

**SUSTAINABLE SITES**

AWARDED: 9 / 14

Code	Description	Score	Requirement
SSp1	Construction activity pollution prevention		REQUIRED
SSc1	Site selection	1 / 1	
SSc2	Development density and community connectivity	0 / 1	
SSc3	Brownfield redevelopment	0 / 1	
SSc4.1	Alternative transportation - public transportation access	1 / 1	
SSc4.2	Alternative transportation - bicycle storage and changing rooms	1 / 1	
SSc4.3	Alternative transportation - low emitting and fuel efficient vehicles	1 / 1	
SSc4.4	Alternative transportation - parking capacity	1 / 1	
SSc5.1	Site development - protect or restore habitat	0 / 1	
SSc5.2	Site development - maximize open space	0 / 1	
SSc6.1	Stormwater design - quantity control	0 / 1	
SSc6.2	Stormwater design - quality control	1 / 1	
SSc7.1	Heat island effect - non-roof	1 / 1	
SSc7.2	Heat island effect - roof	1 / 1	
SSc8	Light pollution reduction	1 / 1	

**WATER EFFICIENCY**

AWARDED: 3 / 5

Code	Description	Score	Requirement
WEc1.1	Water efficient landscaping - reduce by 50%	1 / 1	
WEc1.2	Water efficient landscaping - no potable water use or no irrigation	0 / 1	
WEc2	Innovative wastewater technologies	0 / 1	
WEc3.1	Water use reduction - 20% reduction	1 / 1	
WEc3.2	Water use reduction - 30% reduction	1 / 1	

**ENERGY & ATMOSPHERE**

AWARDED: 14 / 17

Code	Description	Score	Requirement
EAp1	Fundamental commissioning of the building energy systems		REQUIRED
EAp2	Minimum energy performance		REQUIRED
EAp3	Fundamental refrigerant Mgmt		REQUIRED
EAc1	Optimize energy performance	10 / 10	
EAc2	On-site renewable energy	0 / 3	
EAc3	Enhanced commissioning	1 / 1	
EAc4	Enhanced refrigerant Mgmt	1 / 1	
EAc5	Measurement and verification	1 / 1	
EAc6	Green power	1 / 1	

**MATERIAL & RESOURCES**

AWARDED: 6 / 13

Code	Description	Score	Requirement
MRp1	Storage and collection of recyclables		REQUIRED
MRC1.1	Building reuse - maintain 75% of existing walls, floors & roof	0 / 1	
MRC1.2	Building reuse - maintain 95% of existing walls, floors & roof	0 / 1	
MRC1.3	Building reuse - maintain 50% of interior non-structural elements	0 / 1	
MRC2.1	Construction waste Mgmt - divert 50% from disposal	1 / 1	
MRC2.2	Construction waste Mgmt - divert 75% from disposal	1 / 1	

**MATERIAL & RESOURCES**

CONTINUED

Code	Description	Score	Requirement
MRC3.1	Materials reuse - 5%	0 / 1	
MRC3.2	Materials reuse - 10%	0 / 1	
MRC4.1	Recycled content - 10% (post-consumer + 1/2 pre-consumer)	2 / 1	
MRC4.2	Recycled content - 20% (post-consumer + 1/2 pre-consumer)	0 / 1	
MRC5.1	Regional materials - 10% extracted, processed and manufactured regionally	1 / 1	
MRC5.2	Regional materials - 20% extracted, processed and manufactured regionally	0 / 1	
MRC6	Rapidly renewable materials	0 / 1	
MRC7	Certified wood	1 / 1	

**INDOOR ENVIRONMENTAL QUALITY**

AWARDED: 15 / 15

Code	Description	Score	Requirement
EQp1	Minimum IAQ performance		REQUIRED
EQp2	Environmental Tobacco Smoke (ETS) control		REQUIRED
EQc1	Outdoor air delivery monitoring	1 / 1	
EQc2	Increased ventilation	1 / 1	
EQc3.1	Construction IAQ Mgmt plan - during construction	1 / 1	
EQc3.2	Construction IAQ Mgmt plan - before occupancy	1 / 1	
EQc4.1	Low-emitting materials - adhesives and sealants	1 / 1	
EQc4.2	Low-emitting materials - paints and coatings	1 / 1	
EQc4.3	Low-emitting materials - carpet systems	1 / 1	
EQc4.4	Low-emitting materials - composite wood and agrifiber products	1 / 1	
EQc5	Indoor chemical and pollutant source control	1 / 1	
EQc6.1	Controllability of systems - lighting	1 / 1	
EQc6.2	Controllability of systems - thermal comfort	1 / 1	
EQc7.1	Thermal comfort - design	1 / 1	
EQc7.2	Thermal comfort - verification	1 / 1	
EQc8.1	Daylight and views - daylight 75% of spaces	1 / 1	
EQc8.2	Daylight and views - views for 90% of spaces	1 / 1	

**INNOVATION**

AWARDED: 5 / 5

Code	Description	Score	Requirement
IDc1	Innovation in design	+4	
IDc2	LEED Accredited Professional	+1	

TOTAL

52 / 69