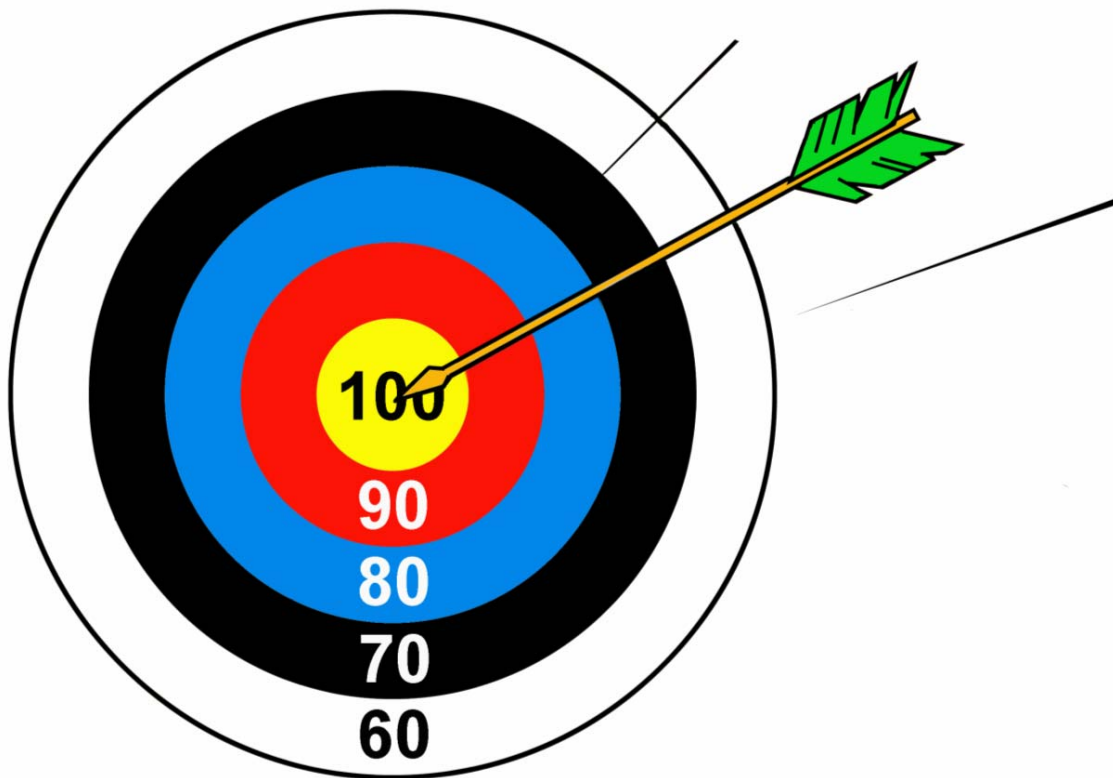


REAC Solutions

UPCS/REAC Physical Inspection

Mini-Manual
and Gantt Factors REAC Scoring Guide
2008-2009



- Condensed, “Easier to Use” UPCS/REAC Definitions
- Color Coded Health and Safety Indicators
- Scoring Multipliers Allow You to Predict Scoring Impact
- Full Version includes Guide to Reading Scoring Reports
- Online at www.reacsolutions.com/minimanual

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REAC Inspection Mini-Manual and Relative Scoring Values

Health and Safety

Health and Safety Defects can be applied to all 5 Inspectable Areas, and are not rated by Level 1, 2 or 3. They generally have a high scoring impact. Not all Health and Safety defects are considered "Life Threatening."

Many "normal" defects listed under each of 5 Inspectable Areas also carry a Health and Safety significance, as indicated by color code: orange is "Non Life Threatening" and pink is "Life Threatening"

Common Area Scoring for Health and Safety in Common Area Sections	Inspectable Area			
Air Quality	Site	Ext	Sys	Unit
Mold and/or Mildew Observed	.28			.34
Evidence of mold or mildew				
Propane/Natural Gas/Methane Gas Detected	.63			.75
Propane, natural gas, or methane gas odors - explosion hazard				
Sewer Odor Detected	.63			.34
Sewer odors that could pose a health risk				
Exposed Wires/Open Panels	.63	.80	.78	.75
Exposed bare wires or openings in electrical panels				
Also see Systems, Common Areas, and Units sections for more specific electrical defects and hazards				
Water Leaks On or Near Electrical Equipment	.63	.80	.78	.75
Water leaking or puddling on or near electrical apparatus				
Elevator	Site	Ext	Sys	Unit
Tripping			.35	
Elevator is misaligned with floor by more than 3/4 inch				
Emergency/Fire Exits	Site	Ext	Sys	Unit
Blocked/Unusable		.80	.78	.75
Exit cannot be used or is limited because door or window nailed shut, lock is broken, chained, storage, etc. every area needs two means of egress				
Missing Exit Signs		.36	.35	
Emergency exit signs missing OR no illumination in area of sign				
Flammable Materials	Site	Ext	Sys	Unit
Improperly Stored				.34
Flammable materials improperly stored, risk of fire or explosion				
Garbage and Debris	Site	Ext	Sys	Unit
Indoors				.34
More garbage than storage capacity OR in an area not sanctioned for staging or storing garbage or debris				
Outdoors	.28	.36		.34
More garbage than storage capacity OR in an area not sanctioned for staging or storing garbage or debris				
Hazards	Site	Ext	Sys	Unit
Other	.00	.00		.00
Any undefined hazards that poses risk of bodily injury				
Sharp Edges	.28	.36	.35	.34
Sharp edge cutting or impalement hazard				
Tripping	.28	.00		.00
Tripping hazard, 3/4 inch edge on walk or drives, etc				
Infestation	Site	Ext	Sys	Unit
Insects	.28			.34
Evidence of infestation by insects				
Rats/Mice/Vermin	.28			.34
Evidence of infestation by rodents or other vermin				

Site

Site refers to just about everything that is NOT part of a building - fences, pavements, plant life, and even dirt. Site is also one of most overlooked Inspectable Areas - and is often source of large scoring deductions. For almost every property that fails inspection, part of problem is inadequate attention to Site elements.

Fencing and Gates (Site)	HS	L1	L2	L3
Damaged/Falling/Leaning (Fencing and Gates)	1		.15	.30
2 Interior fence or gate so damaged it does not serve its purpose OR exterior or security fence or gate shows signs of deterioration				
3 Exterior or security fence or gate so damaged it does not serve intended purpose				
Holes (Fencing and Gates)	1	.06		.23
1 Hole is smaller than 6" by 6".				
3 Hole is larger than 6" by 6".				
Missing Sections (Fencing and Gates)	1	.06		.23
1 Interior fence missing section or gate				
3 Exterior or security fence missing section or gate				
Grounds (Site)	HS	L1	L2	L3
Erosion/Rutting Areas (Grounds)	1		.19	.38
2 Eroded surface material collected on surfaces OR rut or groove 6" by 3 to 5" deep				
3 Displacement of soil may cause damage to other structures OR erosion causes unsafe pedestrian condition OR makes area of grounds unusable. OR Rut or Groove larger than 8" wide by 5" deep				
Overgrown/Penetrating Vegetation (Grounds)			.14	.28
2 Deep weeds or grass OR vegetation contacts or penetrates unintended surface with no visible damage OR vegetation slightly obstructs intended path of walkways or roads				
3 Plants cause damage or make walkway or road impassable				
Ponding/Site Drainage (Grounds)			.19	.38
2 Accumulation of water 3 to 5" deep				
3 Accumulation of water more than 5" deep OR accumulation makes large section of grounds unusable for its intended purpose				
Mailboxes/Project Signs (Site)	HS	L1	L2	L3
Mailbox Missing/Damaged (Mailboxes/Project Signs)				.01
3 Mailbox cannot be locked OR mailbox is missing	0			
Signs Damaged (Mailboxes/Project Signs)				
1 Property signs damaged, vandalized, or deteriorated, and cannot be read from reasonable distance (for example, 20 feet).				
Market Appeal (Site)	HS	L1	L2	L3
Graffiti (Market Appeal)		.06	.12	.24
1 Graffiti in one place				
2 Graffiti in 2 to 5 places				
3 Graffiti in 6 or more places				
Litter (Market Appeal)			.12	
2 Excessive litter on property.				
Parking Lots/Driveways/Roads (Site)	HS	L1	L2	L3
Cracks (Parking Lots/Driveways/Roads)			.10	
2 Cracks greater than ¼ inch, hinging/tilting, or missing section(s) that affect traffic ability over more than 5% of property's parking lots/driveways/roads or occur on 5% of parking spaces				
Ponding (Parking Lots/Driveways/Roads)			.13	.26
2 Less than 3" of water, affects use of 5% or more of parking lot/driveway				
3 More than 3" of water, or making 5% or more of parking lot/driveway unusable or unsafe				
Potholes/Loose Material (Parking Lots/Driveways/Roads)		.06		.26
1 There are potholes or loose material				
3 Potholes or loose material have made parking lot/driveway unusable or cause trip hazards (Trip hazard gets recorded separately as well)				
Settlement/Heaving (Parking Lots/Driveways/Roads)		.06		.26
1 Cracks and deteriorated surface material give evidence of settlement/heaving				
3 Settlement/heaving has made parking lot/driveway unusable/impassable or creates unsafe conditions for pedestrians and vehicles.				

Site - continued at "Play Areas"				
Play Areas and Equipment (Site)	HS	L1	L2	L3
Damaged/Broken Equipment (Play Areas and Equipment)	1	.07	.14	.28
1 20-50% of play equipment does not operate, but no safety risk				
2 More than 50% does not operate, but no safety risk.				
3 Equipment may be unsafe for any reason				
Deteriorated Play Area Surface (Play Areas and Equipment)			.14	.28
2 20-50% of total surveyed play area surface shows deterioration				
3 More than 50% of surveyed play area surface shows deterioration or is unsafe for any reason				
Refuse Disposal (Site)	HS	L1	L2	L3
Broken/Damaged Enclosure - Inadequate Outside Storage Space (Refuse Disposal)			.14	
2 Wall or gate of trash enclosure is damaged OR trash overflow condition in dumpster area				
Retaining Walls (Site)	HS	L1	L2	L3
Damaged/Falling/Leaning (Retaining Walls)	1		.15	.30
2 Retaining wall shows signs of deterioration, still functions, no safety risk				
3 Retaining wall is damaged and does not function OR may be unsafe				
Storm Drainage (Site)	HS	L1	L2	L3
Damaged/Obstructed (Storm Drainage)			.31	.63
2 System is partially blocked, causing backup into adjacent area				
3 System completely blocked or clogged causing backups into adjacent area				
Walkways/Steps (Site)	HS	L1	L2	L3
Broken/Missing Hand Railing (Walkways/Steps)	1			.28
3 Hand rail for four or more stairs is missing, damaged, loose, or unsafe				
Cracks/Settlement/Heaving (Walkways/Steps)			.14	
Cracks greater than 3/4 inch over more than 5% of walkways				
Spalling (Walkways/Steps)		.07	.14	
1 More than 5% of walkway/steps have small areas of spalling - 4" by 4" or less.				
2 More than 5% of walkway/steps have large areas of spalling—larger than 4" by 4"—and this affects traffic ability.				

Building Exterior

Building Exteriors, on single building properties can also result in surprisingly high deductions for fairly simple issues. Door, Wall, and Window deficiency definitions are often very similar to those for Units and Common Areas, but they are listed separately to avoid confusion where they do vary

Doors (Building Exterior)	HS	L1	L2	L3
Damaged Frames/Threshold/Lintels/Trim (Doors)	1		.10	.20
2 At least one door is not functioning or cannot be locked because of damage to frame, threshold, lintel, or trim.				
3 At least one entry door or fire rated or emergency door is not functioning or cannot be locked because of damage to frame, threshold, lintel, or trim.				
Damaged Hardware/Locks (Doors)			.18	.36
2 One door does not function or cannot be locked because of damage to door's hardware.				
3 One entry door or fire rated or emergency door does not function or cannot be locked because of damage to door's hardware.				
Damaged Surface (Holes/Paint/Rusting/Glass)(Common Areas)			.24	.48
2 One door has hole or holes with diameter ranging from 1/4 inch to 1 inch.				
3 Any door has hole larger than 1 inch, peeling/cracking/no paint, rust that affects integrity of door surface, or broken/missing glass OR any entry, fire rated or emergency door has hole 1/4 inch or larger				
Damaged/Missing Screen/Storm/Security Door (Doors)				
1 Screen door or storm door is damaged in any way				
3 Security screen door is not functioning or is missing				
Deteriorated/Missing Seals (Entry Only) (Doors)				.48
3 Weather seals do not function as they should - you may see light around or under door, includes sweep				
Missing Door (Doors)				.80
3 Any missing exterior door				

Building Exterior - Continued at "Fire Exits"				
Fire Exits	HS	L1	L2	L3
Blocked Egress/Ladders (Fire Escapes)	2			.80
3 Anything restricts exits				
Visibly Missing Components (Fire Escapes)	2			.80
3 Any functional components are missing or so damaged as to not function properly				
FHEO - 32" Wide Main Entrance	non scoring			
Main Entrance Less Than 32" Wide				
3 Distance between face of door and opposite doorstep not 32"				
FHEO - Accessibility to Main Floor Entrance	non scoring			
Obstructed or Missing Accessibility Route				
3 No handicap accessibility route				
Foundation	HS	L1	L2	L3
Cracks/Gaps (Foundations)			.40	.80
2 Cracks more than 1/8 inch by 6" long				
3 Cracks or gaps more than 3/8 inch wide by 6" long OR cracks that are full depth of wall, providing opportunity for water penetration OR sections of slab floor that are broken				
Spalling/Exposed Rebar (Foundations)			.24	.48
2 Spalling that affects 10-50% of any foundation wall				
3 Spalling affects 50% or more of foundation wall OR any visible reinforcing material or rebar				
Lighting	HS	L1	L2	L3
Broken Fixtures/Bulbs (Lighting)			.15	.30
2 20-50% of lighting fixtures and bulbs are broken or missing, but no safety hazard				
3 More than 50% of lighting fixtures and bulbs broken or missing OR any unsafe condition results				
NOTE: Site lighting, unattached to a building, is assigned to nearest building for purposes of inspection, as there is no Site Lighting Inspectable Item				
Roofs	HS	L1	L2	L3
Damaged/Clogged Drains (Roofs)		.12		.48
2 Debris around or in drain, but no ponding OR drain is damaged but drain system still functions, no evidence of ponding				
3 Drain is so damaged or clogged drain no longer functions - as shown by ponding				
Damaged Soffits/Fascia (Roofs)		.12		.48
1 Damage to soffits or fascia, but no water penetration possible				
3 Any soffit or fascia material is missing or so damaged that water penetration is possible				
Damaged Vents (Roofs)			.40	.80
1 Vents are visibly damaged, but no present obvious risk to promote further roof damage				
3 Vents are missing or so damaged further roof damage is possible				
Damaged/Torn Membrane/Missing Ballast (Roofs)			.40	.80
2 Ballast has shifted and no longer functions				
3 Damage to membrane that may result in water penetration				
Missing/Damaged Components from Downspout/Gutter (Roofs)		.09	.18	.36
1 Splashblocks are missing or damaged				
2 Downspout/Gutter components missing or damaged, but there is no damage to other components of building				
3 Downspout/Gutter components missing or damaged, may cause damage to other components of building				
Missing/Damaged Shingles (Roofs)		.20	.40	.80
1 Up to one square of surface material or shingles missing or damaged in any way				
2 One to two squares of surface material or shingles missing or damaged in any way				
3 More than two squares of surface material or shingles missing or damaged in any way				
Ponding (Roofs)				.48
3 Evidence of standing water on roof, causing potential or visible damage to roof surface or underlying materials.				
Walls	HS	L1	L2	L3
Cracks/Gaps (Walls)			.33	.65
2 Crack more than 1/8 inch wide by 6" long				
3 Crack or gap more than 3/8 inch wide by 6" long OR crack full depth of wall				
Walls Continues, Next Page				

Building Exteriors, "Walls" Continued from Previous Page				
Damaged Chimneys (Walls)				
1			.20	.39
2 Chimney shows surface damage OR chimney has holes that affect area larger than 4" by 4"				
3 Chimney has visibly separated from adjacent wall OR cracked or fallen pieces OR risk that falling pieces could create safety hazard				
Missing Pieces/Holes/Spalling (Walls)				
		.10	.20	
2 Missing piece - single brick or section of siding, for example OR hole larger than ½ inch in diameter OR deterioration that affects area up to 8½" by 11".				
3 Deterioration exposes any reinforcing material OR more than one missing piece OR damage affects area larger than 8½" by 11" OR hole of any size that completely penetrates wall				
Missing/Damaged Caulking/Mortar (Walls)				
			.20	.39
1 Mortar is missing around single masonry unit OR Deteriorated caulk is confined to less than 12"				
2 Mortar missing around more than one brick or block OR deteriorated caulk longer than 12"				
Stained/Peeling/Needs Paint (Walls)				
		.07	.15	
1 Less than 50% of single building exterior wall is affected				
2 More than 50% of single building exterior wall is affected				
Windows				
	HS	L1	L2	L3
Broken/Missing/Cracked Panes (Windows)				
1	.07			.29
1 Glass is cracked, but no sharp edges				
3 Glass is missing or broken				
Damaged/Missing Screens (Windows)				
		.16	.33	
1 Three or more screens are damaged in any way or missing				
Damaged Sills/Frames/Lintels/Trim (Windows)				
		.04		
1 Damage to sills, frames, lintels, or trim, but nothing is missing. Inside of surrounding wall is not exposed				
2 Sills, frames, lintels, or trim are missing or damaged, exposing inside of surrounding walls and compromising its weather tightness				
Missing/Deteriorated Caulking/Glazing Compound (Windows)				
			.33	.65
2 Most of window shows missing or deteriorated caulk or glazing compound, but no evidence of damage to window or surrounding structure				
3 Missing or deteriorated caulk or seals with evidence of leaks or damage to window or surrounding structure OR fogged thermopane window				
Peeling/Needs Paint (Windows)				
		.04		
1 Peeling paint or window that needs paint				
Security Bars Prevent Egress (Windows)				
2	.00			.65
3 Ability to exit through window is limited by security bars that do not open for any reason				
Building Systems				
Building Systems defects apply to mechanical systems that serve more than one Unit, or which serve Common Areas. Mechanicals that serve only one Unit are evaluated within Unit. Some devices, such as breaker panels may also be evaluated as part of a Common Area if they serve only one specific Common Area. Building Systems deficiencies result in some of highest scoring impacts, especially in single building properties.				
Domestic Water				
	HS	L1	L2	L3
Leaking Central Water Supply (Domestic Water)				
				.47
3 Any water leak not in a unit, includes hose bibs on exterior				
Misaligned Chimney/Ventilation System (Domestic Water)				
2				.78
3 Misalignment that may cause improper or dangerous venting of exhaust gases				
Missing Pressure Relief Valve (Domestic Water)				
1				.78
3 No pressure relief valve OR pressure relief valve drip leg or extension does not extend to within 18" of floor				
Rust/Corrosion on Heater Chimney (Domestic Water)				
1				.19
3 Water heater chimney shows evidence of flaking, discoloration, pitting, or crevices				
Water Supply Inoperable (Domestic Water)				
1				.78
3 No running water in any area of building				
Electrical				
	HS	L1	L2	L3
Blocked Access to Electrical Panel (Electrical System)				
1				.35
3 Electric breaker panel is blocked				
Burnt Breakers (Electrical System)				
1				.47
3 Any carbon residue, melted breakers, or arcing scars.				
Electrical Continues, Next Page				

Building Systems, Electrical Continued from Previous Page				
Evidence of Leaks/Corrosion (Electrical System)	1			.78
3 Corrosion that affects condition of components that carry current OR stains or rust on interior of electrical enclosures OR evidence of water leaks in enclosure or hardware				
Frayed Wiring (Electrical System)	2			.78
3 Nicks, abrasions, or fraying of insulation that expose any conducting wire				
Missing Breakers/Fuses (Electrical System)	2			.78
3 Open breaker port				
Missing Covers (Electrical System)	2			.78
3 Cover is missing, which results in exposed visible electrical connections				
Elevator	HS	L1	L2	L3
Not Operable (Elevators)	1			.25
3 Elevator does not function OR elevator doors open when cab is not there				
Emergency Power	HS	L1	L2	L3
Auxiliary Lighting Inoperable (Emergency Power)				.10
3 Auxiliary lighting does not function				
Run-Up Records/Documentation Not Available			.03	.06
2 Current records are not available but older records are properly maintained and available				
3 No generator records are available				
Exhaust Systems	HS	L1	L2	L3
Roof Exhaust Fans Inoperable (Exhaust System)				.35
3 Roof exhaust fan unit does not function				
Fire Protection	HS	L1	L2	L3
Missing Sprinkler Head (Fire Protection)	1			.78
3 Any sprinkler head is missing, visibly disabled, painted over, blocked, or capped.				
Missing/Damaged/Expired Extinguishers	2	.19	.39	.78
1 5% or less of fire extinguishers are missing, damaged, or expired.				
2 5-10% of fire extinguishers are missing, damaged, or expired				
3 More than 10% of fire extinguishers are missing, damaged, or expired OR Not operable/non-expired fire extinguisher on each floor				
HVAC	HS	L1	L2	L3
Boiler/Pump Leaks (HVAC)		.12		.47
1 Water or steam leaking in piping or pump packing				
3 Water or steam is leaking in piping or pump packing to point that system or pumps should be shut down.				
Fuel Supply Leaks (HVAC)	1			.47
3 Fuel is leaking from supply tank or piping.				
Misaligned Chimney/Ventilation System (HVAC)	2			.78
3 Misalignment of exhaust system on gas-fired or oil-fired unit that causes improper or dangerous venting of gases.				
General Rust/Corrosion (HVAC)	1		.10	.19
2 Significant rust, flaking, discoloration, or development of pits or crevices				
3 Equipment or piping does not function because of this condition				
Sanitary System	HS	L1	L2	L3
Broken/Leaking/Clogged Pipes or Drains	1			.78
3 Leaks in system OR evidence of clogged drains				
Missing Drain/Cleanout/Manhole Covers (Sanitary System)				.35
3 Drain cover is missing				

Units and Common Areas - "Typical" Definitions				
These are Unit definitions, but apply to almost all Common Areas as well. This book simplifies by using them for both areas. (Common Area scoring in next section.)				
Bathroom (Unit)	HS	L1	L2	L3
Bathroom Cabinets - Damaged/Missing (Bathroom)		.05		
1 Damaged or missing shelves, vanity tops, drawers, or doors that are not functioning				
Lavatory Sink - Damaged/Missing (Bathroom)	1	.08		.34
1 Sink can be used, but there are cracks or discoloration in more than 50% of basin OR stopper is missing.				
3 Sink not fully functional				
Plumbing - Clogged Drains (Bathroom)	1	.19		.75
1 Water does not drain freely, but fixtures can be used.				
3 Drain is completely clogged or extensive deterioration				
Plumbing - Leaking Faucet/Pipes (Bathroom)	1	.11		.45
1 Leak or drip contained by basin				
3 Leak that is adversely affecting area around it				
Shower/Tub - Damaged/Missing (Bathroom)	1	.11	.23	.45
1 Stopper is missing.				
2 Cracks or extensive discoloration in more than 50% of basin.				
3 Shower or tub cannot be used for any reason. shower, tub, faucets, drains, or associated hardware is missing or has failed.				
Ventilation/Exhaust System - Inoperable (Bathroom)			.23	
3 Inoperable				
Water Closet/Toilet - Damaged/Clogged/Missing (Bathroom)	1		.38	.75
2 Seat, flush handle, cover etc. - are missing or damaged OR toilet seat is cracked, or hinge is broken.				
3 Toilet leaks OR missing OR unusable OR doesn't flush				
Call-for-Aid (Unit)	HS	L1	L2	L3
Inoperable (Call-for-Aid)	1			.05
3 Does not function as intended				
Ceiling (Unit)	HS	L1	L2	L3
Bulging/Buckling (Ceiling)				.12
3 Bulging, buckling, sagging, or problem with alignment.				
Holes/Missing Tiles/Panels/Cracks (Ceiling)		.03	.06	.12
1 Small holes no larger than sheet of paper - 8½" by 11" OR no more than 3 tiles or panels are missing				
2 Hole larger than 8½" by 11" - but does not penetrate area above OR more than 3 tiles or panels are missing OR crack more than 1/8 inch wide and 11" long.				
3 Hole penetrates to area above; you can see through it				
Peeling/Needs Paint (Ceiling)		.01	.01	
1 Affected area 1 square foot to 4 square feet				
2 Affected area larger than 4 square feet				
Water Stains/Water Damage/Mold/Mildew (Ceiling)		.01	.03	.05
1 Evidence of leak, mold, or mildew 1 to 4 square feet - less than 10% of ceiling				
2 More than 4 square feet - 10-50% of ceiling				
3 More than 50% of surface				
Doors (Unit)	HS	L1	L2	L3
Damaged Surface - Holes/Paint/Rusting/Glass (Doors)			.03	.06
2 Door other than bathroom or entry has hole from 1/4 inch to 1 inch				
3 Bathroom or entry door has hole larger than 1/4 inch OR any door has hole larger than 1 inch, peeling or cracking paint, or rust that affects integrity of door surface, broken or missing glass OR delaminated or split door				
Damaged Frames/Threshold/Lintels/Trim (Doors)		.03	.05	.10
2 Door other than bathroom or entry is not functioning due to damage to frame, threshold, lintel, or trim				
3 Bathroom or entry door is not functioning due to frame, threshold, lintel, or trim				
Damaged Hardware/Locks (Doors)			.05	.10
1 Closet door does not function because of damage to hardware.				
2 Other door does not function because of damage to door's hardware				
3 Bathroom or entry door does not function because of damage to hardware				
Doors Continued Next Page				

Units and Common Area Typical Definitions, Doors Continued from Previous Page				
Damaged/Missing Screen/Storm/Security Door (Doors)	1	.03		.10
1 Screen or storm door has any kind of damage				
3 Security screen door is not functioning or is missing				
Deteriorated/Missing Seals (Entry Only) (Doors)				.14
3 Weather seals do not function as they should - you may see light around or under door, includes sweep				
Missing Door (Doors)		.06	.11	.23
1 Door is missing - NOT bathroom or entry door.				
2 Two doors or up to 50% of doors missing, but NOT bathroom entry doors, NO hazard				
3 Bathroom or entry door missing OR more than 50% of doors missing				
Electrical System (Unit)	HS	L1	L2	L3
Blocked Access to Electrical Panel (Electrical System)	1			.23
3 Electric breaker panel is blocked				
Burnt Breakers (Electrical System)	1			.30
3 Carbon residue, melted breakers, or arcing scars				
Evidence of Leaks/Corrosion (Electrical System)	1			.50
3 Corrosion of components that carry current OR Stains or rust inside electrical enclosure OR Evidence of water leaks in enclosure or hardware	2			.50
Frayed Wiring (Electrical System)	2			.50
3 Nicks, abrasions, or fraying of insulation that exposes conductor				
GFI - Inoperable (Electrical System)	1			.50
3 Inoperable as tested using test buttons				
GFI defects outlets only apply where ever they are found in a Unit, but only apply in these Common Areas: Laundry Room, Kitchen, or Restroom. If found elsewhere, or on Exterior, they must be recorded as Health and Safety; Hazards; Other				
Missing Breakers/Fuses (Electrical System)	2			.50
3 Open breaker port				
Missing Covers (Electrical System)	2			.50
3 Cover is missing, with exposed electrical connections				
Floors (Unit)	HS	L1	L2	L3
Bulging/Buckling (Floors)				.12
3 Bulging, buckling, sagging, or lack of horizontal alignment				
Floor Covering Damage (Floors)		.03	.06	.12
1 5-10% of floor covering has stains, burns, cuts, holes, or tears; loose areas; exposed seams. Covering is still functional, no safety hazard				
2 10-50% of floor covering damaged as above - stains only are L1				
3 More than 50% of floor covering damaged as above				
Missing Flooring/Tiles (Floors)		.03	.06	.12
1 Small areas of floor surface missing - more than 5% but less than 10% of floors				
2 10-50% of floors missing or broken flooring				
3 More than 50% of floors affected by missing or broken flooring OR condition causes safety concerns				
Peeling/Needs Paint (Floors)		.01	.01	
1 1 to 4 square feet affected				
2 More than 4 square feet affected			.06	.12
Rot/Deteriorated Sub floor (Floors)				
2 Small areas of rot or spongy flooring - more than 1 square foot, but less than 4 square feet				
3 More than 4 square feet - Applying weight causes deflection				
Water Stains/Water Damage/Mold/Mildew (Floors)			.03	.05
2 Water stain, mold, or mildew over small area 1 to 4 square feet				
3 More than 4 square feet affected				
Hot Water Heater (Units ONLY - Common Area Water Heaters Go Under SYSTEMS)	HS	L1	L2	L3
Misaligned Chimney/Ventilation System (Hot Water Heater)	2			.50
3 Misalignment or disconnected so carbon monoxide hazard possible				
Inoperable Unit/Components (Hot Water Heater)	1			.50
3 Water does not get warmer than room temperature				
Hot Water Heater Continued Next Page				

Units and Common Area Typical Definitions, Hot Water Heater Continued from Previous Page				
Leaking Valves/Tanks/Pipes (Hot Water Heater)				
3 Water leaking				.30
Pressure Relief Valve Missing (Hot Water Heater)				
1				.50
3 No pressure relief valve OR pressure relief valve drip leg or extension does not extend to within 18" of floor				
Rust/Corrosion (Hot Water Heater)				
1 Superficial surface rust.	1	.06	.11	.23
2 Significant rust, flaking, or discoloration - or pit or crevice				
3 Because of this condition equipment or piping do not function or leaks				
HVAC System (Unit)				
Misaligned Chimney/Ventilation System (HVAC)				
3 Misalignment or disconnected so carbon monoxide hazard possible				.19
Inoperable (HVAC)				
3 HVAC does not function; no heating or cooling during proper season - system does not respond when controls are engaged				.75
Noisy/Vibrating/Leaking (HVAC)				
1 Abnormal vibrations, other noise, or leaks when engaged	2			.75
Convection/Radiant Heat System Covers Missing/Damaged (HVAC)				
3 Radiator cover missing or substantially damaged - note: may also result in sharp edges hazard		.11		
General Rust/Corrosion (HVAC)				
1 Rust or corrosion on HVAC units but still functional		.05	.09	.19
Kitchen (Unit)				
Cabinets - Missing/Damaged (Kitchen)				
2 10-50% of doors or shelves missing or damaged, laminate separating			.09	.19
3 50% of cabinets, doors, shelves missing or damaged - laminate separating				
Countertops - Missing/Damaged (Kitchen)				
2 20% or more of countertop working surface is deteriorated			.09	
Dishwasher/Garbage Disposal - Inoperable (Kitchen)				
2 Dishwasher or garbage disposal does not function			.09	
Plumbing - Clogged Drains (Kitchen)				
1 Basin does not drain freely	1	.11		.45
3 Drain is completely clogged				
Plumbing - Leaking Faucets/Pipes (Kitchen)				
1 Leak or drip contained by basin, and faucet is functioning	1	.08		.34
3 Leaks outside of basin, having adverse affect on surrounding area				
Range Hood/Exhaust Fans - Excessive Grease/Inoperable (Kitchen)				
1 Accumulation of dirt threatens free passage of air		.08	.17	.34
3 Exhaust fan does not function OR completely blocked				
Range/Stove - Missing/Damaged/Inoperable (Kitchen)				
1 Operation of doors/drawers impeded, but stove functions OR flames not distributed equally OR pilot light is out		.05		.19
2 One burner is not functioning (other than pilot out)				
3 Stove missing OR 2 burners not functioning OR oven not functioning				
Refrigerator - Missing/Damaged/Inoperable (Kitchen)				
1 Gasket deteriorated OR excessive accumulation of ice		.08		.34
3 Refrigerator missing OR does not cool adequately for safe storage of food				
Sink - Missing/Damaged (Kitchen)				
1 Discoloration or cracks in 50 % or more of basin, but sink can still be used to prepare food	1	.19		.75
3 Sink or hardware is missing or not functioning				
Laundry Area (Room) (Unit)				
Dryer Vent- Missing/Damaged/Inoperable (Laundry Area (Room))				
3 Dryer vent is missing or blocked - dryer not effectively vented to outside OR electric dryer with lint trap not maintained	1			.05
Lighting (Unit)				
Missing/Inoperable Fixture (Lighting)				
1 Light fixture missing or not functioning in 1 room				
2 Light fixture missing or not functioning in 2 rooms				
3 Light fixture missing or not functioning in 3 or more rooms				

Outlets/Switches (Unit)	HS	L1	L2	L3
Missing (Outlets/Switches)	2	.02		.09
3 Outlet or switch missing with exposed wires				
Missing/Broken Cover Plates (Outlets/Switches)	2	.02		.09
1 Outlet or switch cover broken but no exposed wires				
3 Cover plate missing or broken with exposed wires				
Patio/Porch/Balcony (Unit)	HS	L1	L2	L3
Baluster/Side Railings Damaged (Patio/Porch/Balcony)	1			.05
3 Baluster or side rails loose, damaged, or missing and unsafe				
Smoke Detector (Unit)	HS	L1	L2	L3
Missing/Inoperable (Smoke Detector)	3	NON-SCORING		
Stairs (Unit)	HS	L1	L2	L3
Broken/Missing Hand Railing (Stairs)	1			.05
3 Hand-rail for 4 or more stairs is missing, damaged, loose, otherwise unsafe				
Broken/Damaged/Missing Steps (Stairs)	1			.05
3 Step is broken or missing				
Walls (Unit)	HS	L1	L2	L3
Bulging/Buckling (Walls)				.12
3 Bulging, buckling, sagging, or wall is no longer vertically aligned				
Damaged (Walls)		.02	.05	.09
1 Hole, missing tile or panel, other damage 1 inch to 8 ½ by 11" - hole does not penetrate to adjoining room				
2 Hole, missing tile or panel, other damage larger than 8 1/2 by 11" OR crack greater than 1/8 inch wide and 11" long				
3 Hole of any size penetrates to adjoining room OR 2 or more walls have Level 2 holes				
Damaged/Deteriorated Trim (Walls)		.01	.01	.02
1 Areas of deterioration in trim, 5-10% of wall area affected				
2 10-50% of wall area affected				
3 More than 50% of wall area affected				
Peeling/Needs Paint (Walls)		.01	.01	
1 More than 1 square foot but less than 4 square feet				
2 More than 4 square feet				
Water Stains/Water Damage/Mold/Mildew (Walls)		.01	.03	.05
1 Leak, mold, or mildew over area more than 1 but less than 4 square feet				
2 More than 4 square feet				
3 50% or more of surface affected by stains, mold, or mildew				
Windows (Unit)	HS	L1	L2	L3
Cracked/Broken/Missing Panes (Windows)	1	.03		.10
1 Cracked window pane				
3 Window pane broken or missing from window sash				
Damaged Window Sill (Windows)		.03	.07	
1 Sill is damaged, but still there - inside of surrounding wall not exposed and no impact on operation or functioning of window or weather tightness				
2 Sill is missing or damaged exposing inside of surrounding walls OR compromises weather tightness				
Missing/Deteriorated Caulking/Seals (Windows)		.06		.23
2 Missing or deteriorated caulk, but no evidence of damage to window or surrounding structure				
3 Missing or deteriorated caulk or seals with evidence of leaks or damage to window or surrounding structure OR Thermopane and insulated window fogged or failed				
Inoperable/Not Lockable (Windows)	1		.05	.10
1 Window is not functioning but can be secured - other windows in immediate area are functioning				
3 No functioning window in area OR a window does not lock				
Peeling/Needs Paint (Windows)	0	.01		
1 Peeling paint or window that needs paint				
Security Bars Prevent Egress (Windows)	2			.23
3 Security bars limit ability to exit through window - fixed bars, locked, bolted, not openable - and no second egress route available				

Common Areas in this Flip Chart are divided into two types, CA1 & CA2, according to scoring impact - CA1s score twice as high as CA2s, except for Health & Safety defects which always score same

CA1 = Common Areas with Higher Values

Community Room		Day Care			
Halls/Corridors/Stairs	Kitchen	Laundry - all 3 contain unique items			
CA1 - Ceiling		HS	L1	L2	L3
Bulging/Buckling					.30
Holes/Msg Tiles/Panels/Cracks			.08	.15	.30
Peeling/Needs paint			.01	.03	
Water Stains/Damage/Mold/Mildew			.03	.06	.13
CA1 - Doors		HS	L1	L2	L3
Dmg/Msg Screen/Storm/Sec'y Door		1	.08		.30
Dmg Frame/Threshold/Lintels/Trim				.11	.23
Dmg Hardware/Locks			.06	.11	.23
Dmg Surface (Holes/Paint/Rust)				.11	.23
Deteriorated/Msg Caulking/Seals					.50
Msg Door			.08	.15	.30
CA1 - Electrical		HS	L1	L2	L3
Blocked Access/Improper Storage		1			.23
Burnt Breakers		1			.30
Evidence of Leaks/Corrosion		1			.50
Frayed Wiring		2			.50
Msg Breakers/Fuses		2			.50
Msg Covers		2			.50
CA1 - Floors		HS	L1	L2	L3
Bulging/Buckling					.30
Floor Covering Dmg			.08	.15	.30
Msg Flooring/Tiles			.08	.15	.30
Peeling/Needs paint			.01	.03	
Rot/Deteriorated Sub floor				.15	.30
Water Stains/Damage/Mold/Mildew				.06	.13
CA1 - Hall/Corridor/Stair ***		HS	L1	L2	L3
Graffiti			.08	.15	.30
Mailbox - Msg/Dmg					.13
Pedestrian/Wheelchair Ramp					.23
CA1 - Health and Safety - Common		HS	L1	L2	L3
Air Quality - Mold/Mildew		1			.23
Air Quality - Propane/Natural Gas		2			.50
Air Quality - Sewer Odor		1			.23
Exposed Wires/Open Panels		2			.50
Water Leaks on/near Elec Equipt		2			.50
Flammable Materials - Improperly Stored		1			.23
Garbage/Debris - Indoors		1			.23
Garbage/Debris - Outdoors		1			.23
Hazards - Other		1	NON-SCORING		
Hazards - Sharp Edges		1			.23
Hazards - Tripping		1	NON-SCORING		
Infestation - Insects		1			.23
Infestation - Rats/Mice/Vermin		1			.23
CA1 - HVAC * 1		HS	L1	L2	L3
Radiant Heat Sys Covers Msg/Dmg					.13
General Rust/Corrosion			.03	.06	.13
Inoperable					.50
Misaligned Chimney/Vent System		2			.50

CA1 - Kitchen ***		HS	L1	L2	L3
Cabinets - Msg Dmg			.06		.13
Call-for-Aid Inoperable * 5					.23
Countertops - Msg/Dmg			.06		
Dishwasher/Disposal - Inoperable			.06		
GFI - Inoperable	1				.50
Plumbing - Clogged Drains	1	.08			.30
Plumbing - Leaking Faucet/Pipes	1	.06			.23
Range/Stove - Msg/Inoperable		.06	.11		.23
Range Hood/Exh Fan - Excess Grease/Inoperable		.03			.13
Refrigerator - Dmg/Inoperable		.06			.23
Sink - Dmg/Msg	1	.13			.50
CA1 - Laundry Room ***		HS	L1	L2	L3
Dryer vent - Msg/Dmg/Inoperable					.23
GFI - Inoperable	1				.50
CA1 - Lighting		HS	L1	L2	L3
Msg/Dmg/Inoperable Fixture			.15		.30
CA1 - Outlets / Switches		HS	L1	L2	L3
Cover Plates - Msg/Broken	2	.06			.23
CA1 - Smoke Detector		HS	L1	L2	L3
Msg/Inoperable	3	NON-SCORING			
CA1 - Stairs		HS	L1	L2	L3
Broken/Dmg/Msg Steps	1				.23
Broken/Msg Hand Railing	1				.23
CA1 - Walls		HS	L1	L2	L3
Bulging/Buckling					.30
Damaged		.06	.11		.23
Dmg/Deteriorated Trim		.01	.03		.05
Peeling/Needs paint		.01	.03		
Water Stains/Damage/Mold/Mildew		.03	.06		.13
CA1 - Windows		HS	L1	L2	L3
Broken/Msg/Cracked Panes	1	.06			.23
Dmg Window Sill		.08	.15		
Inoperable/Not Lockable	1		.11		.23
Msg/Deteriorated Caulk/Seals/Glazing		.13			.50
Peeling/Needs Paint		.03			
Security Bars Prevent Egress	2				.50
CA2 = Common Areas with Lower Values					
Basement/Garage/Carport	Closet/Utility/Mechanical				
Lobby	Office				
Other Community Spaces	Patio/Porch/Balcony				
Pools and Related Structures	Restrooms/Pool Structures - <u>each contains unique items</u>				
Storage	Trash Collection Areas - <u>contains unique item</u>				
CA2 - Ceiling		HS	L1	L2	L3
Bulging/Buckling					.15
Holes/Msg Tiles/Panels/Cracks		.04	.08		.15
Peeling/Needs paint		.01	.01		.03
Water Stains/Damage/Mold/Mildew		.02	.03		.06
CA2 - Doors		HS	L1	L2	L3
Dmg/Msg Screen/Storm/Sec'y Door	1	.04			.15
Dmg Frame/Threshold/Lintels/Trim			.06		.11
Dmg Hardware/Locks		.03	.06		.11
Dmg Surface (Holes/Paint/Rust)			.06		.11
Deteriorated/Msg Caulking/Seals					.25
Msg Door		.04	.08		.15

CA2 - Electrical		HS	L1	L2	L3
	Blocked Access/Improper Storage	1			.11
	Burnt Breakers	1			.15
	Evidence of Leaks/Corrosion	1			.25
	Frayed Wiring	2			.25
	Msg Breakers/Fuses	2			.25
	Msg Covers	2			.25
CA2 - Floors		HS	L1	L2	L3
	Bulging/Buckling				.15
	Floor Covering Dmg		.04	.08	.15
	Msg Flooring/Tiles		.04	.08	.15
	Peeling/Needs paint		.01	.01	.03
	Rot/Deteriorated Sub floor			.08	.15
	Water Stains/Damage/Mold/Mildew			.03	.06
CA2 - HVAC * 1		HS	L1	L2	L3
	Misaligned Chimney/Vent System	2			.25
	Inoperable				.25
	Noisy/Vibrating/Leaking		.04		
	Radiant Heat Sys Covers Msg/Dmg				.06
	General Rust/Corrosion		.02	.03	.06
CA2 - Health and Safety		HS	L1	L2	L3
	Air Quality - Mold/Mildew	1			.23
	Air Quality - Propane/Natural Gas	2			.50
	Air Quality - Sewer Odor	1			.23
	Exposed Wires/Open Panels	2			.50
	Water Leaks on/near Elec Equip	2			.50
	Flammable Materials - Improperly Stored	1			.23
	Garbage/Debris - Indoors	1			.23
	Garbage/Debris - Outdoors	1			.23
	Hazards - Other	1	NON-SCORING		
	Hazards - Sharp Edges	1			.23
	Hazards - Tripping	1	NON-SCORING		
	Infestation - Insects	1			.23
	Infestation - Rats/Mice/Vermin	1			.23
CA2 - Lighting		HS	L1	L2	L3
	Msg/Dmg/Inoperable Fixture			.08	.15
CA2 - Outlets / Switches		HS	L1	L2	L3
	Cover Plates - Msg/Broken	2	.03		.11
CA2 - Patio/Porch/Balcony ***		HS	L1	L2	L3
	Baluster/Side Railing - Dmg				.11
CA2 - Pools/Related Structures ***		HS	L1	L2	L3
	Fencing - Dmg/Not Intact				.25
	Pool- Not Operational				.06
CA2 - Restroom/Pool Structure ***		HS	L1	L2	L3
	Call-for-Aid Inoperable * 5				.11
	GFI - Inoperable * 5	1			.25
	Lavatory/Sink Dmg/Msg	1	.03		.11
	Plumbing - Clogged Drains	1	.04		.15
	Plumbing - Leaking Faucet/Pipes	1	.03		.11
	Restroom Cabinets - Dmg		.02		
	Shower/Tub - Dmg/Msg			.08	.15
	Vent/Exhaust System - Inoperable			.08	
CA2 - Smoke Detector		HS	L1	L2	L3
	Msg/Inoperable	3			
CA2 - Stairs		HS	L1	L2	L3
	Broken/Dmg/Msg Steps	1			.11
	Broken/Msg Hand Railing	1			.11
CA2 - Trash Collection Areas ***		HS	L1	L2	L3
	Chutes - Damaged/Msg Components	1		.06	.11

CA2 - Walls		HS	L1	L2	L3
	Bulging/Buckling				.15
	Damaged		.03	.06	.11
	Dmg/Deteriorated Trim		.01	.01	.03
	Peeling/Needs paint		.01	.01	.03
	Water Stains/Damage/Mold/Mildew		.02	.03	.06
CA2 - Windows		HS	L1	L2	L3
	Broken/Msg/Cracked Panes	1	.03		.11
	Dmg Window Sill		.04	.08	.15
	Inoperable/Not Lockable	1		.06	.11
	Msg/Deteriorated Caulk/Seals/Glazing		.06		.25
	Peeling/Needs Paint		.02		.06
	Sec'y Bars Prevent Egress	2			.25

Common Areas - Unique Definitions					
Common Areas are generally subject to typical defects listed under Units. Some Common Areas contain special items or defect definitions which vary from Units, as listed here					
Lighting Missing/Damaged/Inoperable Fixture differs from Unit definition in Common Areas		HS	L1	L2	L3
2 20%-50% of lighting fixtures missing or damaged so they do not function		see scoring above			
3 More than 50% of light fixtures missing or damaged so they do not function		see scoring above			
FHEO - 36" Wide Interior Hallways		HS	L1	L2	L3
Multi-story Bldg Hall/Common Areas Less Than 32" Wide		see scoring above			
3 interior hallways are less than 36" wide		see scoring above			
FHEO - Accessible Outside Common Areas		HS	L1	L2	L3
Routes Obstructed or Inaccessible to Wheelchair		see scoring above			
3 Route to outside Common Areas obstructed or not accessible		see scoring above			
Halls/Corridors/Stairs (Common Areas)		HS	L1	L2	L3
Graffiti (Common Areas)		see scoring above			
1 Graffiti in one place.		see scoring above			
2 Graffiti in 2-5 places.		see scoring above			
3 Graffiti in 6 or more places.		see scoring above			
Mailboxes - Missing/Damaged (Common Areas)		see scoring above			
3 Resident/unit mailbox cannot be locked OR resident/unit mailbox missing		see scoring above			
Pedestrian/Wheelchair Ramp (Common Areas)		see scoring above			
2 Walkway or ramp shows deterioration and requires repair, but safe		see scoring above			
3 Walkway or ramp cannot safely be used		see scoring above			
Pools and Related Structures		HS	L1	L2	L3
Fencing - Damaged/Not Intact (Common Areas)		see scoring above			
3 Any damage that could compromise integrity of fence.		see scoring above			
Pool - Not Operational (Common Areas)		see scoring above			
3 Pool is not operational OR unsafe conditions at pool area		see scoring above			
Trash Collection Areas		HS	L1	L2	L3
Chutes Damaged/Missing Components (Common Areas)		see scoring above			
3 Trash backed up OR door doesn't close and latch OR system or compactor does not function		see scoring above			

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Appendices: Using the REAC Solutions Mini-Manual and Relative Scoring Values Guide (with editorial comments by the author, Michael Gantt)

A1 – A4 Appendix One – The Long Hand Explanation

A5 – A7 Appendix Two – The Short Hand Instructions

Appendix One – The Long Hand Explanation

Definitions and the “Protocol”

Disclaimer - Pages 2 through 15 are *Condensed* UPCS Definitions. They are neither official nor authorized by HUD or REAC. They do not have the backing of Federal Law, as do the UPCS definitions found in REAC’s publications. We have removed useless extra words and phrases, boiling this manual down to the operative ideas. In doing so, we’ve reduced the manual from HUD’s 470 pages to only 14, and we’ve included a simplified scoring system, that isn’t found in any official HUD manual or publication. This document is nearly useless as evidence for an appeal or for a legal case. Otherwise, it will be simply the most informative document the reader will ever find on the UPCS protocol and scoring system.

This manual assumes that the reader has a basic understanding of the five Inspectable Areas – Site, Exteriors, Systems, Common Areas, and Units – which are essential elements in grasping the intricacies of the UPCS inspection, along with the many Inspectable Items and Deficiencies. You also need to know that a Level 3 Deficiency is “worse” than a Level 1.

As long as you understand the difference between a Building Exterior and a Common Area (and so on) you can look up the definition which determines what is, and what is not, a deficiency within the UPCS protocol, and you can find out what makes a particular condition rate a Level 1 or Level 3.

Government agencies like to use fancy words to muddle their workings, almost as much as they like acronyms. The word “protocol” when used to describe the inspection simply means “the set of rules governing the inspection.” You could call the UPCS Protocol the rules of the inspection. This book of definitions is a drastic condensation of the protocol.

Each Deficiency definition is followed by a set of numbers that we call the Gantt Factors, in honor of the mystifying explanations given by HUD officials when the scoring system is questioned. The author did not give these factors his own name as an arrogant claim of ownership on some miraculous scientific revelation – it was a joke, to highlight how silly it is that HUD has not been willing or able to publish an explanation that everyone can understand and use. The Gantt Factors are, in fact, an extremely simple concoction - but more about that later.

Get Ready to Think About Math

The slogan of this appendix should be “Don’t Worry.” This is a background explanation, to establish the principles upon which the scoring functions of this document are based. It will not be necessary to memorize or even fully understand this section. The second appendix will contain instructions on how to use the numbers in the scoring guide, but no explanation of HOW and WHY they work. This is the explanation of WHY they work.

“Algorithms”

Public discussions and disclosures about the workings of the scoring system usually trail off into silence with statements like, “but to understand how it works you’d have to examine the algorithms.” Most people don’t even know what an algorithm is. This word is used as a smoke screen to conceal the fact that a

particular speaker is almost as clueless as you are. You can be assured that when you hear someone use the word algorithm to establish that you are not capable of understanding the scoring system, and to end the discussion, it is because they don't understand it either, and they can't explain it.

Algorithm simply means a mathematical system in which many calculations produce a result. It does not mean that there are any kinds of special calculations at work which require a PhD in Astrophysics or access to a supercomputer that takes up 10,000 square feet of carefully climate controlled space in a secret laboratory. You don't need a lab coat with a pocket protector to estimate the scoring value of the deficiencies. You need this book, a pen and paper, and a pocket calculator.

The First, Basic Concept of Scoring

In order to calculate the scoring value of any given deficiency from scratch, you need 4 numbers:

1 – The Area Value (AV)

AVs change within a limited range due to a process called “normalization.” Normalization is not a complicated thing. Don't worry about it now. This document will come back to how it works later.

The AV for the Site, Exterior, System, Common Area, or Unit in which a deficiency is found. AV for Site will vary from about 13 to 19 points. The combined AVs for all Building Exteriors will be between about 14 and 19. The AV for Systems will total between about 12 and 24. The AV for Common Areas is the most variable of all, between (zero) and perhaps 17. The AV for all Units in one inspection will range from about 32 to 47 points.

There will also be a simplified chart of possible AVs for each Inspectable Area later.

2 – The Inspectable Item (or Amenity) Weight

Every Inspectable Item within each Inspectable Area is assigned a Weight. The Weight will be a decimal number, and is available in a few obscure publications from HUD. The Weight, unfortunately, is not an unchanging number. This non-HUD publication deals with the Weight in a much different way, as you will see, if you read HUD's publications. This document will skip over the way in which REAC scores use normalization, and will provide a greatly simplified way of accounting for its effects.

There are too many Inspectable Items to provide a list of Weights here. For present, let it suffice to know that the Item Weight is typically a decimal number like .045 or .156.

3 – The Deficiency Criticality

Criticalities are a lot simpler. Each Deficiency has assigned to it, a static (never changing) decimal number. There are only 5 possible Criticalities, 1, 2, 3, 4, or 5. These whole number Criticalities indicate a decimal number as follows:

- 1 = 0.50
- 2 = 1.25
- 3 = 2.25
- 4 = 3.00
- 5 = 5.00

4 – The Level of Severity

This refers to the by now familiar “Level 1, Level 2, and Level 3.” This document will substitute the terms L1, L2, and L3

L1 = 0.25
L2 = 0.50
L3 = 1.00

Once we know the AV, the Weight, the Criticality, and the Level, the formula is easy to work. Let's say we have a Unit with a one inch hole in a bathroom door. The full name of the defect is:

Unit / Doors / Damaged Surface / L3

If each Unit has an AV of 2, the Doors have a Weight of .045, the Criticality of the Deficiency is 3 (substitute 2.25,) and the L3 rating is equal to 1.0 – here's how the formula works:

$$2 \times .045 \times 2.25 \times 1 = 0.2025$$

Let's round it off to a single decimal point. Now, we know that in this particular Unit, the hole in the bathroom door is worth two tenths of one point. Not as bad as we might have thought. If this is the only defect, our score is now 99.8.

Summary of the First, Basic Concept of Scoring

It took a page and a half to get here, but now it doesn't seem that complicated. All you need to know is 4 little numbers, or factors, that get multiplied times each other. If you had those numbers, you could punch them into a calculator and come up with a scoring value.

Multiply the Area Value factor, times the Item Weight factor, times the Criticality factor, times the Level of Severity factor. The result is the scoring deduction. On other words:

"AV times Weight times Criticality times Level equals Scoring Deduction"

So, if it is that simple - why can't someone just publish a list of scoring values?

The Catch – Normalization – the Second, Less Basic Concept of Scoring

The Level factor is static - it never changes. The Criticality is also static – it is always the same on every inspection at every property.

"The Catch" is that the both the Area Values and the Item Weights vary on every inspection, due to that tricky process mentioned earlier, Normalization. Normalization works like this:

Imagine that you have a valuable collection of 5 things - maybe baseball cards - each of which has an equal value representing 20% of the value of the entire collection. That's pretty easy math – if there are five items, each is worth 20%, because 100% divided by 5 = 20%.

If you sold one baseball card, then the remaining items would no longer represent 20% of the remaining collection's value. It is pretty easy to see that each will now be worth 25% of the overall value. 100% divided by 4 = 25%, so each item represents 25% of the collection.

What we have done, in an extremely simplified form, is demonstrated the normalization of the value of each item relative to the entire collection. When you take away one item, the value of each, as a part of the overall collection, is larger, even if the value of the collection is less.

Now, imagine you have a collection of collections - five different collections - and you know the combined value of these five collections. Each collection represents an unequal percentage of the combined value of all five collections. Each collection has a different number of items in it. Each item in each collection represents a different percentage of the value of the particular collection within the group of five collections.

If you sold 2 items from one collection, and 3 items from another collection, you'd have a messier problem to solve. Now each collection represents a different percentage of the larger collection, and each item within a collection that has lost an item represents a different percentage of that smaller collection.

Are you ready to do the math? Let's not do it now – let's just say that after you did the math, you would have normalized both the values of the smaller collections and the items within them. You would have established a new relative value, out of 100%, for all of the items and collections.

The values of the five smaller collections would be much like the five Inspectable Areas, and the relative values of the items in each smaller collection would be like the Criticalities of the Inspectable Items (or Amenities.)

The problem we face in doing scoring is that we have to normalize the Area Values for the Inspectable Areas to account for items that do not exist on the property, such as a Play Area on the Site, or an Elevator in one building's Systems. When an Item does not exist on the Site, the value of Site goes down, relative to 100% of the property score, and the Weights of the remaining Site Items goes up as a percentage of the Site Area Value. This applies to all five Areas and all the Items within each Area.

What "The Gantt Factors" Are

The Gantt Factors – the numbers in the right hand columns of the Mini-Manual – are a short hand version of the Weights, Criticalities, and Level of Severity for each deficiency. In other words, we have already multiplied the initial Item Weights, times the Criticality factors, times the Level of Severity Factors for each item. The result is the list of numbers we call The Gantt Factors.

There is nothing magical or particularly scientific about these numbers. The reader could make their own list of numbers, by looking up these various component numbers and multiplying them out into a similar list.

This reduces the number of steps that the reader must take to calculate an approximate scoring value for every single deficiency in the entire UPCS protocol, but, the reader still has two problems – or, two daunting questions to answer:

1 – What are the AVs for the property? How do I find this information?

2 – Didn't I read something about Normalization of Item Weights changing all the scoring values? How much will the normalization of Item Weights skew the results, and reduce the accuracy of the resulting scoring values?

The one thing that will be absolutely necessary to possess in order to make good sense of the Gantt Factors is a REAC Inspection Summary Report scoring report.

Appendices: Using the REAC Solutions Mini-Manual and Relative Scoring Values Guide (with editorial comments by the author, Michael Gantt)

Appendix Two – The Short Hand Instructions

The reader absolutely needs two special documents in order to use the Gantt Factors effectively:

- 1 – This full document, including the definitions pages with Gantt Factors
- 2 – A REAC **Inspection Summary Report**, preferably one in which many deficiencies were cited.

A third document may also be helpful:

- 3 – “Reading and Utilizing the REAC Inspection Scoring Report,” available at:
<http://reacsolutions.com/minimanual/reports.pdf>

Step One: Find Your Area Values (AVs)

Look at the first page of your REAC **Inspection Summary Report**. Find the scoring block that is headed Possible Points, Area Points, and H&S Deductions. This will have the Inspectable Areas listed at the left side, Site, Bldg Ext, Bldg Sys, CA, and Units. The numbers in the first column, headed Possible Points, represent the TOTAL value of each Inspectable Area, as indicated to the left.

If you are doing calculations for a property with only one building, the Area Values for Site, Bldg Ext, Bldg Sys, and CA are the correct AVs (Area Values) for that one building. The Unit AV represents all Units. Divide by the number of Units inspected to get the value of one Unit. (The block above this scoring block will tell you how many units are inspected.)

Site Value

The Site AV is always correct. There is only one Site per inspection.

Building Values

If the property has multiple buildings, there are two methods to find the individual AV of Exteriors, Systems, and Common Areas for each building – it’s a good idea to write the AVs for each building down in a list for future use:

Method 1: Read down through the entire report. Find the lines that start with a Building (Number,) and then say Building Exterior, Building Systems, and Common Areas (CA.) Each such line has a number at the left end of the line saying Possible Points: (number)

The numbers on the left end of these lines are the Area Values for Exterior, Systems, and Common Areas.

If no deficiencies were identified for a particular building, this information will not appear in the Summary Report, and you will have to calculate it manually by Method 2.

Method 2:

The Exterior, Systems, and Common Area AV for each building is “unit weighted.” You need to know how many Units are in each building. Add up the total Units. Divide the number of Units in each building by the total number of Units. The resulting number is the Unit Weight. Multiply the Unit Weight of each building times the Exterior, Systems, and CA.

Example: Bldg 1 has 50 units and Bldg 2 has 20 units. There are 70 units total. Exterior is worth 15, Systems are worth 20, and CA are worth 10 points.

Bldg 1: 50 divided by 70 = .71
 Exteriors AV = $0.71 \times 15 = 10.7$
 Systems AV = $0.71 \times 20 = 14.3$
 CA AV = $0.71 \times 10 = 7.1$

Bldg 2: 20 divided by 70 = 0.29
 Exteriors AV = $0.29 \times 15 = 4.3$
 Systems AV = $0.29 \times 20 = 5.7$
 CA AV = $0.29 \times 10 = 2.9$

If you have many buildings, this can become complicated. If you have a building with NO UNITS, what we call a Common Building, this is even more complicated. The formula then requires that you assign the AVERAGE number of Units per building to the Common Building, and add that average number to the total as well before calculating building values.

Unit Values

While Units may vary by some tiny value like a tenth of a point, they are very close to the exact value for each Unit. Divide the Units value in the scoring block by the number of Units inspected. This will be close enough – this gives you your Unit AV.

Summary of Step 1 – Find or calculate - and list - the AV for Site, for each building's Exterior, Systems, and Common Areas, and for individual Units.

Step 2 – Calculate Some Deficiency Values for Comparison to the Report

Review your scoring report, and find the known values of the deficiencies reported in it.

To do this, look up the Gantt Factor (the numbers in the 3 right hand columns) in the Mini-Manual. Multiply the Gantt Factor for the same defect, times the Area Value for the Area in which the defect is found. This will give you an approximate value for the defect, for comparison to the scoring report you already have.

If the results you achieve compare very closely to those on the scoring report, then you can use the Area Values you already have.

The Site values may be very close, unless you have no play ground, no retaining wall, no dumpster enclosure, and/or no fencing. The more of these items that are NOT present on the property, the more your result will vary. The known values taken from your scoring report should be higher than the values you calculated, in most cases. Exterior values will rarely vary by much. Systems and Common values may vary the most, up to doubling in value. Unit values usually vary no more than 20%.

If you are finding that your results vary significantly from the scoring report – which is the usual case – then you need to “correct for effects of normalization.”

Step 3 – Correcting for Effects of Normalization

List the known values for each defect in a given area, along side the values you calculated.

Divide each result of your calculations by the value taken from the scoring report. You should get a decimal number from this calculation, and as you go down the list, that decimal number should be similar for each item from any one Inspectable Area for the Site, for each building, and for the Units. If these

numbers (for each distinct area) vary slightly – like .95, .956. and .947 for example - then guesstimate the average variance. In this example, use .95.

The comparisons will produce differing numbers, due to rounding errors. Some of the values in your scoring report have been rounded up and some rounded down. The more comparisons you can do, the more accurate your corrections will be.

Now divide the Area Value for the area by this decimal number. When you use your Gantt Factors to calculate values for defects you don't already know, they should now be fairly accurate, because you have corrected the Area Value for the normalization of the Item Weights that were included in the Gantt Factors.

If you find that you are slightly lowering the value of an Inspectable Area, leave it as it was. (You will lower the AVs when you divide by a number larger than 1. You will raise the value when you divide by a decimal number smaller than 1.) The scoring reports round off small values, and rounding down has skewed your results. Normalization should never lower the AVs you are working with. If you find that you are raising the AVs you use to calculate additional defect values, you are probably correcting for real normalization effects. Again, the more examples you can compare, the more accurate you will be.

Optional Step 3 Alternative

Download and use the handy spreadsheet at <http://reacsolutions.com/minimanual/correction.xls>

Step 4 – Go Crazy Calculating Scoring Deductions

You should now have what you need in order to calculate approximate scoring values of any defect on any property for which you have a scoring report with at least a few defects on it.

The more defects you can compare to what you get from the Gantt Factors, the more accurate your own calculations will be.

Final Summary:

It might seem overly complicated, but there are really only a few main steps:

- 1** - Determine Area Values by looking at your old scoring reports
- 2** - If some buildings had no defects, you may have to calculate the values for those buildings according to unit weight
- 3** - Compare some of the defects in your report to the values that you calculate using the Gantt Factors from the Mini-Manual. Area Value times the Gantt Factor for the defect should approximately equal the value from the scoring report.
- 4** - If you find the values you get using the Gantt Factors are lower than those from the scoring report, correct for normalization using the procedure above or the spreadsheet from the web site.

Reading and Utilizing the REAC Inspection Scoring Report

A presentation by **Michael Gantt** on behalf of
The Inspection Group and
REACsolutions

Shortly after a REAC inspection, your scoring report will become available online. You should already have a user ID and password that allows you to retrieve this information. The report will be in Adobe Acrobat (pdf) format, and whoever is responsible for retrieving the report should be advised to keep the file available for quick email transmission to all who may need to see it. Too often, the file is printed out and then the file is deleted or lost. Before you know it, the only copy you can find will be a barely legible “fax of a fax of a fax.” This document remains an important reference from year to year, so distribute the original pdf to everyone who might need it, and keep a back-up copy safe. You will want to print a crisp new original copy in the future.

The first page of the report (at the time of writing in 2005) is a virtually useless cover page form letter from PASS Program Manager Nelson Stevens. The next page is the summary, which contains some vital info. The top left half of the summary page contains a box like that in the illustration, labeled “Scores” with columns labeled “Possible Points, Area Points, H&S Deductions.” The lines are labeled Site, Bldg Ext(erior,) Bldg Sys(tems,) CA (Common Areas,) and Units.

	Possible Points	Area Points	H & S Deduction
Site	20.4	10.9	5.7
Bldg Ext	20.4	11.7	0.0
Bldg Sys	12.6	12.6	0.0
CA	0.7	0.0	0.0
Units	45.8	35.3	7.8
Overall	100.0	70.6	13.5
Final Score = Area Points - H & S Deduction			57 c*

Learning to read this column and to read between the lines - or columns, really - is the first step toward understanding the scoring breakdown that determines, in part what each defect will be worth and how many points you can lose for any given area.

Your property starts the inspection with 100 points, and each deficiency found results in a deduction. A score below 60 is “failing.” Possible Points is the starting value of the Inspectable Area indicated, and also represents the

maximum possible loss for that area.

The Area Points column displays what the remaining score was for each area after deductions for simple physical deficiencies that did not indicate a hazard. The H&S column displays additional points lost for items that are considered “health and safety risks.”

The most obvious surprise in this example is that Common Areas were only worth 0.7 points. The example scoring illustration apparently shows a townhouse property, where there are very few Common Areas, as indicated by the low value. Be aware that CA can equal as much as 18 or 20 points, depending on how many Common Areas actually exist. CA has probably the single most variable scoring value of any of the 5 inspectable areas. An example of a garden apartment community or high rise property would show a very different breakdown for the inspectable areas.

Site was worth 20.4 points in this example. This represents the high end of Site value, which can be as little as 15 points. Site is still an important inspectable area, because you always have a Site, it will always be inspected, and the deficiency values here rarely vary by much. A high scoring defect on one site will likely be high scoring on another.

Bldg Ext (Building Exterior) was also worth 20.4, and also varies little from one inspection to another. The importance of Exterior defects has a inverse relationship with the number of buildings – the fewer the buildings, the higher the point value of each defect. This does not mean you can ignore exteriors when you have many buildings – on properties with many buildings, we often find that every building has the same defect, and then the repeated defects add up to a high value. If you have damaged downspouts, for example, on one building, it is likely that you have the same defect on many buildings, since the materials on all buildings are the same, as well as the maintenance practices.

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In the example, Bldg Sys (Building Systems) was only worth 12.6. This is a very low value, indicating that this property had very few Systems in the buildings – probably no elevators, no exhaust systems, no emergency power, no fire extinguishers, and no HVAC system besides the dedicated system in each unit. Systems always account for at least 10% of your score for townhouses, but can rise to as much as 18 points in garden apartments and as much as 25 points in a high rise. Systems is perhaps the most variable Inspectable Area in terms of scoring impact for another reason. There is generally an inverse relationship between the number of buildings on the property and the number of systems in the building. The fewer and larger your buildings are, the more important the systems score will be. A systems defect in one of 20 buildings may be worth a half point, while the same single defect in a high rise may be worth 15 points. Systems may be your last priority at a townhouse community, but will certainly be your highest priority at a single building high rise property.

Units, in the example are collectively worth 45.8, which is near the top of the range for units, which can range from about 30 points to 47. The “normalized” value is only 35. Note here that units always represent *less than half of the total property score*.

What’s Missing From the Score Box?

The Score box in your own report leaves a lot to be desired in terms of what information is presented. In discussing scoring with property managers and executives, the author usually finds that they misunderstand the poorly designed display. The next illustration demonstrates what is missing.

	Possible Points	Physical Defect Deductions	Area Points	H & S Deduction	Area Score	Total Loss
Site	20.4	9.5	10.9	5.7	5.2	15.2
Bldg Ext	20.4	2.7	11.7	0.0	11.7	8.7
Bldg Sys	12.6	0	12.6	0.0	12.6	0
CA	0.7	0.7	0.0	0.0	0	0.7
Units	45.8	10.5	35.3	7.8	27.5	18.3
Overall	100.0		70.6	13.5		43
Final Score = Area Points - H & S Deduction					57 c*	

The expanded illustration adds a few new columns to reveal the real meaning of the data. While possible Points represents the starting score and maximum possible loss for each inspectable area, our illustration inserts the actual point losses for each area, which we label Physical Defect Deductions. This is what has been subtracted from your Possible Points for Physical Defects to arrive at the number in the Area Points column. Area Points represents your Area scores before Health and Safety deductions in the next column. Our added Area Score column subtracts the H&S deductions to show the final total score in each area, and the Total Loss column is self explanatory – it represents the total points lost in each area. This is a more useful way of examining your scores, and is less prone to misunderstanding.

The legend on the original box says “Final Score = Area Points – H&S Deductions.” If all data were presented as we have illustrated here, the legend would say: Final Area Score = Possible Points minus Physical Defect Deductions and H&S Deductions. The Area Points given by REAC are a useless intermediate calculation that just confuses the issues. Of course, Total Loss for each area is probably the most useful data, as it indicates where things really went wrong. You can simply add up the two types of deductions, or you can subtract the final Area Score from Possible Points to derive the Total Losses.

The new example demonstrates that Site and Units were the real liabilities on this inspection, losing 15.2 and 18.3 points respectively. At a 57, the property only failed by 3 points. No amount of effort in making repairs in Common Areas could have resulted in a passing score. Once you know where your greatest liabilities occurred, you can examine the defects in those areas to determine what defects caused the greatest losses.

Every time your organization has a REAC inspection on any property, someone should be doing this kind of simple math to provide an easily understandable explanation to all managers and maintenance people involved. Your REAC Specialist should be tracking this information on all properties, perhaps even graphing it in a spreadsheet that compares all results of all properties over time. If you have the old scoring reports for your properties, go back and analyze all of them side by side using this method. Distribute the information among key personnel, keep it handy for planning your next inspection, use it to predict your greatest liabilities, and set priorities based on the information this provides.

How Does the Scoring of Individual Areas Work?

As you review the additional information on subsequent pages of your report, notice that it will be divided into “boxes,” each with a heading that says something like “Building X – Common Areas,” “Building Y – Building Systems,” or “Building Z – Unit Z,” where, of course, the X, Y, and Z are substituted for actual building or unit numbers found on your property. To the far right hand side of this heading, you will see “Possible Points:” and a number that represents the maximum scoring value of the individual area described. (There will be an example with further observations on the next page.) This number indicates the maximum loss for the area. If you are looking at “Building Exterior,” then the number shows the limit of your losses for the exterior of that single building. If you are looking at a unit record, then this number is the limit of your losses for that single unit.

The “boxes” that include the term “health and safety” are slightly different. They do not include a maximum value and loss limit number. This does not mean your H&S losses are unlimited – they are limited by the number from the corresponding box above. (i.e. If Unit A has a total value of 2.4, no number of deductions in the unit box and/or the corresponding health and safety box can add up to more than 2.4 – the loss is limited to the total value.

The remaining portions of each box contain the defect details for the individual area, spelled out line-by-line. This is where you find what defects were recorded, what comments the inspector may have added, and the deduction value of each defect. Examining these details and perhaps even copying the figures into a spreadsheet will provide a wealth of information. When an inspection goes particularly badly, and you need to do appeals to bring up your score, this will be essential.

If you add up all the defects for one area and find that they total more than the possible value – the limit then you must understand that you have to win appeals on enough items to bring the individual area score above zero in order to get points back. Even though you cannot “go in the hole” on an area as far as point deductions from your score, the surplus deductions still exist. If you have 10 points worth of deductions in an area worth 5 points, you are 5 points “in the hole.” It will be useless to appeal a 2 point defect, unless you are appealing more than 5 points in deductions for that area. If you win a 2 point appeal, the area will still be worth “zero.” So, you choose your battles wisely when making appeals by first analyzing this data.

Close examination coupled with knowledge of defect definitions can also alert you to appeals items that you might have missed when taking notes during the inspection. You might also discover inspector mistakes that impacted your score. If the inspector recorded a legitimate defect, but recorded it incorrectly, it may have reduced your score. Even if defects are recorded in the right place, the inspector’s comments can reveal other mistakes, such as over rating the defect. Inspector omissions may also technically invalidate a defect or may prove that a defect was miscategorized as (for example) a Systems defect when it should have been a Unit defect at a much lower point value.

The illustration on the next page will demonstrate some of these principles.

Building 4 - Unit 359					Possible Points: 2.2
Doors	OD	Damaged Surface - Holes/Paint/Rusting/Glass**	Level 3	Location: bathroom; Comments: a door has a hole that exceeds 1 inch in diameter	0.2
		Missing Door	Level 1		0.1
Kitchen	OD	Range/Stove - Missing/Damaged/Inoperable**	Level 3	Location: kitchen; Comments: range exhaust fan is inoperable	0.8
		Refrigerator - Missing/Damaged/Inoperable	Level 1		0.2
Walls	OD	Peeling/Needs Paint**	Level 1		<0.05
Windows	OD	Inoperable/Not Lockable**	Level 1		0.1

Building 4 - Unit 359 - Health & Safety					
Emergency/Fire Exits	OD	Emergency/Fire Exits Blocked/Unusable (LT)	Level 3	Location: rear entry door; Comments: fire exit is blocked by storage of items that make egress difficult to impossible in an emergency	1.7
Hazards	OD	Tripping (NLT)	Level 3	Location: living room; Comments: cable TV wires running across floor cause trip hazard	0.0

This is the scoring for a unit, Unit 359 in Building 4. The unit had a total value of 2.2 points, and the non health and safety defects totaled about 1.4 points. The additional H&S deductions totaled 1.7, so the unit “zeroed out” with nearly an entire point “in the hole.” Only 2.2 points were deducted from the overall inspection score, but appealing defects that total less than a point will be largely useless.

In this case, the Regional Manager who was the escort on inspection day was very sharp. She knew that the inspector overrated the emergency and fire egress issue, so she took a good photograph, and later came back to make a video. The item that was stored in front of the window was a cabinet that was on wheels that could be moved very easily. When she returned, she took a video of the resident, a frail little old lady, pushing the cabinet aside with one hand. The lady hammed it up and smiled for the camera, and said, “Look, this is easy to move!”

The manager will probably win the appeal, but it is still only worth about 8 tenths of a point instead of the rated 1.7, because other defects totaled 1.4 out of 2.2, for a unit score of about 0.8 after all defects. Luckily, the manager read this report closely and compared it to her notes. The inspector had told her he was recording a defect for an inoperable range exhaust hood, but he accidentally recorded it under “range inoperable.” His comments also indicate that he miscategorized the defect, because they do not match the range inoperable defect. The manager will add this appeals item to her appeals submission, and will win this appeal as well, bringing the unit score back up to about 1.6. Her appeal still didn’t recover the entire 1.7 for the egress issue, but she only missed by one tenth of one point – not bad.

That’s one benefit of understanding what is in the report – another benefit is that now you know what each unit defect is worth, assuming that a unit is worth 2.2 points. Here’s how the value of a defect is calculated... each defect has a “Weight” and a “Criticality” and well as a “Level of Severity.” Each of these has a mathematical value. You multiply each times the other, and then multiply that value by the scoring value of the area being inspected. The weight, criticality, and level of severity values are fairly constant in similar areas – the only thing that really varies is the value of the area.

If all units are worth 2.2, each similar defect found in another unit (in this example) will have a similar value. If you know from previous inspections that you have a property where units are worth 1.8, you can assume that values for the same unit defects will be less. If individual units are worth 2.8, defects will be slightly higher in value. You can use your scoring reports to make a list of defect values. You can also extrapolate values for the levels of severity. A level 1 is half the value of a level 2, and a level 3 is double a level 2. The math is easy. Level 1 is one fourth of a level 3, and so on.

The principle of multiplying weight, times criticality, times level of severity value, times area value extends to all defects. You know that a level 3 in any category for any area is worth 4 times as much as a level 1. You know that, for different buildings, if a level 3 Systems defect is worth 3 points when the Systems value is only 6 for that building, the same defect will be worth 9 points if the building's Systems value is 18. Using these kinds of comparisons between properties and areas is the easiest way to extrapolate scoring values. It is nearly impossible to calculate values otherwise.

When you observe that the Common Areas for Property A are only worth 3 points, you know that even if you scored a zero for your Common Areas, you would only lose 3 points. Now, you also know that if Common Areas are worth 15 points at Property B, not only can you lose 15 points, but any given defect in a Common Area will be, in itself, worth 5 times as much as at Property B. If you had a 1 point defect at the Property A, the identical defect will likely be worth 5 points at the Property B.

This principle is subject to a few tricky variations, but generally works. One important variation depends on the principle that the value of Systems for a building are not only modified by the number of Systems present, but by the number of units in the building compared to other buildings. When a property consists of dissimilar buildings, you cannot simply divide the value of Systems by the total number of buildings to determine Systems value for individual buildings. This is a "unit weighted" calculation. If you have two buildings, A and B, and if A has 100 units and B has 50, then the Systems in A are worth twice the value of Systems in B.

Organizations that manage properties that are subject to the REAC inspection need to:

- Develop expertise in analysis of the data
- Retrieve scoring data at the first opportunity after an inspection
- Compare the data to notes taken during the inspection
- Use the data in appeals situations
- Periodically compare data from all inspections and compile extrapolated predictive data
- Use the data in setting strategies for future inspection preparations
- Maintain and preserve scoring data from all inspections !

Do not allow this data to be destroyed, lost, or misfiled