



Property ID and Identifying Info Redacted

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**Print this manual on pre-punched paper  
for a three ring binder and create a  
permanent resource!**

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Analysis of your 2011 REAC Scoring Report

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701-71

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1013-1

1111-1

**8 Unit Buildings**

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**6 Unit Building**

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10

caution: scoring data will not be accurate for all properties, or even for all similar properties.

REAC Solutions REAC Guide  
Basis of Scoring in this Manual

This manual based upon			
Property Name	[REDACTED]		
Property ID	[REDACTED]		
Inspection ID	[REDACTED]		
Inspection Date	[REDACTED]		
Scoring Data:	72c*		
	<u>Possible</u>	<u>Area Points</u>	<u>H&amp;S Ded</u>
Site	19.7	16	5.5
Exteriors	16.9	15.8	0
Systems	16.7	15.9	0
Common Areas	1.7	0.7	0
Units	45	36.1	7.3
Bldgs Inspected			
Units Inspected	21	<b>Score</b>	72
Per Unit	2.1		
<b>Maximum Losses Values</b>	Ext	Sys	CA
10 Unit Bldg	1.7	1.7	0.14
8 Unit Bldg	1.3	1.3	0.1
6 Unit Bldg	1	1	0.1

NOTE: NO Common Area Defect can exceed 0.1 points.

No combination of multiple Common Area Defects

can exceed 0.1 points PER BUILDING

## Site &amp; Units

Site Items	Site Deficiencies	L1	L2	L3
Fencing and Gates	Damaged/Falling/Leaning		3.0	5.9
	Holes	1.1		4.4
	Missing Sections	1.1		4.4
Grounds	Erosion/Rutting Areas		3.7	7.4
	Overgrown/Penetrating Vegetation		2.8	5.5
	Ponding/Site Drainage		3.7	7.4
Mailboxes & Project Signs	Mailbox Missing/Damaged Signs Damaged	0.1		0.1
Market Appeal	Graffiti	1.2	2.4	4.7
	Litter		2.4	
Parking Lots, Driveways, and Roads	Cracks		1.9	
	Ponding		2.5	5.0
	Potholes/Loose Material	1.3		5.0
	Settlement/Heaving	1.3		5.0
Play Areas and Equipment	Damaged/Broken Equipment	1.4	2.8	5.5
	Deteriorated Play Area Surface		2.8	5.5
Refuse Disposal	Broken/Damaged Enclosure - Inadequate Outside Storage Space		2.8	
Retaining Walls	Damaged/Falling/Leaning		3.0	5.9
Storm Drainage	Damaged/Obstructed		6.2	12.3
Walkways/Steps	Broken/Missing Hand Railing			5.5
	Cracks/Settlement/Heaving		2.8	
	Spalling	1.4	2.8	
<b>Site</b>	<b>Health &amp; Safety Defects</b>			
Air Quality	Mold and/or Mildew Observed			5.5
	Propane/Natural Gas/Methane Gas Detected			5.5
	Sewer Odor Detected			5.5
Electrical Hazards	Exposed Wires/Open Panels			12.3
	Water on/near Electrical Equipment			12.3
Flammable Material	Improperly Stored			5.5
Garbage and Debris	Outdoors			5.5
Hazards	Other			0.0
	Sharp Edges			5.5
	Tripping			5.5
Infestation	Insects			5.5
	Rats/Mice/Vermin			5.5

## Site &amp; Units

Unit Items	Unit Deficiencies	L1	L2	L3
Bathroom	Bathroom Cabinets - Damaged/Missing	0.1		
	Lavatory Sink - Damaged/Missing	0.2		0.7
	Plumbing - Clogged Drains	0.4		1.6
	Plumbing - Leaking Faucet/Pipes	0.2		1.0
	Shower/Tub - Damaged/Missing	0.2	0.5	1.0
	Ventilation/Exhaust System - Inoperable		0.2	
	Water Closet/Toilet - Damaged/Clogged/Missing		0.8	1.6
	Call-for-Aid	Inoperable		
Ceiling	Bulging/Buckling			0.3
	Holes/Missing Tiles/Panels	0.1	0.1	0.3
	Peeling/Needs Paint	.01	.02	
	Water Stains/Water Damage/Mold/Mildew	.03	.05	0.1
Doors	Damaged Frames/Threshold/Lintels/Trim		.06	0.1
	Damaged Hardware/Locks	.05	0.1	0.2
	Damaged Surface - Holes/Paint/Rusting/Glass		0.1	0.2
	Damaged/Missing Screen/Storm/Security Door	.05		0.2
	Deteriorated/Missing Seals (Entry Only)			0.3
	Missing Door	0.1	0.2	0.5
Electrical System	Blocked Access/Improper Storage			0.5
	Burnt Breakers			0.6
	Evidence of Leaks/Corrosion			1.1
	Frayed Wiring			1.1
	GFI Inoperable			1.1
	Missing Breakers/Fuses			1.1
	Missing Covers			1.1
Floors	Bulging/Buckling			0.3
	Floor Covering Damage	0.1	0.1	0.3
	Missing Flooring/Tiles	0.1	0.1	0.3
	Peeling/Needs Paint	.01	.02	
	Rot/Deteriorated Subfloor		0.1	0.3
	Water Stains/Water Damage/Mold/Mildew		.05	0.1
Hot Water Heater	Misaligned Chimney/Ventilation System			1.1
	Inoperable Unit/Components			1.1
	Leaking Valves/Tanks/Pipes			0.6
	Pressure Relief Valve Missing			1.1
	Rust/Corrosion	0.1	0.2	0.5

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## Site &amp; Units

Unit Items	Unit Deficiencies - Continued	L1	L2	L3
HVAC	Convection/Radiant Heat System Covers Missing/Damaged			1.0
	Misaligned Chimney/Ventilation System Inoperable			1.6
	Noisy/Vibrating/Leaking	0.2		
	General Rust/Corrosion	0.1		
				1.6
Kitchen	Cabinets - Missing/Damaged		0.2	0.4
	Countertops - Missing/Damaged		0.2	
	Dishwasher/Garbage Disposal - Inoperable		0.2	
	Plumbing - Clogged Drains	0.2		1.0
	Plumbing - Leaking Faucet/Pipes	0.2		0.7
	Range Hood/Exhaust Fans - Excessive Grease/Inoperable	0.1		0.4
	Refrigerator - Missing/Damaged/Inoperable	0.2		0.7
	Range/Stove - Missing/Damaged/Inoperable	0.2	0.4	0.7
	Sink - Missing/Damaged	0.4		1.6
Laundry Area	Dryer Vent - Missing/Damaged/Inoperable			0.1
Lighting	Missing/Inoperable Fixture	.03	0.1	0.1
Outlets & Switches	Missing/Broken Cover Plates	.05		0.2
	Missing			0.2
Patio Porch or Balcony	Baluster/Side Railings Damaged			0.1
Smoke Detector	Missing/Inoperable			0.0
Stairs	Broken/Damaged/Missing Steps			0.1
	Broken/Missing Hand Railing			0.1
Walls	Bulging/Buckling			0.3
	Damaged	.05	0.1	0.2
	Damaged/Deteriorated Trim	.01	.02	.04
	Peeling/Needs Paint	.01	.02	
	Water Stains/Water Damage/Mold/Mildew	.03	.05	0.1
Windows	Cracked/Broken/Missing Panes	.05		0.2
	Damaged Window Sills	0.1	0.1	
	Inoperable/Not Lockable	.05		0.2
	Missing/Deteriorated Caulking/Seals		0.2	0.5
	Peeling/Needs Paint	.01		
	Security Bars Prevent egress			0.5

## Site &amp; Units

Unit Items	Health & Safety Defects			
Air Quality	Mold/Mildew Observed			0.7
	Propane/Natural Gas/Methane Gas Detected			1.6
	Sewer Odor Detected			0.7
Electrical Hazards	Exposed Wires/Open Panels			1.6
	Water on/near Electrical Equipment			1.6
Emergency & Fire Exits	Blocked/Unusable			1.6
	Missing Exit Signs			0.0
Flammable Material	Improperly Stored			0.7
Garbage and Debris	Indoors			0.7
	Outdoors			0.0
Hazards	Sharp Edges			0.7
	Other			0.0
	Tripping			0.0
Infestation	Insects			0.7
	Rats/Mice/Vermin			0.7

caution: scoring data will not be accurate for all properties, or even for all similar properties.

## 10 Unit Bldg

Exterior Items	Exterior Deficiencies	L1	L2	L3
Doors	Damaged Frames/Threshold/Lintels/Trim		0.2	0.3
	Damaged Hardware/Locks		0.3	0.6
	Damaged Surface - Holes/Paint/Rusting/Glass		0.4	0.8
	Damaged/Missing Screen/Storm/Security Door	0.2		0.6
	Deteriorated/Missing Caulking/Seals			0.8
	Missing Door			1.4
Fire Escapes	Blocked Egress/Ladders			1.4
	Visibly Missing Components			1.4
Foundations	Cracks/Gaps		0.7	1.4
	Spalling/Exposed Rebar		0.4	0.8
Lighting	Broken Fixtures/Bulbs		0.3	0.5
Roofs	Damaged Soffits/Fascia	0.2		0.8
	Damaged Vents	0.2		0.8
	Damaged/Clogged Drains		0.7	1.4
	Damaged/Torn Membrane/Missing Ballast		0.7	1.4
	Missing/Damaged Downspout/Gutter	0.2	0.3	0.6
	Missing/Damaged Shingles	0.3	0.7	1.4
	Ponding			0.8
Walls	Cracks/Gaps		0.6	1.1
	Damaged Chimneys		0.3	0.7
	Missing/Damaged Caulking/Mortar	0.2	0.3	
	Missing Pieces/Holes/Spalling		0.3	0.7
	Stained/Peeling/Needs Paint	0.1	0.2	
Windows	Broken/Missing/Cracked Panes	0.1		0.5
	Damaged Sills/Frames/Lintels/Trim	0.3	0.6	
	Damaged/Missing Screens	0.1		
	Missing/Deteriorated Caulk/Glazing Compound		0.6	1.1
	Peeling/Needs Paint	0.0		
	Security Bars Prevent Egress			1.1
<b>Exterior</b>	<b>Health &amp; Safety Defects</b>			
Electrical Hazards	Exposed Wires/Open Panels			1.4
	Water on/near Electrical Equipment			1.4
Emergency & Fire Exits	Blocked/Unusable Missing Exit Signs			1.4 0.6
Garbage & Debris	Outdoors			0.6
Hazards	Other			0.0
	Sharp Edges			0.6
	Tripping			0.6

## 10 Unit Bldg

<b>Systems Items</b>	<b>Systems Deficiencies</b>	<b>L1</b>	<b>L2</b>	<b>L3</b>
Domestic Water	Leaking Central Water Supply			1.2
	Misaligned Chimney/Ventilation System			2.0
	Missing Pressure Relief Valve			2.0
	Rust/Corrosion on Heater Chimney			0.5
	Water Supply Inoperable			2.0
Electrical System	Blocked Access/Improper Storage			0.9
	Burnt Breakers			1.2
	Evidence of Leaks/Corrosion			2.0
	Frayed Wiring			2.0
	Missing Breakers/Fuses			2.0
	Missing Covers			2.0
Elevators	Not Operable			0.7
Emergency Power	Auxiliary Lighting Inoperable			0.3
	Run-Up Records/Documentation Not Available		0.1	0.2
Exhaust System	Roof Exhaust Fans Inoperable			0.9
Fire Protection	Missing/Damaged/Expired Extinguishers	0.5	1.0	2.0
	Missing Sprinkler Head			2.0
HVAC	Boiler/Pump Leaks	0.3		1.2
	Fuel Supply Leaks			1.2
	Misaligned Chimney/Ventilation System			2.0
	General Rust/Corrosion		0.3	0.5
Sanitary System	Broken/Leaking/Clogged Pipes or Drains			2.0
	Missing Drain/Cleanout/Manhole Covers			1.2
<b>Systems</b>	<b>Health &amp; Safety Defects</b>			
Air Quality	Mold/Mildew			0.9
	Propane/Natural Gas/Methane Gas Detected			0.9
	Sewer Odor Detected			0.9
Electrical Hazards	Exposed Wires/Open Panels			2.0
	Water on/near Electrical Equipment			2.0
Elevator Hazards	Tripping			0.9
Hazards	Other			0.0
	Sharp Edges			0.9
	Tripping			0.9
Infestation	Insects			0.9
	Rats/Mice/Vermin			0.9

## 8 Unit Bldg

Exterior Items	Exterior Deficiencies	L1	L2	L3
Doors	Damaged Frames/Threshold/Lintels/Trim		0.1	0.3
	Damaged Hardware/Locks		0.2	0.5
	Damaged Surface - Holes/Paint/Rusting/Glass		0.3	0.6
	Damaged/Missing Screen/Storm/Security Door	0.1		0.5
	Deteriorated/Missing Caulking/Seals			0.6
	Missing Door			1.0
Fire Escapes	Blocked Egress/Ladders			1.0
	Visibly Missing Components			1.0
Foundations	Cracks/Gaps		0.5	1.0
	Spalling/Exposed Rebar		0.3	0.6
Lighting	Broken Fixtures/Bulbs		0.2	0.4
Roofs	Damaged Soffits/Fascia	0.2		0.6
	Damaged Vents	0.2		0.6
	Damaged/Clogged Drains		0.5	1.0
	Damaged/Torn Membrane/Missing Ballast		0.5	1.0
	Missing/Damaged Downspout/Gutter	0.1	0.2	0.5
	Missing/Damaged Shingles	0.3	0.5	1.0
	Ponding			0.6
Walls	Cracks/Gaps		0.4	0.8
	Damaged Chimneys		0.3	0.5
	Missing/Damaged Caulking/Mortar	0.1	0.3	
	Missing Pieces/Holes/Spalling		0.3	0.5
	Stained/Peeling/Needs Paint	0.1	0.2	
Windows	Broken/Missing/Cracked Panes	0.1		0.4
	Damaged Sills/Frames/Lintels/Trim	0.2	0.4	
	Damaged/Missing Screens	0.1		
	Missing/Deteriorated Caulk/Glazing Compound		0.4	0.8
	Peeling/Needs Paint	0.0		
	Security Bars Prevent Egress			0.8
<b>Exterior</b>	<b>Health &amp; Safety Defects</b>			
Electrical Hazards	Exposed Wires/Open Panels			1.0
	Water on/near Electrical Equipment			1.0
Emergency & Fire Exits	Blocked/Unusable Missing Exit Signs			1.0 0.5
Garbage & Debris	Outdoors			0.5
Hazards	Other			0.0
	Sharp Edges			0.5
	Tripping			0.5

## 8 Unit Bldg

<b>Systems Items</b>	<b>Systems Deficiencies</b>	<b>L1</b>	<b>L2</b>	<b>L3</b>
Domestic Water	Leaking Central Water Supply			0.9
	Misaligned Chimney/Ventilation System			1.6
	Missing Pressure Relief Valve			1.6
	Rust/Corrosion on Heater Chimney			0.4
	Water Supply Inoperable			1.6
Electrical System	Blocked Access/Improper Storage			0.7
	Burnt Breakers			0.9
	Evidence of Leaks/Corrosion			1.6
	Frayed Wiring			1.6
	Missing Breakers/Fuses			1.6
	Missing Covers			1.6
Elevators	Not Operable			0.5
Emergency Power	Auxiliary Lighting Inoperable			0.2
	Run-Up Records/Documentation Not Available		0.1	0.1
Exhaust System	Roof Exhaust Fans Inoperable			0.7
Fire Protection	Missing/Damaged/Expired Extinguishers	0.4	0.8	1.6
	Missing Sprinkler Head			1.6
HVAC	Boiler/Pump Leaks	0.2		0.9
	Fuel Supply Leaks			0.9
	Misaligned Chimney/Ventilation System			1.6
	General Rust/Corrosion		0.2	0.4
Sanitary System	Broken/Leaking/Clogged Pipes or Drains			1.6
	Missing Drain/Cleanout/Manhole Covers			0.9
<b>Systems</b>	<b>Health &amp; Safety Defects</b>			
Air Quality	Mold/Mildew			0.7
	Propane/Natural Gas/Methane Gas Detected			0.7
	Sewer Odor Detected			0.7
Electrical Hazards	Exposed Wires/Open Panels			1.6
	Water on/near Electrical Equipment			1.6
Elevator Hazards	Tripping			0.7
Hazards	Other			0.0
	Sharp Edges			0.7
	Tripping			0.7
Infestation	Insects			0.7
	Rats/Mice/Vermin			0.7

## 6 Unit Bldg

Exterior Items	Exterior Deficiencies	L1	L2	L3
Doors	Damaged Frames/Threshold/Lintels/Trim		0.1	0.2
	Damaged Hardware/Locks		0.2	0.4
	Damaged Surface - Holes/Paint/Rusting/Glass		0.2	0.5
	Damaged/Missing Screen/Storm/Security Door	0.1		0.4
	Deteriorated/Missing Caulking/Seals			0.5
	Missing Door			0.8
Fire Escapes	Blocked Egress/Ladders			0.8
	Visibly Missing Components			0.8
Foundations	Cracks/Gaps		0.4	0.8
	Spalling/Exposed Rebar		0.2	0.5
Lighting	Broken Fixtures/Bulbs		0.2	0.3
Roofs	Damaged Soffits/Fascia	0.1		0.5
	Damaged Vents	0.1		0.5
	Damaged/Clogged Drains		0.4	0.8
	Damaged/Torn Membrane/Missing Ballast		0.4	0.8
	Missing/Damaged Downspout/Gutter	0.1	0.2	0.4
	Missing/Damaged Shingles	0.2	0.4	0.8
	Ponding			0.5
Walls	Cracks/Gaps		0.3	0.7
	Damaged Chimneys		0.2	0.4
	Missing/Damaged Caulking/Mortar	0.1	0.2	
	Missing Pieces/Holes/Spalling		0.2	0.4
	Stained/Peeling/Needs Paint	0.1	0.1	
Windows	Broken/Missing/Cracked Panes	0.1		0.3
	Damaged Sills/Frames/Lintels/Trim	0.2	0.3	
	Damaged/Missing Screens	0.0		
	Missing/Deteriorated Caulk/Glazing Compound		0.3	0.7
	Peeling/Needs Paint	0.0		
	Security Bars Prevent Egress			0.7
<b>Exterior</b>	<b>Health &amp; Safety Defects</b>			
Electrical Hazards	Exposed Wires/Open Panels			0.8
	Water on/near Electrical Equipment			0.8
Emergency & Fire Exits	Blocked/Unusable Missing Exit Signs			0.8 0.4
Garbage & Debris	Outdoors			0.4
Hazards	Other			0.0
	Sharp Edges			0.4
	Tripping			0.4

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## 6 Unit Bldg

<b>Systems Items</b>	<b>Systems Deficiencies</b>	<b>L1</b>	<b>L2</b>	<b>L3</b>
Domestic Water	Leaking Central Water Supply			0.7
	Misaligned Chimney/Ventilation System			1.2
	Missing Pressure Relief Valve			1.2
	Rust/Corrosion on Heater Chimney			0.3
	Water Supply Inoperable			1.2
Electrical System	Blocked Access/Improper Storage			0.5
	Burnt Breakers			0.7
	Evidence of Leaks/Corrosion			1.2
	Frayed Wiring			1.2
	Missing Breakers/Fuses			1.2
	Missing Covers			1.2
Elevators	Not Operable			0.4
Emergency Power	Auxiliary Lighting Inoperable			0.2
	Run-Up Records/Documentation Not Available		0.0	0.1
Exhaust System	Roof Exhaust Fans Inoperable			0.5
Fire Protection	Missing/Damaged/Expired Extinguishers	0.3	0.6	1.2
	Missing Sprinkler Head			1.2
HVAC	Boiler/Pump Leaks	0.2		0.7
	Fuel Supply Leaks			0.7
	Misaligned Chimney/Ventilation System			1.2
	General Rust/Corrosion		0.1	0.3
Sanitary System	Broken/Leaking/Clogged Pipes or Drains			1.2
	Missing Drain/Cleanout/Manhole Covers			0.7
<b>Systems</b>	<b>Health &amp; Safety Defects</b>			
Air Quality	Mold/Mildew			0.5
	Propane/Natural Gas/Methane Gas Detected			0.5
	Sewer Odor Detected			0.5
Electrical Hazards	Exposed Wires/Open Panels			1.2
	Water on/near Electrical Equipment			1.2
Elevator Hazards	Tripping			0.5
Hazards	Other			0.0
	Sharp Edges			0.5
	Tripping			0.5
Infestation	Insects			0.5
	Rats/Mice/Vermin			0.5

## Definitions - H&amp;S

<b>Health &amp; Safety Deficiencies affecting all Inspectable Areas</b>	
<b>Mold and/or Mildew Observed (Air Quality)</b>	You see evidence of mold or mildew, especially in bathrooms and air outlets.
<b>Propane/Natural Gas/Methane Gas Detected (Air Quality)</b>	You detect strong propane, natural gas, or methane gas odors that could pose a risk of fire or explosion
<b>Sewer Odor Detected (Air Quality)</b>	You detect sewer odors that could pose a health risk if inhaled for prolonged periods.
<b>Exposed Wires/Open Panels (Electrical Hazards)</b>	You see exposed bare wires or openings in electrical panels. Note: If the accompanying authority has identified abandoned wiring, capped wires do not pose a risk and should not be recorded as a deficiency.
<b>Water Leaks On or Near Electrical Equipment (Electrical Hazards)</b>	You see water leaking, puddling, or ponding on or immediately near any electrical apparatus. This could pose a risk of fire, electrocution, or explosion.
<b>Blocked/Unusable (Emergency/Fire Exits)</b>	The exit cannot be used or exit is limited because a door or window is nailed shut, a lock is broken, panic hardware is chained, debris, storage, or other condition.
<b>Missing Exit Signs (Emergency/Fire Exit)</b>	Exit signs that clearly identify all emergency exits are missing, or there is no illumination in the area
<b>Improperly Stored (Flammable Materials)</b>	Flammable materials are improperly stored, causing the potential risk of fire or explosion.
<b>Indoors (Garbage and Debris)</b>	Too much garbage has gathered, more than the planned storage capacity, or Garbage has gathered in an area that is not sanctioned for staging or storing garbage or debris.

## Definitions - H&amp;S

**Health & Safety Deficiencies affecting all Inspectable Areas****Outdoors (Garbage and Debris)**

Too much garbage has gathered, more than the planned storage capacity, or Garbage has gathered in an area that is not sanctioned for staging or storing garbage or debris.

**Other (Hazards)**

If you see any general defects or hazards that pose risk of bodily injury, you must note them.

Note: This includes hazards that are not specifically defined elsewhere.

**Sharp Edges (Hazards)**

You see any physical defect that could cause cutting or breaking human skin or other bodily harm--generally in commonly used or traveled areas.

**Tripping (Hazards)**

You see any physical defect that poses a tripping risk, generally in walkways or other traveled areas.

Note: This does not include tripping hazards from elevators that do not level properly. For this deficiency, see Elevator - Tripping under Health & Safety.

**Insects (Infestation)**

You see evidence of infestation of insects--including roaches and ants--throughout a unit or room, especially in food preparation and storage areas.

If you see baits, traps, and sticky boards that show no presence of insects, do not record this as a deficiency.

**Rats/Mice/Vermin (Infestation)**

You see evidence of rats or mice--sightings, rat or mouse holes, or droppings.

If you see baits, traps, or sticky boards that show no presence of vermin, do not record this as a deficiency.

**Tripping (Elevator) - Systems Only**

An elevator is misaligned with the floor by more than  $\frac{3}{4}$  inch. The elevator does not level as it should, which causes a tripping hazard.

## Definitions - Site

<b>Site Deficiencies</b>	
<b><u>Damaged/Falling/Leaning (Fencing and Gates)</u></b>	
3.0	L2: An interior fence or gate is so damaged that it does not function as it should.  An exterior fence, security fence, or gate has any damage what-so-ever
5.9	L3: An exterior fence, security fence, or gate is no longer there.  -OR- An exterior fence, security fence, or gate is so damaged it no longer functions
<b><u>Holes (Fencing and Gates)</u></b>	
Level of Defic Does not apply to picket or rail fences and those that have holes by design	
1.1	L1: The hole is smaller than 6 inches by 6 inches.
4.4	L3: The hole is larger than 6 inches by 6 inches.
<b><u>Missing Sections (Fencing and Gates)</u></b>	
1.1	L1: An interior fence is missing a section.
4.4	L3: An exterior fence, security fence, or gate is missing a section, which could threaten safety or security.
<b><u>Erosion/Rutting Areas (Grounds)</u></b>	
3.7	L2: A 3 inch deep hole, rut, track, or groove, or washed out dirt where it doesn't belong
7.4	L3: Erosion is 5 inches deep, causes an unsafe condition, or undermines a structure
<b><u>Overgrown/Penetrating Vegetation (Grounds)</u></b>	
2.8	L2: An area needs mowing, plants touch something they should not touch or partially block a walkway or road
5.5	L3: Plants damage a structure, completely block a walkway or road, or create any hazard
<b><u>Ponding/Site Drainage (Grounds)</u></b>	
3.7	L2: Puddling or ponding 3 to 5 inches deep
7.4	L3: Puddling or ponding deeper than 5 inches, or 20% of an area under water
<b><u>Mailbox Missing/Damaged (Mailboxes/Project Signs)</u></b>	
Level of Deficiency:	
.1	L3: Mailbox at clustered mailboxes cannot be secured or is missing
<b><u>Signs Damaged (Mailboxes/Project Signs)</u></b>	
Defici Only applies to property name sign, fair housing, and required signage - not road signs etc.	
.1	L1: Sign is damaged so you can't read it

caution: scoring data will not be accurate for all properties, or even for all similar properties.

## Definitions - Site

<b><u>Graffiti (Market Appeal)</u></b>	
1.2	L1: Graffiti in only one location
2.4	L2: Graffiti in 2 to 5 locations
4.7	L3: Graffiti in 6 or more locations
<b><u>Litter (Market Appeal)</u></b>	
2.4	L2: You see excessive litter - loose, carelessly discarded trash
<b><u>Cracks (Parking Lots/Driveways/Roads)</u></b>	
1.9	L2: Cracks greater than $\frac{3}{4}$ inch or cracks over 5% of parking lots/driveways/roads.  Record a Trip Hazard separately if appropriate
<b><u>Ponding (Parking Lots/Driveways/Roads)</u></b>	
2.5	L2: Less than 3 inches of water affecting 5% or more of a parking lot/driveway
5.0	L3: 3 inches of water affecting 5% or more of a parking lot/driveway, or ponding causes an unsafe condition
<b><u>Potholes/Loose Material (Parking Lots/Driveways/Roads)</u></b>	
1.3	L1: Potholes or loose material
5.0	L3: Potholes or loose material make paved area unsafe or unusable  Record a Trip Hazard separately if appropriate
<b><u>Settlement/Heaving (Parking Lots/Driveways/Roads)</u></b>	
1.3	L1: Cracks and deteriorated surface material give evidence of settlement/heaving.
5.0	L3: Settlement/heaving make paved area unsafe or impassable  Record a Trip Hazard separately if appropriate
<b><u>Damaged/Broken Equipment (Play Areas and Equipment)</u></b>	
1.4	L1: 20-50% of play equipment does not operate as it should
2.8	L2: More than 50% does not operate as it should
5.5	L3: Play equipment is dangerous due to any damage at all
<b><u>Deteriorated Play Area Surface (Play Areas and Equipment)</u></b>	
2.8	L2: 20-50% of play area surface shows deterioration.
5.5	L3: More than 50% of play area surface shows deterioration or there is a hazard  Record a Trip Hazard separately if appropriate

## Definitions - Site

<b>Broken/Damaged Enclosure - Inadequate Outside Storage Space (Refuse Disposal)</b>	
2.8	L2: Dumpster enclosure has any damage at all or trash is overflowing
<b>Damaged/Falling/Leaning (Retaining Walls)</b>	
3.0	L2: Retaining wall has any damage at all
5.9	L3: Retaining wall does not function well or is unsafe
<b>Damaged/Obstructed (Storm Drainage)</b>	
6.2	L2: Partially blocked storm drain
12.3	L3: Storm drain is clogged or has a damaged structure
<b>Broken/Missing Hand Railing (Walkways/Steps)</b>	
5.5	L3: The hand rail for four or more stairs is missing, damaged, or loose
<b>Cracks/Settlement/Heaving (Walkways/Steps)</b>	
2.8	L2: Cracks greater than $\frac{3}{4}$ ", hinging/tilting, or missing section(s) over more than 5% of walkways/steps.  Record a Trip Hazard separately if appropriate
<b>Spalling (Walkways/Steps)</b>	
1.4	L1: 5% of walkway/steps have small areas of spalling--4 inches by 4 inches or less
2.8	L2: 5% of the walkway/steps have areas of spalling larger than 4 inches by 4 inches
<b>Site Most Common Health &amp; Safety Defects</b>	
12.3	Site Electrical Hazards - Exposed Wires/Open Panels
5.5	Site Hazards - Sharp Edges
5.5	Site Hazards - Tripping

<b>Electrical Issues Matrix</b>	Site	Building Exterior	Building Systems	Common Areas	Units	LT
Exposed Wires / Open Panels	H&S	H&S	H&S	H&S	H&S	Yes
Water Leaks On or Near Electrical Equipment	H&S	H&S	H&S	H&S	H&S	Yes
Blocked Access to Electrical Panel			Yes	Yes	Yes	
Burnt Breakers			Yes	Yes	Yes	A1
Evidence of Leaks / Corrosion			Yes	Yes	Yes	
Frayed Wiring			Yes	Yes	Yes	A1
GFI - Inoperable	B	B	J	Yes - C	Yes	
Missing Breakers / Fuses			Yes	Yes	Yes	Yes
Missing Covers			Yes	Yes	Yes	Yes
Auxiliary Lighting Inoperable			Yes			
Run-Up Records / Documentation Not Available			Yes			
Lighting Issues, See Notes D thru G	D	Yes - E	J	Yes - F	Yes - G	A1
Missing Outlet / Switch	A2	A2	J	A2	Yes	A1
Missing / Broken Cover Plates (Outlets / Switches)	A2	A2	J	Yes	Yes	Yes - H
Hazards / Other - note K	H&S	H&S	H&S	H&S	H&S	

Notes:

A1 - If a shock hazard is present, this is cited as an ADDITIONAL "Exposed Wires / Open Panels"

A2 - If a shock hazard is present, this is cited as "Exposed Wires / Open Panels" only

B - If present here, this is cited as "Hazards / Other"

C - Cited ONLY in Common Kitchens, Laundry Rooms, and Restrooms, otherwise "Hazards / Other"

D - Site Lighting is assigned to the nearest Building's Exterior for evaluation purposes

E - Called: Broken Fixtures/Bulbs (Lighting) on Building Exterior

F - Called: Lighting Missing/Damaged/Inoperable Fixture (Lighting) in Common Areas

G - Called: Missing/Inoperable Fixture (Lighting) in Units

H - Only LT when cited at Level 3

J - This item, by definition, is excluded from Building Systems

K - The "catch-all" H&S defect used to capture non-life threatening hazards not other-wise defined

LT = Life Threatening

H&S - the Deficiency is defined in the Health and Safety definitions

Yes - This is a specifically defined issue for this Inspectable Area

## Definitions - Electrical

<b>All Electrical Deficiencies for All Areas</b>	
<b>Exposed Wires/Open Panels (Electrical Hazards)</b>	
You see exposed bare wires or openings in <u>unsecured</u> electrical panels.	
<b>Water Leaks On or Near Electrical Equipment (Electrical Hazards)</b>	
You see water leaking, puddling, or ponding on or immediately near any electrical apparatus. This could pose a risk of fire, electrocution, or explosion.	
<b><u>Blocked Access to Electrical Panel (Systems, Units, Common Areas)</u></b>	
L3:	Fixed item or item of sufficient size and weight impedes access to electrical panel, or inappropriately stuck or screwed shut
<b><u>Burnt Breakers (Systems, Units, Common Areas)</u></b>	
L3:	You see any carbon residue, melted breakers, or arcing scars.
<b><u>Evidence of Leaks/Corrosion (Systems, Units, Common Areas)</u></b>	
L3:	Evidence of water leaks, rust, or corrosion inside an electrical enclosure
<b><u>Frayed Wiring (Systems, Units, Common Areas)</u></b>	
L3:	Nicks, abrasions, or fraying of the insulation that expose any conducting wire.  If this poses a shock hazard, cite the shock hazard separately
<b><u>GFI - Inoperable (Units and Common Areas)</u></b>	
L3:	The GFI does not function.  Bad GFI on Site, Exterior, & Common Areas other than Kitchen, Laundry, Restroom is cited as "Hazards Other"
<b><u>Missing Breakers/Fuses (Systems, Units, Common Areas)</u></b>	
L3:	You see an open fuse or breaker port.
<b><u>Missing Covers (Systems, Units, Common Areas)</u></b>	
L3:	Cover is missing from electrical panel or device box, resultings in exposed wires
<b><u>Auxiliary Lighting Inoperable (Emergency Power) Systems Only</u></b>	
L3:	Auxiliary/emergency lighting does not function properly
<b><u>Run-Up Records/Documentation Not Available (Emergency Power)</u></b>	
L2:	Recent run-up logs unavailable but older ones exist
L3:	No run-up records are available.

## Definitions - Electrical

<b>Broken Fixtures/Bulbs (Lighting)</b> Exterior only	
If this presents a safety hazard, rate it as Level 3, and record manually - whether Exposed Wires, Sharp Edges, or Hazards Other	
L2:	20-50% of the lighting fixtures and bulbs broken or missing
L3:	More than 50% of the lighting fixtures and bulbs broken or missing, or poses a hazard.
<b>Lighting Missing/Damaged/Inoperable Fixture</b> - Common Areas only	
L2:	20%-50% of lights in the Common Area do not function.
L3:	More than 50% of lights in the Common Area do not function.
<b>Missing/Inoperable Fixture (Lighting)</b> - Units only	
L1:	In one room the only light fixture is not functioning.
L2:	In two rooms the only light fixture is not functioning
L3:	In three or more rooms the only light fixture is not functioning
<b>Missing (Outlets/Switches)</b> - Units or any Common Area	
L3:	An outlet, switch, or both are missing, causing exposed wires
<b>Missing/Broken Cover Plate (Outlets/Switches)</b> - Units or Common Area	
L1:	An outlet or switch plate is cracked, but does not cause wires to be exposed.
L3:	Outlet or switch plate is broken or missing, causing wires to be exposed.
Exposed wires hazard should <u>NOT</u> be cited separately in this case	

## Definition - Mechanicals

<b>Systems Level Mechanical Defects</b>	
<b><u>Leaking Central Water Supply (Domestic Water)</u></b>	
L3:	You see that ANY water is leaking from the water supply system (includes hose bibs)
<b><u>Misaligned Chimney/Ventilation System (Domestic Water)</u></b>	
L3:	Misaligned or disconnected chimney/flue - a carbon monoxide hazard
<b><u>Missing Pressure Relief Valve (Domestic Water)</u></b>	
L3:	No pressure relief valve or extension leg does not reach within 18 inches of the floor
<b><u>Rust/Corrosion on Heater Chimney (Domestic Water)</u></b>	
L3:	Water heater chimney shows evidence of flaking, discoloration, pitting
<b><u>Water Supply Inoperable (Domestic Water)</u></b>	
L3:	Water supply system or service is inoperable
<b><u>Roof Exhaust Fans Inoperable (Exhaust System)</u></b>	
L3:	The roof exhaust fan unit does not function.
<b><u>Missing Sprinkler Head (Fire Protection)</u></b>	
L3:	Sprinkler head is missing, disabled, painted, blocked, or trim ring is missing
<b><u>Missing/Damaged/Expired Extinguishers (Fire Protection)</u></b>	
L1:	5% or less of the fire extinguishers are missing, damaged, or expired.
L2:	5-10% of the fire extinguishers are missing, damaged, or expired.
L3:	More than 10% missing, damaged, or expired, or all on any floor.
<b><u>Boiler/Pump Leaks (HVAC)</u></b>	
L1:	Water or steam leaking in piping or pump packing.
L3:	Water or steam is leaking so that system or pumps should be shut down.
<b><u>Fuel Supply Leaks (HVAC)</u></b>	
L3:	Any amount of fuel is leaking from the supply tank or piping.
<b><u>General Rust/Corrosion (HVAC)</u></b>	
L2:	Significant rust, flaking, discoloration, or noticeable pit or crevice.
L3:	Rust or corrosion so bad device does not function
<b><u>Misaligned Chimney/Ventilation System (HVAC)</u></b>	
L3:	Misaligned or disconnected chimney/flue - a carbon monoxide hazard

## Definition - Mechanicals

<b><u>Broken/Leaking/Clogged Pipes or Drains (Sanitary System)</u></b>
L3: Sewer system leaks or floor drains clogged
<b><u>Missing Drain/Cleanout/Manhole Covers(Sanitary System)</u></b>
L3: Floor drain, sewer clean out, or manhole cover is missing or broken causing an opening
<b>Common Area and Unit Mechanical, Appliance, Fixture Defects</b>
<b><u>Cabinets - Damaged/Missing (Bathroom or Common Restroom)</u></b>
L1: Vanity or medicine cabinet is damaged in any way
<b><u>Lavatory Sink - Damaged/Missing (Bathroom or Common Restroom)</u></b>
L1: Majority of sink is discolored or stopper is missing
L3: Sink cannot be used because sink is missing or hardware missing or has failed.
<b><u>Plumbing - Clogged Drains (Bathroom or Common Restroom)</u></b>
L1: Drain is slow
L3: Drain is clogged
<b><u>Plumbing - Leaking Faucet/Pipes (Bathroom or Common Restroom)</u></b>
L1: Drippy faucet or shower head fixture
L3: Leaks from pipes or faucet affect another area, causing water damage if left leaking
<b><u>Shower/Tub - Damaged/Missing (Bathroom or Common Restroom)</u></b>
L1: Tub stopper is missing.
L2: Cracks or extensive discoloration in more than 50% of the basin.
L3: Shower, tub, faucets, drains, or hardware is missing or inoperable.
<b><u>Ventilation/Exhaust System - Inoperable (Bathroom or Common Restroom)</u></b>
L2: Exhaust fan is not functioning or window used for ventilation can't open.
<b><u>Water Closet/Toilet - Damaged/Clogged/Missing (Bath/Restroom)</u></b>
L2: Seat, flush handle, cover etc.--are missing or damaged.
L3: Toilet is unusable, clogged, missing, doesn't flush, etc.
<b><u>Inoperable (Call-for-Aid) (Unit, Common Kitchen, Restroom, Laundry)</u></b>
L3: Any function of system is inoperable, or string is not fully extended

## Definition - Mechanicals

<b><u>Cabinets - Missing/Damaged (Kitchen)</u></b>	
L2:	10-50% of the cabinets, doors, or shelves are missing or the laminate is separating.
L3:	More than 50% of the cabinets, doors, or shelves are missing or laminate is separating.
<b><u>Countertops - Missing/Damaged (Kitchen)</u></b>	
L2:	20% or more of countertop surface missing, deteriorated, or damaged below laminate
<b><u>Dishwasher/Garbage Disposal - Inoperable (Kitchen)</u></b>	
L2:	The dishwasher or garbage disposal does not function as it should.
<b><u>Plumbing - Clogged Drains (Kitchen)</u></b>	
L1:	Drain is slow
L3:	Drain is completely clogged
<b><u>Plumbing - Leaking Faucets/Pipes (Kitchen)</u></b>	
L1:	Leak or drip is contained by the basin or pipes
L3:	Leak is having an adverse affect on the surrounding area.
<b><u>Range Exhaust Fan - Excessive Grease/Inoperable (Kitchen)</u></b>	
L1:	An accumulation of dirt threatens the free passage of air.
L3:	The exhaust fan does not function or the vent is clogged.
<b><u>Range/Stove - Missing/Damaged/Inoperable (Kitchen)</u></b>	
L1:	Doors/drawers damaged but stove works, flames not distributed evenly, pilot light is out
L2:	One burner is not functioning.
L3:	More than one burner or the oven inoperable, or stove missing
<b><u>Refrigerator - Missing/Damaged/Inoperable (Kitchen)</u></b>	
L1:	Excessive accumulation of ice or damaged gasket
L3:	Refrigerator is missing or does not cool adequately for safe storage of food
<b><u>Sink - Missing/Damaged (Kitchen)</u></b>	
L1:	Discoloration or cracks in 50 % of basin, sink can still be used to prepare food.
L3:	The sink or hardware is either missing or not functioning.

## Definition - Mechanicals

<b><u>Dryer Vent- Missing/Damaged/Inoperable (Laundry)</u></b>	
L3:	Dryer not properly vented, if lint trap equipped this not properly maintained with water
<b><u>Inoperable Unit/Components (Hot Water Heater)</u></b>	
L3:	After running, water from the hot water taps is not warmer than room temperature.
<b><u>Leaking Valves/Tanks/Pipes (Hot Water Heater)</u></b>	
L3:	You see water leaking.
<b><u>Misaligned Chimney/Ventilation System (Hot Water Heater)</u></b>	
L3:	You see any misalignment that may cause improper or dangerous venting of gases.
<b><u>Missing Pressure Relief Valve (Domestic Water)</u></b>	
L3:	No pressure relief valve or extension leg does not reach within 18 inches of the floor
<b><u>Rust/Corrosion (Hot Water Heater)</u></b>	
L1:	Superficial surface rust.
L2:	Significant formations of metal oxides, flaking, or discoloration--or a pit or crevice.
L3:	Because of this condition, the equipment or piping do not function.
<b><u>Convection/Radiant Heat Covers Missing/Damaged (HVAC)</u></b>	
L3:	Cover is missing or damaged, allowing contact with heating/surface elements
Note: When appropriate, cite a Sharp Edges Hazard or Hazard Other for burn hazard	
<b><u>General Rust/Corrosion (HVAC)</u></b>	
Rust and corrosion on the HVAC units in the unit. System still functions.	
<b><u>Inoperable (HVAC)</u></b>	
L3:	The HVAC does not heating or cool as it should.
<b><u>Misaligned Chimney/Ventilation System (HVAC)</u></b>	
L3:	Misaligned or disconnected chimney/flue - a carbon monoxide hazard
<b><u>Noisy/Vibrating/Leaking (HVAC)</u></b>	
L1:	HVAC shows abnormal vibration, noise, or leaks. System still functions.

## Def's - Foundation, Wall, Roof

<b>Exterior - Foundations and Walls (Each Applies Only to Exterior)</b>
Aggregate - The gravel or other mineral material "aggregated" into concrete or asphalt
Foundation - Lowest structural wall of the building, for REAC includes structural slab floor
Spalling - Flaking, crumbling, or disintegration of masonry materials - brick, block, stone, concrete
<b><u>Cracks/Gaps (Foundations) - includes structural slab floors</u></b>
L2: You see cracks more than 1/8 inch wide not penetrating through foundation
L3: Cracks or gaps more than 3/8 inch wide or penetrating through foundation
<b><u>Cracks/Gaps (Walls)</u></b>
L2: You see cracks more than 1/8 inch wide not penetrating through wall
L3: Cracks or gaps more than 3/8 inch wide or penetrating through wall
<b><u>Spalling/Exposed Rebar (Foundations)</u></b>
L2: Spalled area(s) affect 10-50% of any foundation
L3: Spalling over 50% or more of any foundation or exposes ANY <u>reinforcing material</u>
<b><u>Missing Pieces/Holes/Spalling (Walls)</u></b>
L2: Hole larger than 1/2 inch or a missing brick or block less than 8.5 x 11 inches
L3: Hole, missing piece, or spalling area larger than 8.5 x 11 inches, or hole of any size penetrates through wall
<b><u>Damaged Chimneys (Walls)</u></b>
L2: Chimney surface has damage over 4 x 4 inches area
L3: Chimney has separated from adjacent wall or presents danger of falling pieces
<b><u>Missing/Damaged Caulking/Mortar (Walls)</u></b>
L1: Missing mortar affects a single brick or block, or less than 12 inches of deteriorated/missing caulk
L2: Missing mortar affects a more than one brick or block, or more than 12 inches of deteriorated/missing caulk
<b><u>Stained/Peeling/Needs Paint (Exterior Walls Only)</u></b>
L1: Less than 50% of painted exterior wall is stained or needs paint
L2: More than 50% of painted exterior wall is stained or needs paint

## Def's - Foundation, Wall, Roof

<b>Exterior - Roofs</b>
<b><u>Damaged Soffits/Fascia (Roofs)</u></b>
L1: Damage to soffits or fascia, but no obvious opportunities for water
L3: Soffits or fascia <u>missing</u> , or damaged so water penetration is possible.
<b><u>Damaged Vents (Roofs)</u></b>
L1: Roof vents damaged, but do not present a risk of further roof damage.
L3: Vents are missing or so damaged that further roof damage is possible.
<b><u>Damaged/Clogged Drains (Roofs)</u></b>
L2: Debris around a drain, but no ponding, or a roof drain cover is damaged
L3: Drain clogged so the drain no longer functions--as shown by ponding.
<b><u>Damaged/Torn Membrane/Missing Ballast (Roofs)</u></b>
L2: Ballast (gravel) has shifted and no longer functions as it should.
L3: Roof membrane (rubber, etc.) or flashing damaged, water may penetrate.
<b><u>Missing/Damaged Components Downspout/Gutter (Roofs)</u></b>
L1: Splash blocks are missing or <u>damaged</u> .
L2: Gutters/downspouts missing or damaged, but cause no other damage
L3: Gutter/downspout issues damage other structures, wall, roof, etc.
<b><u>Missing/Damaged Shingles (Roofs)</u></b>
L1: Up to one square surface material or shingles missing or damaged
L2: One to two squares surface material or shingles missing or damaged
L3: More than two squares of shingles are missing or damaged
<b><u>Ponding (Roofs)</u></b>
Do not cite ponding unless it appears a persistent, long standing problem
L3: You see evidence of standing water on the roof

## Definitions - Doors

<b><u>Door Deficiencies Simplified and Expanded</u></b>	
These modified definitions apply to Exterior, Units, and Common Areas	
Low Priority Doors - Bedrooms, and other types not specified below	
High Priority Doors - Fire Rated Doors, Fire Control Doors, Entry Doors, Restroom Or Bathroom Doors, Doors With Emergency Exit Hardware	
<b><u>Damaged Frames/Threshold/Lintels/Trim (Doors)</u></b>	
L2:	One low priority door is not functioning because of damage to the frame, threshold, lintel, or trim.
L3:	One high priority door is not functioning because of damage to the frame, threshold, lintel, or trim
<b><u>Damaged Hardware/Locks (Doors)</u></b>	
If the door was designed without a lock, this is not a defect.	
Public housing bedroom locks are not required to lock, the latch must still work	
L1:	Closet hardware is missing on inoperable
L2:	Low priority door hardware is missing or inoperable
L3:	High priority door hardware is missing or inoperable
<b><u>Damaged Surface (Holes/Paint/Rusting/Glass)(Common Areas)</u></b>	
L2:	Low priority door has a hole between 1/4 inch and 1 inch
L3:	High priority door has a hole larger than 1/4 inch
-OR-	ANY door has a hole or other surface damage larger than 1 inch, is unfinished, rusted, paint or surface significantly peeling or cracking, missing or broken glass, a patch of bare wood, metal, or surface shows through finish, etc. - primer is not a finish!
<b><u>Damaged/Missing Screen/Storm/Security Door (Doors)</u></b>	
"security door" is a screen/storm door with keyed locking hardware	
L1:	screen/storm door is damaged in any way, missing parts, or completely missing
L3:	security screen/storm door doesn't provide security or is missing
<b><u>Deteriorated/Missing Caulking/Seals (Doors)</u></b>	
L3:	seals or caulk missing or not weather tight, light is seen around them
<b><u>Missing Door (Doors)</u></b>	
L1:	one low priority door is missing
L2:	two low priority doors are missing, but less than 50% of doors in area or unit
L3:	high priority door is missing, or more than 50% of doors in unit or area

## Definitions - Windows

<b><u>Window Deficiencies Simplified and Expanded</u></b>	
These modified definitions apply to Exterior, Units, and Common Areas	
Balance - Mechanism that holds the window open: counterweight, spring, friction	
Lintel - Horizontal structural member, such as a beam or stone, that spans an opening, as between the uprights of a door or window or between two columns or piers.	
Lockable - Anything that secures a window - if a stick, thumb-screw device, or other means of securing the window is available, it is considered to be lockable whether the original locks function or not	
Seal - Includes the seals around the window, but also the seals between the two or panes in an insulated window unit or "thermopane" window	
<b><u>Broken/Missing/Cracked Panes (Windows)</u></b>	
L1: Glass is cracked, not separated	
L3: A glass pane is missing or broken.	
may also indicate: - Sharp Edges (Hazards)	
<b><u>Damaged Sills/Frames/Lintels/Trim (Windows)</u></b>	
L1: Sills, frames, lintels, or trim are damaged but not missing.	
L2: The damage exposes inside of wall cavity - compromises weather tightness or window operation	
<b><u>Damaged/Missing Screens (Windows) Exterior Only</u></b>	
L1: Three or more screens in one building are damaged in any way or missing.	
<b><u>Inoperable/Not Lockable (Windows)</u></b>	
L1: Window cannot be opened or does not remain open but other windows in the immediate area work properly	
L3: Window is not lockable, or no window in the area will open and remain open	
may also indicate: - Blocked/Unusable (Emergency/Fire Exits)	
<b><u>Missing/Deteriorated Caulking/Glazing Compound/Seals (Windows)</u></b>	
L2: Significant deterioration of caulking or glazing compound, but window still seems weather tight	
L3: Windows NOT weather tight, or SEALS have failed - includes condensation or fogging inside insulated window units	
<b><u>Peeling/Needs Paint (Windows)</u></b>	
L1: Window intended to have paint needs paint	
<b><u>Security Bars Prevent Egress (Windows)</u></b>	
L3: Window which should serve as secondary egress is blocked by fixed window bars or openable bars that are locked, rusted, blocked, chained, screwed or bolted, etc.	
Does not require citation of "Blocked/Unusable (Emergency/Fire Exits)"	
Security Bars Prevent Egress is "automatically" considered an Egress issue - LT	

## Definitions-Ceiling Wall Floor

<p><b>Structural Surfaces</b></p> <p><b>Interior surfaces only, Unit and Common Areas</b></p>
<p>All three of the interior structural surfaces, Ceiling, Floors, and Walls are subject to these identical types of Deficiencies, so we have combined the definitions here to emphasize this. Each type of surface is cited separately when these are found.</p>
<p><b><u>Bulging/Buckling</u></b></p>
<p><b>- Separate Defects for each of Ceiling, Floors, and Walls</b></p>
<p>L3: Ceiling, Floor, or Wall is bulging, buckling, sagging, or out of alignment.</p>
<p><b><u>Peeling/Needs Paint</u></b></p>
<p><b>- Separate Defects for each of Ceiling, Floors, and Walls</b></p>
<p>L1: Peeling or damaged paint, or no paint, more than 1 but less than 4 square feet</p>
<p>L2: The affected area is larger than 4 square feet</p>
<p><b><u>Water Stains/Water Damage/Mold/Mildew</u></b></p>
<p><b>- Separate Defects for each of Ceiling, Floors, and Walls</b></p>
<p>L1: Water stains or water damage, more than 1 but less than 4 square feet</p>
<p>L2: More than 4 square feet but less than 50% of the surface</p>
<p>L3: 50% or more of one surface(s) is/are water stained or water damaged, or 50% or more of individual surfaces show water stains/damage</p>
<p>may also indicate: - Mold and/or Mildew Observed (Air Quality)</p>
<p>The deficiencies affecting interior Ceilings, Floors, and Walls are actually much lower scoring defects than many of the other types that can be cited. Paint defects can have such a low scoring impact as to be insignificant. If you see a defect scored at &lt;.05, it will "round down" to "zero" because the REAC scoring system works in tenths of a point, and does not report numbers that round to less than 0.1. Deficiencies for these three Inspectable Items are almost purely cosmetic in nature, and rarely have any real effect on quality of life, sanitary conditions, or health and safety.</p>

## Definitions-Ceiling Wall Floor

<b>Ceiling only:</b>
<b><u>Holes/Missing Tiles/Panels/Cracks (Ceiling)</u></b>
L1: Hole no larger than 8.5 x 11 inches, or no more than 3 tiles missing or damaged
L2: Hole larger than 8.5 x 11 inches, or more than 3 tiles missing or damaged, or a crack 1/4 inch or wider
L3: Ceiling damage penetrates to the area above, you see into the attic (insulation) or the next floor above
<b>Floors only:</b>
<b><u>Floor Covering Damage (Floors)</u></b>
L1: 5-10% of floor covering has stains, burns, cuts, holes, or tears, loose areas, exposed seams
L2: 10-50% of the floor covering similarly damaged
L3: More than 50% of floor covering similarly damaged
<b><u>Missing Flooring/Tiles(Floors)</u></b>
L1: 5% to 10% of floor covering (tile, carpet, etc.) missing
L2: 10% to 50% of floor covering (tile, carpet, etc.) missing
L3: You estimate that more than 50% of the floors are affected by missing or broken flooring
<b><u>Rot/Deteriorated Subfloor (Floors)</u></b>
L2: 1 to 4 square feet of sub flooring is spongy or soft under foot, rotten or deteriorated
L3: More than 4 square feet of sub flooring is spongy or soft under foot, rotten or deteriorated
<b>Walls only:</b>
<b><u>Damaged (Walls)</u></b>
L1: Hole smaller than 8.5 x 11 inches
L2: Hole larger than 8.5 x 11 inches, crack 1/4 inch or wider
L3: Wall damage penetrates to the area above, you see into the next room, or two walls have holes larger than 8.5 x 11 inches
<b><u>Damaged/Deteriorated Trim (Walls)</u></b>
L1: 5% to 10% of trim (molding, cove base, etc.) missing or damage
L2: 10% to 50% of trim missing or damaged
L3: more than 50% of trim is missing or damaged

### Auto-Interpret Scoring Data

This spreadsheet is designed to assist in analysis of REAC Inspection Scoring Reports. We feel that the Scoring Report provided by REAC is confusing, in that it does not provide clear explanation of how scoring is calculated, so we have prepared this spreadsheet to allow you to quickly and simply "fill in the blanks" and instantly see the missing information.

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Area	"Area Value"		Normal		Score Before		Final		Total Points		Percentage Performance
	Possible	Deductions	H&S Deducts	enter info	H&S Deducts	enter info	Area Points	Lost	do not alter		
Site	19.7	3.7	16.0	5.5	10.5	9.2	do not alter	do not alter	53.3%		
Bldg Exterior	16.9	1.1	15.8	0.0	15.8	1.1	do not alter	do not alter	93.5%		
Bldg Systems	16.7	0.8	15.9	0.0	15.9	0.8	do not alter	do not alter	95.2%		
Common Areas	1.7	1.0	0.7	0.0	0.7	1.0	do not alter	do not alter	41.2%		
Units	45.0	8.9	36.1	7.3	28.8	16.2	do not alter	do not alter	64.0%		
Totals From Scoring Report									"Percentage" Area Scores		
<b>TOTALS</b>	<b>100.0</b>	<b>15.5</b>	<b>84.5</b>	<b>12.8</b>	<b>71.7</b>	<b>28.3</b>	<b>0.0</b>	<b>0.0</b>	<b>Final Losses</b>		

### INSTRUCTIONS

Using your REAC Inspection Summary Report, type in the values shown in the "Scores" box on the first summary page into blue boxes. Yellow cells will display the "missing information" which will make it easier to understand the scoring summary.

**Deduct** = deductions for physical defects; **Final Area Points** = Score after both Physical and Health & Safety Deductions

**Total Losses** = Deducts + H&S Deductions; **Performance** = Area Score as a percentage after all deductions

Any difference between "TOTALS" values and "From Scoring Report" you enter demonstrates "Rounding Errors" due to unshown decimal values \*

**NOTE** \* (REAC report rounds off displayed values beyond first decimal place but continues to use actual value in calculations)