	725							5	GML			290		435	
696	Core drill - excavate exterior - link seal	1	ea	3,500.00	3,500							5	GML			1,400		2,100	
697	Extension of storm exterior	30	lf	150.00	4,500							5	GML			1,800		2,700	
698	grade	1	ea	3,500.00	3,500							5	GML			1,400		2,100	
699	Backfill and restoration at excavation	1	ls	1,500.00	1,500							5	GML			600		900	
700																			
701	Insulate all domestic water piping								2				GML						
702	Domestic water - insulation								2				GML						
703	Provide insulation - all domestic								2				GML						
704	Insulation - 1" thick / code								2				GML						
705	Partial exposed - basement								2				GML						
706	2 1/2" - 2" Pipe size	400	lf	22.50	9,000				2				GML			9,000			
707	1 1/2" - 1" Pipe size	500	lf	18.50	9,250				2				GML			9,250			
708	3/4" - 1/2" Pipe size	800	lf	16.50	13,200				2				GML			13,200			
709	Allowance to replace domestic piping if lead positive	1	ls	82,600.00	82,600							5	GML					82,600	
710	Valve bodies	1	allow	10,000.00	10,000				2				GML			10,000			
711	Chopping - walls and ceiling	48	ea	500.00	24,000				2				GML			24,000			
712	Chopping toilet rooms	12	ea	500.00	6,000				2				GML			6,000			
713																			
714	Provide water meter and backflow preventer at existing water service								2				GML						
715	Water meter and backflow preventer								2				GML						
716	Provide water meter	1	ea	5,000.00	5,000				2				GML					5,000	
717	Provide remote reading device / dep	1	unit	525.00	525				2				GML					525	
718	Provide backflow device (RPZ)	1	unit	5,200.00	5,200				2				GML					5,200	
719	Permits and filing - DEP - testing	1	allow	750.00	750				2				GML					750	
720	Piping 'L' Copper Soldered:								2				GML						
721	Main at service	20	lf	95.00	1,900				2				GML					1,900	
722	House valve - flanged	1	ea	1,250.00	1,250				2				GML					1,250	
723	Pipe insulation	20	lf	25.00	500				2				GML					500	
724	Level 01 women's toilet room, 75 sf	75	sf	160.00	12,000							5	GML					12,000	
725	Drinking fountain allowance	1	ls	32,000.00	32,000							5	GML					32,000	
726	Plumbing allowance - Miscellaneous equipment repairs	1	ls	40,000.00	40,000						4		GML					40,000	
727	At areaways - remove and replace existing drains and clean out drain lines	11	ea	1,500.00	16,500		From Landscaping			3			GML					16,500	
731	Plumbing materials delivery/staging/access to Priority 2 work	1	ls	5,000.00	5,000				2				GML			2,500.0		2,500.0	




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Line#	Description		Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes	1	2	3	4	5		A	B	C	D	E
732		Plumbing materials delivery/staging/access to Priority 3 work	1	ls	5,000.00	5,000					3			GML			5,000		
733		Plumbing materials delivery/staging/access to Priority 4 work	1	ls	5,000.00	5,000						4		GML				5,000	
734		Plumbing materials delivery/staging/access to Priority 5 work	1	ls	5,000.00	5,000							5	GML				5,000	
735																			
739		<u>LANDSCAPING</u>																	
740		At Historic Fountain, reenergize with flowing water (LE14), add mechanical and below ground water storage tanks- a new water supply line from the building	1	loc	30,000.00	30,000							5	LAND					30,000
741																			
742		<u>SUBTOTAL FOR PLUMBING</u>				End of Trade	464,520												
743																			
744																			
745	10.	<u>HVAC</u>																	
746																			
747		<u>GML</u>																	
748		Insulate all steam and condensate piping - some pipes are insulated already									3			GML					
749		Pipe insulation - partial insulated									3			GML					
750		New pipe insulation per NYC code									3			GML					
751		4" - 3" Pipe size - 2 1/2" thick	400	lf	25.00	10,000					3			GML		4,000		6,000	
752		2" - Less Pipe size - 2" thick	400	lf	20.00	8,000					3			GML		3,200		4,800	
753		Valve bodies	1	allow	1,750.00	1,750					3			GML		700		1,050	
754		Chopping patching - walls and ceiling	10	ea	250.00	2,500					3			GML		1,000		1,500	
755																			
756		Abate poison ivy around Auditorium's exterior condensers and obviate exterior condensers by connecting to campus chilled water system									3			GML					
757		Auditorium - Exterior Air Cooled Condenser									3			GML					
758		Blocked by plantings									3			GML					
759		Open and clear all plantings at air cooled condenser - cut back all plantings - branches - 5' + as required	1	ls	950.00	950					3			GML		380		570	
760																			
761		Add duct silencers to Auditoriums interior air handlers											5	GML					
762		Auditorium - Air Handling Unit											5	GML					
763		Noise considerations											5	GML					
764		Remove existing wrap on AC-unit and roof mounted ductwork and pred for new treatments	1	ls	2,250.00	2,250							5	GML				2,250	
765		Remove ductwork - supply and return as possible - 30' as indicated on roof	800	lbs	4.50	3,600							5	GML				3,600	
766		New Scope											5	GML					
767		Ductwork - flanged	1,250	lbs	17.50	21,875							5	GML				21,875	
768		2" Thick sound lining	500	sf	8.00	4,000							5	GML				4,000	
769		Exterior insulation - weather proof metal jacketed	500	sf	9.00	4,500							5	GML				4,500	
770		Exterior insulation - weather proof metal jacketed - air handler	150	sf	9.50	1,425							5	GML				1,425	
771		Balance and adjust A.H.U. - reports	1	ahu	1,200.00	1,200							5	GML				1,200	
772																			
773		Provide cooling strategy to much of the building, including GML rotunda and stacks											5	GML					
774		Air Conditioning Provisions											5	GML					
775		Presently - Unconditioned											5	GML					
776		Provide cooling strategy											5	GML					

Gould Memorial Library & Hall of Fame Bronx, NY										March 15, 2018											
										Estimate	P R I O R I T Y   C O D E					P H A S I N G					
Line#	Description	Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes	1	2	3	4	5					A	B	C	D	E
777	New Scope											5	GML								
778	2 Pipe fan coil units - filters											5	GML								
779	Multi - speed - condensate drip pan	40	ea		See item below							5	GML							below	
780	Air cooled chiller - 120 T.R.	1	ea		See item below							5	GML							below	
781	Chilled water pumps	2	ea		See item below							5	GML							below	
782	Ductwork - insulated - devices - specialties	1	allow		See item below							5	GML							below	
783	Steam heat exchanger	1	ea		See item below							5	GML							below	
784	Steam from buiding network to HX	1	unit		See item below							5	GML							below	
785	Condensate pump - if required	1	ea		See item below							5	GML							below	
786	Automatic controls - ATC - BMS - DDC	1	bms		See item below							5	GML							below	
787	Piping 'L' Copper Soldered											5	GML								
788	4" - 2" Pipe size with insulation	400	lf		See item below							5	GML							below	
789	1 1/2" - 1" Pipe size	2,000	lf		See item below							5	GML							below	
790	3/4" - Less Pipe size	3,000	lf		See item below							5	GML							below	
791	Valving and specialties - pumps, etc.	1	ls		See item below							5	GML							below	
792	Condensate drip piping	800	lf		See item below							5	GML							below	
793	Related electrical	1	ls		See item below							5	GML							below	
794	Chopping patching walls and ceiling	40	loc		See item below							5	GML							below	
795	Core drill - fire sealing	1	ls		See item below							5	GML							below	
796	Balance - adjustments - reports - miscellaneous	1	ls		See item below							5	GML							See item below	
797																					
798	Provide heating and cooling systems including allowances for proper ventilation at exterior fabric											5	GML								
799	Presently - Unconditioned											5	GML								
800	Provide heating - cooling - ventilation systems											5	GML								
801	New Scope											5	GML								
802	4 Pipe fan coil units - filters - multi speed	40	ea	3,100.00	124,000							5	GML							124,000	
803	Controllers											5	GML								
804	Air cooled chiller - 120 T.R.	1	ea	120,000.00	120,000							5	GML							120,000	
805	Chilled water pumps	2	ea	12,500.00	25,000							5	GML							25,000	
806	Minimum outside air HVAC air handler	15,000	cfm	9.50	142,500							5	GML							142,500	
807	Ductwork - insulation - devices - specialties	1	allow	470,000.00	470,000							5	GML			317,413				152,587	
808	Steam heat exchanger - steam from building system	1	set	21,000.00	21,000							5	GML							21,000	
809	Condensate return pump	1	set	8,100.00	8,100							5	GML							8,100	
810	Automatic controls - ATC - BMS - DDC	1	bldg	200,000.00	200,000							5	GML							200,000	
811	Piping 'L' Copper - soldered and Sch. 40 CS, Blk.											5	GML								
812	4" - 2 1/2" Pipe size with insulation	500	lf	100.00	50,000							5	GML			33,767				16,233	
813	2" - 1" Pipe size with insulation	3,500	lf	75.00	262,500							5	GML			177,278				85,222	
814	3/4" - 1/2" Pipe size	4,000	lf	55.00	220,000							5	GML			148,576				71,424	
815	Valving and specials	1	ls	35,000.00	35,000							5	GML			23,637				11,363	
816	Piping at pumps, HX AHU	1	ls	20,000.00	20,000							5	GML			13,507				6,493	
817	Condensate drip piping	800	lf	31.00	24,800							5	GML			16,749				8,051	
818	Related electrical	1	ls	180,000.00	180,000							5	GML			121,562				58,438	
819	Chopping, patching - walls - ceiling	1	ls	20,000.00	20,000							5	GML			13,507				6,493	
820	Balance - adjustments - reports, miscellaneous	1	ls	52,500.00	52,500							5	GML							52,500	
821																					
822	New single use toilet room - complete hvac items	120	sf	35.00	4,200						4	GML				4,200					
823	Operable vents for smoke release and smoke purge	1	ls	250,000.00	250,000						4	GML				250,000					
824	Deduct for HOF portion	(1)	ls	1,114,800.00	(1,114,800)							5	GML							(1,114,800)	
825	HVAC materials delivery/staging/access to Priority 3 work	1	ls	5,000.00	5,000					3		GML						5,000			
826	HVAC materials delivery/staging/access to Priority 4 work	1	ls	5,000.00	5,000						4	GML				5,000					
827	HVAC materials delivery/staging/access to Priority 5 work	1	ls	10,000.00	10,000							5	GML							10,000	
828																					

<div>  <div> Gould Memorial Library &amp; Hall of Fame Bronx, NY </div> </div>										March 15, 2018										
										Estimate	P R I O R I T Y   C O D E					P H A S I N G				
Line#	Description	Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes	1	2	3	4	5				A	B	C	D	E
829	<u>HOF</u>																			
830	Provide cooling strategy to HOF rooms	1	ls	1,114,800.00	1,114,800							5	GML							1,114,800
831	HVAC materials delivery/staging/access to Priority 5 work	1	ls	20,000.00	20,000							5	GML							20,000
832																				
833	<u>LANDSCAPING</u>																			
834																				
835	Relocate existing mechanical equipment away form building at fencing element assessment, rehabilitated or removed (LE1-LE5)	5	loc	3,500.00	Deleted		Allow - MEP's only					5	LAND							
836																				
837	<u>SUBTOTAL FOR HVAC</u>				End of Trade	2,331,650														
838																				
839																				
840	11. <u>FIRE PROTECTION</u>																			
841																				
842	<u>GML</u>												GML							
843													GML							
844	Provide water meter and backflow preventer to existing fire water service								2				GML							
845	Fire Service								2				GML							
846	Meter and RPZ Protection								2				GML							
847	Provide fire meter	1	ea	5,100.00	5,100				2				GML							5,100
848	Provide RPZ	1	ea	6,100.00	6,100				2				GML							6,100
849	Remove fire service pipe	1	ls	750.00	750				2				GML							750
850	Provide house valve	1	ea	975.00	975				2				GML							975
851	Provide filing - fee tests / NFPA	1	ls	625.00	625				2				GML							625
852	Provide spool piping	2	sect	615.00	1,230				2				GML							1,230
853													GML							
854	New single use toilet room - complete fire protection items	120	sf	10.00	1,200						4		GML			1,200				
855																				
856	Siamese access								2				GML							
857	Remove hoses and electrical cords hanging on fire department connection								2				GML							
858	Remove all debris hanging on fire department Siamese and meter box	1	ls	500.00	500				2				GML			500				
859	Provide signage at fire department device	1	ea	750.00	750				2				GML			750				
860																				
861	<u>HOF</u>																			
862																				
863	Provide sprinkler heads in sub-basement and HOF rooms								2				HOF							
864	Floor control assembly 3" size								2				HOF							
865	Provide sprinklers including pipe, fittings, supports, heads, shop drawings, approvals, tests, clean up and								2				HOF							
866	debris removal:								2				HOF							
867	Heads - Hall of Fame	95	hds	500.00	47,500				2				HOF							47,500
868	Heads - basement - general	110	hds	450.00	49,500				2				HOF							49,500
869	Pipe - loop 3" pipe size	620	lf	80.00	49,600				2				HOF							49,600
870	Ceiling work	1	ls	15,000.00	15,000				2				HOF							15,000
871																				
872	<u>LANDSCAPING</u>																			
873	Siamese access								2				LAND							
874	Siamese visibility not proper								2				LAND							
875	Remove all plantings adjacent to Siamese	1	ls	500.00	500				2				LAND							500
876	Provide signage at Fire Department Siamese	1	ea	750.00	750				2				LAND							750
877																				
878	<u>SUBTOTAL FOR FIRE PROTECTION</u>				End of Trade	180,080														
879																				



<div>  <div> <b>Gould Memorial Library &amp; Hall of Fame</b>  <b>Bronx, NY</b> </div> </div>										March 15, 2018										
										Estimate	P R I O R I T Y C O D E					P H A S I N G				
Line#	Description		Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes			1	2	3	4	5	A	B	C	D	E
880																				
881	12.	<u>ELECTRICAL</u>																		
882																				
883		GML																		
884		Remove and replace MDP-12 switchboard	1	ea	35,185.00	35,185							3		GML				35,185	
885		Remove and replace existing distribution boards (225A)	5	ea	7,350.00	36,750							3		GML				36,750	
886		Add more receptacles throughout	250	ea	655.00	163,750								4	GML				163,750	
887		Add more distribution panels to support additional receptacles (100A)	4	ea	8,548.80	34,195								4	GML				34,195	
888		Receptacle in the Rotunda is not supported properly and is only supported by a conduit. Provide properly supported receptacles in a historically sensitive manner	1	ea	740.36	740						2			GML		740			
889		Provide covers at exsiting wall mounted junction boxes in balcony area	1	ls	150.00	150						2			GML		150			
890		Remove abandoned electrical fixtures	150	ea	150.00	22,500								4	GML				22,500	
891		Replace fixtures at above item	150	ea	850.00	127,500								4	GML				127,500	
892		GML offices - replace office lighting with new modern energy efficient LED lighting fixtures	1	ls	5,000.00	5,000									5	GML			5,000	
893		GML offices - replace Period office lighting with custom upgraded to LED fixtures	1	ls	10,000.00	10,000									5	GML			10,000	
894		GML stacks - replace lighting with new energy efficient LED lighting fixtures to meet codes and to suit luminosity required by type of use	1	ls	22,500.00	22,500						2			GML					22,500
895		Connect exterior exit lighting to the emergency system	1	ls	1,250.00	1,250						2			GML		1,250			
896		New single use toilet room - complete electrical items	120	sf	35.00	4,200								4	GML		4,200			
897		Provide historically appropriate lighting and remove existing fixture	32	loc	1,200.00	38,400		Allow						4	GML		38,400			
898		Fire alarm system at Rotunda - allowance	1	allow	250,000.00	250,000		Engineers allowance					3		GML		250,000			
899		Rotunda fire protection/fire purge - Detection/Annunciation/Smoke Containment	1	allow	47,500.00	47,500							3		GML		47,500			
900		Clean/restore/rRewire and relamp historic fixtures	4	ea	1,700.00	6,800								4	GML			6,800		
901		Laylight work											3		GML					
902		Laylight lighting allowance LEDs	400	sf	160.00	64,000								4	GML				64,000	
903		Tel/com system including main and intermediate distrubution frame - allowance	37,933	sf	8.00	303,464									5	GML			151,732	151,732
904		Security system - including head end equipment - allowance	37,933	sf	6.50	246,565									5	GML			123,282	123,282
905		HOF																		
906		Ambulatory - restore existing lighting fixtures and convert all fixtures to LED lighting	20	ea	1,200.00	24,000								4	HOF			24,000		
907		Conceal security camera wiring within structure and remove conduit	1	ls	350.00	350								4	HOF			350		
908		Bring 480 volt service from the campus wide network. New switchboard at 480/277 volts, 800 amps to power new equipment	1	ls	45,199.00	45,199									5	HOF			45,199	
909		New transformer to power existing switchboard	1	ea	11,330.00	11,330									5	HOF			11,330	
910		New fire alarm system at exterior location	1	ls	8,876.00	8,876				1						HOF			8,876	
911		Provide historically appropriate lighting and remove existing fixture	55	loc	1,200.00	66,000		Allow						4	HOF				66,000	
912		Lighting to spaces	9,115	sf	9.00	82,035		Allow						4	HOF				82,035	
913		Tel/com system including main and intermediate distrubution frame - allowance	9,115	sf	8.00	72,920									5	HOF			36,460	36,460
914		Security system - including head end equipment - allowance	9,115	sf	6.50	59,248									5	HOF			29,624	29,624
915																				
919		<u>SUBTOTAL FOR ELECTRICAL</u>				End of Trade	1,790,407									180,500	1,810,054	9,103,128	13,236,117	6,787,722
920																A	B	C	D	E
921																				

				March 15, 2018															
Gould Memorial Library & Hall of Fame Bronx, NY								Estimate		P R I O R I T Y   C O D E					P H A S I N G				
Line#	Description			Quantity	Unit	\$/Unit	Total \$	Subtotal Trades	Notes	1	2	3	4	5	A	B	C	D	E
922																			
923	13.	Stair Alternate																	
924																			
925		GML																	
926		Remove existing stairs (floors 03 to 06)			6	flts	7,000.00	42,000										42,000	
927		Reframe existing openings			900	sf	130.00	117,000										117,000	
928		Add glass floors			900	sf	250.00	225,000										225,000	
929		Delete upgrade to stair walls			(3,462)	sf	9.10	(31,500)										(31,500)	
930		New stairs, stone treads and wood handrails			6	flts	35,000.00	210,000										210,000	
931		New stair enclosures			3,462	sf	20.00	69,230										69,230	
932		Add plaster finishes at outter areas			3,462	sf	12.00	41,538										41,538	
933		Add ceiling enclosure below stairs			900	sf	25.00	22,500										22,500	
934		Door and frame - complete			6	ea	2,500.00	15,000										15,000	
935		MEPs			900	sf	36.00	32,400										32,400	
936		Miscellaneous build-outs			1	ls	5,000.00	5,000										5,000	
937																			
938		SUBTOTAL FOR Stair Alternate						End of Trade	748,168										
939																			
940																			
941	14.	Option to Replace GML Cornice, Priority 3 - Phase C																	
942																			
943		GML																	
944		Replace existing cornice, 3'-4" h.			360	lf	2,800.00	1,008,000				3					1,008,000		
945																			
946		SUBTOTAL FOR Option to Replace GML Cornice, Priority 3 - Phase C						End of Trade	1,008,000										
947																			



