

Inspectable Item	Observable Deficiency	Deficiency	Level of Deficiency
Fencing and Gates	Damaged/Falling/Leaning	A fence or gate is rusted, deteriorated, or uprooted which may threaten security, health, or safety.	<p>Level 1: N/A Level 2: An <i>interior</i> fence or gate is so damaged that it does not function as it should. - OR An <i>exterior fence, security fence, or gate</i> shows signs of deterioration, but still functions as it should, and it presents no risk to security or safety. Level 3: An <i>exterior fence, security fence, or gate</i> is no longer there. - OR An <i>exterior fence, security fence, or gate</i> is damaged and does not function as it should or could threaten safety or security.</p>
	Holes	<p>There is an opening or penetration in any fence or gate <i>designed to keep intruders out or children in</i>. Look for holes that could allow animals to enter or could threaten the safety of children. Note: If the fence or gate is not designed to keep intruders out or children in--such as a rail fence--do not evaluate it for holes.</p>	<p>Level 1: The hole is smaller than 6 inches by 6 inches. Level 2: N/A Level 3: The hole is larger than 6 inches by 6 inches.</p>
	Missing Sections	A section of a fence or gate has been destroyed or removed, and the structure no longer prevents entry or exit.	<p>Level 1: An <i>interior</i> fence is missing a section. Level 2: N/A Level 3: An <i>exterior fence, security fence, or gate</i> is missing a section, which could threaten safety or security.</p>
Grounds	Erosion/Rutting Areas	<p>Natural processes--weathering, erosion, or gravity—or man-made processes have caused either of these conditions:</p> <ul style="list-style-type: none"> • collection or removal of surface material <p>- OR</p> <ul style="list-style-type: none"> • sunken tracks, ruts, grooves, or depressions 	<p>Level 1: N/A Level 2: Erosion has caused surface material to collect, leading to a degraded surface that would likely cause water to pool in a confined area--especially next to structures, paved areas, or walkways. - OR A rut/groove is 6-8 inches wide and 3-5 inches deep. Level 3: Runoff has extensively displaced soil, which has caused visible damage or the potential failure of adjoining structures or systems--pipes, pavements, foundations, building, etc. - OR Advanced erosion threatens the safety of pedestrians or makes an area of the grounds unusable. - OR There is a rut larger than 8 inches wide by 5 inches deep.</p>
	Overgrown/Penetrating Vegetation	Plant life has spread to unacceptable areas, unintended surfaces, or has grown in areas where it was not intended to grow	<p>Level 1: N/A Level 2: Vegetation is extensive and dense; it is difficult to see broken glass, holes, and other hazards. - OR Vegetation contacts or penetrates an unintended surface--buildings, gutters, fences/walls, roofs, HVAC units, etc.--but you see no visible damage. - OR Extensive, dense vegetation obstructs the intended path of walkways or roads, but the path is still passable. Level 3: Plants have visibly damaged a component, area, or system of the property or have made them unusable/ unpassable.</p>
	Ponding/Site Drainage	Water or ice has collected in a depression or on ground where ponding was not intended.	<p>Level 1: N/A Level 2: An accumulation of water (3-5 inches deep) affects the use of a section of the grounds, but the grounds are generally usable. Level 3: There is an accumulation of more than 5 inches deep. - OR Accumulation has made a large section of the grounds—more than 20%-- unusable for its intended purpose</p>

Uniform Physical Condition Standards - Comprehensive Listing

Inspectable Area: Site

Health & Safety	Air Quality - Sewer Odor Detected	You detect sewer odors that could pose a health risk if inhaled for prolonged periods.	Level 1: N/A Level 2: N/A Level 3: NLT
	Air Quality - Propane/Natural Gas/Methane Gas Detected	You detect strong propane, natural gas, or methane gas odors that could: <ul style="list-style-type: none"> pose a risk of explosion/fire pose a health risk if inhaled 	Level 1: N/A Level 2: N/A Level 3: LT – Immediate attention or remedy required
	Electrical Hazards - Exposed Wires/Open Panels	You see exposed bare wires or openings in electrical panels.	Level 1: N/A Level 2: N/A Level 3: LT – Immediate attention or remedy required
	Electrical Hazards - Water Leaks on/near Electrical Equipment	You see water leaking, puddling, or ponding on or immediately near any electrical apparatus. This could pose a risk of fire, electrocution, or explosion.	Level 1: N/A Level 2: N/A Level 3: LT – Immediate attention or remedy required
	Flammable Materials - Improperly Stored	Flammable materials are improperly stored, causing the potential risk of fire or explosion.	Level 1: N/A Level 2: N/A Level 3: NLT
	Garbage and Debris – Indoors/Outdoors	<ul style="list-style-type: none"> 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. 	Level 1: N/A Level 2: N/A Level 3: NLT
	Hazards - Other	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.	Level 1: N/A Level 2: N/A Level 3: NLT
	Hazards - Sharp Edges	You see any physical defect that could cause cutting or breaking human skin or other bodily harm--generally in commonly used or traveled areas.	Level 1: N/A Level 2: N/A Level 3: NLT
	Hazards - Tripping	You see any physical defect that poses a tripping risk, generally in walkways or other traveled areas.	Level 1: N/A Level 2: N/A Level 3: NLT
	Infestation - Insects	You see evidence of infestation of insects--including roaches and ants--throughout a unit or room, especially in food preparation and storage areas.	Level 1: N/A Level 2: N/A Level 3: NLT
	Infestation - Rats/Mice/Vermin	You see evidence of rats or mice--sightings, rat or mouse holes, or droppings.	Level 1: N/A Level 2: N/A Level 3: NLT
Mailbox/Signs	Mailbox Missing/Damaged	The U.S. Postal Service resident/unit mailbox is either missing or so damaged that it does not function properly.	Level 1: N/A Level 2: N/A Level 3: The U.S. Postal Service resident/unit mailbox cannot be locked. – OR The U.S. Postal Service resident/unit mailbox is missing.
	Address numbers/letters	Address numbers/letters do not meet minimum property maintenance standards.	Level 1: Address numbers/letters are not plainly legible and visible from the street. – OR Address numbers/letters do not contrast with the background. – OR Address numbers/letters are missing. Level 2: N/A Level 3: N/A
Market Appeal	Graffiti	You see crude inscriptions or drawings scratched, painted, or sprayed on a building surface, retaining wall, or fence that the public can see from 30 feet away.	Level 1: You see graffiti in one place. Level 2: You see graffiti in 2-5 places. Level 3: You see graffiti in 6 or more places.
	Litter	There is a disorderly accumulation of objects on the property--especially carelessly discarded trash.	Level 1: N/A Level 2: You see excessive litter on the property. Level 3: N/A

Uniform Physical Condition Standards - Comprehensive Listing

Inspectable Area: Site

Parking Lots /Driveways/Roads	Cracks	There are visible faults in the pavement: longitudinal, lateral, alligator, etc.	Level 1: N/A Level 2: Cracks greater than ¾ inch, hinging/tilting, or missing section(s) that affect traffic ability over more than 5% of the property’s driveway. Level 3: N/A
	Ponding	Water or ice has accumulated in a depression on an otherwise flat plane.	Level 1: N/A Level 2: Less than 3 inches of water has accumulated, affecting the use of 5% or more of a driveway; the /driveway is passable. Level 3: 3 inches of water--or more--has accumulated making 5% or more of a driveway unusable or unsafe.
	Potholes/Loose Material	a hole caused by road surface failure -OR- ▪ loose, freestanding aggregate material caused by deterioration	Level 1: Potholes or loose material have caused the pavement to fail, exposing the subsurface. Level 2: N/A Level 3: Potholes or loose material have made a parking lot/driveway unusable/unpassable for vehicles and/or pedestrians.
	Settlement/Heaving	The pavement sinks or rises because of the failure of subbase materials.	Level 1: Cracks and deteriorated surface material give evidence of settlement/heaving. Level 2: N/A Level 3: Settlement/heaving has made a parking lot/driveway unusable/unpassable or creates unsafe conditions for pedestrians and vehicles.
Refuse Disposal	Broken/Damaged Enclosure-Inadequate Outside Storage Space	Equipment is broken into pieces, shattered, incomplete, or inoperable.	Level 1: You see that <i>some of the equipment</i> --20-50%--does not operate as it should, but poses no safety risk. Level 2: You see that <i>most of the equipment</i> --more than 50%--does not operate as it should, but poses no safety risk. Level 3: You see equipment that poses a <i>threat to safety</i> and could cause injury
Retaining Walls	Damaged/Falling/Leaning	A retaining wall structure is deteriorated, damaged, falling, or leaning.	Level 1: N/A Level 2: A retaining wall shows some signs of deterioration, but it still functions as it should, and it <i>is not a safety risk</i> . Level 3: A retaining wall is damaged and does not function as it should or <i>is a safety risk</i> .
Storm Damage	Damaged/Obstructed	If the storm drains are structurally unsound, are blocked by accumulated debris, or present other safety hazards.	Level 1: N/A Level 2: The system is partially blocked by a large quantity of debris, causing backup into adjacent area(s). Level 3: The system is completely blocked or a large segment of the system has failed because a large quantity of debris has caused: ▪ backups into adjacent area(s) -OR- ▪ runoffs into areas where runoffs are not intended.
Walkways/Steps	Broken/Missing Hand Railing	The hand rail is damaged or missing.	Level 1: N/A Level 2: N/A Level 3: The hand rail for four or more stairs is missing, damaged, loose, or otherwise unusable.
	Cracks/Settlement/Heaving	• visible faults in the pavement: longitudinal, lateral, alligator, etc. -OR- ▪ pavement that sinks or rises because of the failure of sub-base materials	Level 1: N/A Level 2: Cracks greater than ¾”, hinging/tilting, or missing section(s) that affect traffic ability over more than 5% of the property’s walkways/steps. Level 3: N/A
	Spalling	A concrete or masonry walkway is flaking, chipping, or crumbling--possibly exposing underlying reinforcing material. This is a defect if 5% or more of the property’s walkways/steps are affected (50 square feet out of 1,000 square feet, for example).	Level 1: More than 5% of the walkway/steps have small areas of spalling--4 inches by 4 inches or less. Level 2: More than 5% of the walkway/steps have large areas of spalling — larger than 4 inches by 4 inches—and this affects traffic ability. Level 3: N/A

Inspectable Item	Observable Deficiency	Deficiency	Level of Deficiency
Doors	Damaged Frames/ Threshold/Lintels/Trim	You see a frame, header, jamb, threshold, lintel, or trim that is warped, split, cracked, or broken.	Level 1: N/A Level 2: At least <i>one door</i> is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim. Level 3: At least one <i>entry door or fire/emergency door</i> is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim.
	Damaged Hardware/Locks	The attachments to a door that provide hinging, hanging, opening, closing, or security are damaged or missing. These include locks, panic hardware, overhead door tracks, springs and pulleys, sliding door tracks and hangers, and door closures.	Level 1: N/A Level 2: One door does not function as it should or cannot be locked because of damage to the door’s hardware. Level 3: One entry door or fire/emergency door does not function as it should or cannot be locked because of damage to the door’s hardware.
	Damaged Surface (Holes/Paint/Rusting/Glass)	You see damage to the door surface that: <ul style="list-style-type: none"> ▪ may affect either the surface protection or the strength of the door -OR- <ul style="list-style-type: none"> ▪ may compromise building security This includes holes, peeling/cracking/no paint, broken glass, and significant rust.	Level 1: N/A Level 2: One door has a hole or holes with a diameter ranging from 1/4 inch to 1 inch. Level 3: One door has a hole or holes larger than 1 inch in diameter, significant peeling/cracking/no paint, rust that affects the integrity of the door surface, or broken/missing glass. - OR One entry door or fire/emergency door has a hole or holes with a diameter ranging from 1/4 inch to 1 inch.
	Damaged/Missing Screen/Storm/Security Door	You see damage to surfaces, including screens, glass, frames, hardware, and door surfaces.	Level 1: At least one screen door or storm door is damaged or is missing screens or glass—shown by an empty frame or frames. Level 2: N/A Level 3: A security door is not functioning or missing. (“Missing” applies only if a security door that should be there is not there.)
	Deteriorated/Missing Caulking/Seals	Sealant and stripping designed to resist weather or caulking is missing or deteriorated.	Level 1: N/A Level 2: N/A Level 3: The seals/caulking is missing on one entry door, or they are so damaged that they do not function as they should.
	Missing Door	A door is missing.	Level 1: N/A Level 2: N/A Level 3: A single missing building exterior door is a Level 3 deficiency.
	Fire Escapes	Blocked Egress/Ladders	Any part of the fire escape—including ladders—is blocked, limiting or restricting people from exiting. Note: This includes fire escapes, fire towers, and windows on the ground floor that would be used in an emergency.
Visibly Missing Components		You see that any of the components that affect the function of the fire escape are missing.	Level 1: N/A Level 2: N/A Level 3: You see that any of the functional components that affect the function of the fire escape--one section of a ladder or a railing, for example--are <i>missing</i> .
Foundations	Cracks/Gaps	You see a split in the exterior of the lowest structural wall.	Level 1: N/A Level 2: You see cracks more than 1/8 inch wide by 1/8 inch deep by 6 inches long. - OR You see large pieces--many bricks, for example--that are separated or missing from the wall or floor.

Uniform Physical Condition Standards - Comprehensive Listing

Inspectable Area: Building Exterior

			<p>Level 3: You see large cracks or gaps more than 3/8 inch wide by 3/8 inch deep by 6 inches long—a possible sign of a serious structural problem.</p> <p>- OR You see cracks that are the full depth of the wall, providing opportunity for water penetration.</p> <p>- OR You see sections of the wall or floor that are broken apart.</p>
	Spalling/Exposed Rebar	A concrete or masonry wall is flaking, chipping, or crumbling--possibly exposing underlying reinforcing material (rebar).	<p>Level 1: N/A</p> <p>Level 2: You see obvious, large spalled area(s) affecting 10-50% of any foundation wall.</p> <p>Level 3: You see obvious, significant spalled area(s) affecting 50% or more of any foundation wall. - OR</p> <p>You see spalling that exposes any reinforcing material--rebar or other.</p>
Health and Safety	Electrical Hazards - Exposed Wires/Open Panels	You see exposed bare wires or openings in electrical panels.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: LT – Immediate attention or remedy required</p>
	Electrical Hazards - Water Leaks on/near Electrical Equipment	You see water leaking, puddling, or ponding on or immediately near any electrical apparatus. This could pose a risk of fire, electrocution, or explosion.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: LT – Immediate attention or remedy required</p>
	Flammable/Combustible Materials - Improperly Stored	Flammable materials are improperly stored, causing the potential risk of fire or explosion.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: NLT</p>
	Garbage and Debris – Indoors/Outdoors	<ul style="list-style-type: none"> ▪ 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. 	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: NLT</p>
	Hazards - Other	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.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: NLT</p>
	Hazards - Sharp Edges	You see any physical defect that could cause cutting or breaking human skin or other bodily harm--generally in commonly used or traveled areas.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: NLT</p>
	Hazards - Tripping	You see any physical defect that poses a tripping risk, generally in walkways or other traveled areas.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: NLT</p>
	Infestation - Insects	You see evidence of infestation of insects--including roaches and ants--throughout a unit or room, especially in food preparation and storage areas.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: NLT</p>
	Infestation - Rats/Mice/Vermin	You see evidence of rats or mice--sightings, rat or mouse holes, or droppings.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: NLT</p>
Lighting	Broken Fixtures/Bulbs	This covers all or part of the lighting associated with the building, including lighting attached to the building used to light the site. If you see lighting that is not directly attached to a specific building, assign it to the nearest building.	<p>Level 1: N/A</p> <p>Level 2: 20-50% of the lighting fixtures and bulbs surveyed are broken or missing, but this does not constitute an obvious safety hazard.</p> <p>Level 3: More than 50% of the lighting fixtures and bulbs surveyed are broken or missing.</p> <p>- OR The condition constitutes an obvious safety hazard.</p>
Patio/Porch/Balcony	Baluster/Side Railing Damaged	A baluster or side railing on the porch/patio/balcony is loose, damaged, or does not function, which limits the safe use of this area.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: The baluster or side rails enclosing this area are loose, damaged, or missing, limiting the safe use of this area.</p>

Roofs	Damaged Soffits/Fascia	You see damage to soffit fascia, soffit vents, or associated components that may provide opportunity for water penetration or other damage from natural elements.	Level 1: You see damage to soffits or fascia, but no obvious opportunities for water penetration. Level 2: N/A Level 3: Soffits or fascia that should be there are missing or so damaged that water penetration is visibly possible.
	Damaged Vents	Damaged vents on or extending through the roof surface or components are damaged or missing. Vents include ridge vents, gable vents, plumbing vents, gas vents, and others. Note: <i>This does not include exhaust fans on the roof or soffit vents.</i>	Level 1: The vents are visibly damaged, but do not present an obvious risk to promote further roof damage. Level 2: N/A Level 3: Vents are missing or so visibly damaged that further roof damage is possible.
	Damaged/Clogged Drains	The drainage system does not effectively remove water. Generally, this deficiency applies to flat roofs.	Level 1: N/A Level 2: You see debris around or in a drain, but no evidence of ponding. - OR The drain is damaged or partially clogged with debris, but the drain system still functions and you see no evidence of ponding. Level 3: The drain is so damaged or clogged with debris that the drain no longer functions—as shown by ponding.
	Damaged/Torn Membrane/Missing Ballast	In the membrane or flashing, you see a rip or tear--including punctures, holes, cracks, blistering, and separated seams. PVC, rubber, bitumen, and similar materials are all subject to tears and punctures.	Level 1: N/A Level 2: Ballast has shifted and no longer functions as it should. Level 3: You see signs of damage to the membrane that may result in water penetration.
	Missing/Damaged Components from Downspout/Gutter	You see that components of the drainage system -including gutters, leaders, downspouts, splashblocks, and drain openings--are missing or damaged.	Level 1: Splashblocks are missing or damaged. Level 2: You see that drainage system components are missing or damaged, but there is no visible damage to the roof, structure, exterior wall surface, or interior. Level 3: You see that drainage system components are missing or damaged, causing visible damage to the roof, structure, exterior wall surface, or interior.
	Missing/Damaged Shingles	Shingles are missing or damaged, including cracking, warping, cupping, and other deterioration.	Level 1: Up to one square of surface material or shingles is missing from roof areas you survey. Level 2: One to two squares of surface material or shingles are missing from surveyed roof areas. Level 3: More than two squares of shingles are missing from surveyed roofing areas.
	Ponding	You see evidence of areas of standing water--roof depression, mold ring, or effervescence water ring.	Level 1: N/A Level 2: N/A Level 3: You see evidence of standing water on the roof, causing potential or visible damage to roof surface or underlying materials.
Stairs	Broken/Damaged/Missing Steps	The horizontal tread or stair surface is damaged or missing.	Level 1: N/A Level 2: N/A Level 3: A step is broken or missing.
	Broken/Missing Hand Railing	The hand-rail is damaged or missing.	Level 1: N/A Level 2: N/A Level 3: The hand-rail for four or more stairs is either missing, damaged, loose, or otherwise unusable.
Walls	Cracks/Gaps	You see a split, separation, or gap in the exterior walls.	Level 1: N/A Level 2: You see a crack that is more than 1/8 inch wide by 1/8 inch deep by 6 inches long. - OR You see pieces—many bricks, for example that are separated from the wall.

			<p>Level 3: You see a large crack or gap that is more than 3/8 inch wide or deep and 6 inches long, possibly a sign of a serious structural problem.</p> <ul style="list-style-type: none"> - OR You see a crack that is the full depth of the wall, providing opportunity for water penetration. - OR You see sections of the wall that are broken apart.
	Damaged Chimneys	The chimney, including the part that extends above the roof line, has separated from the wall or has cracks, spalling, missing pieces, or broken sections.	<p>Level 1: N/A</p> <p>Level 2: The surface of the chimney shows surface damage on more than one piece of wall--a few bricks or a section of siding, for example.</p> <ul style="list-style-type: none"> - OR The surface of the chimney has holes that affect an area larger than 4 inches by 4 inches. <p>Level 3: Part or all of the chimney has visibly separated from the adjacent wall.</p> <ul style="list-style-type: none"> - OR There are cracked or fallen pieces or sections. - OR There is a risk that falling pieces could create a safety hazard.
	Missing/Damaged Caulking/Mortar	<p>You see deterioration of the exterior wall surface, including missing pieces, holes, or spalling. This may also be attributed to:</p> <ul style="list-style-type: none"> ▪ materials that are rotting <p>- OR -</p> <ul style="list-style-type: none"> ▪ a concrete, stucco, or masonry wall that is flaking, chipping, or crumbling 	<p>Level 1: N/A</p> <p>Level 2: You see that there is a missing piece--a single brick or section of siding, for example--or a hole larger than ½ inch in diameter.</p> <ul style="list-style-type: none"> - OR You see deterioration that affects an area up to 8½ inches by 11 inches. <p>Level 3: You see deterioration that exposes any reinforcing material (re-bar).</p> <ul style="list-style-type: none"> - OR You see more than one missing piece--a few bricks or a section of siding, for example—or holes that affect an area larger than 8½ inches by 11 inches. - OR You see a hole of any size that completely penetrates the exterior wall
	Missing Pieces/Holes/ Spalling	Caulking designed to resist weather or mortar is missing or deteriorated. Note: <i>This does not include caulking relative to doors and windows; they are covered in other areas. Address all other caulking here.</i>	<p>Level 1: Mortar is missing around a single masonry unit.</p> <ul style="list-style-type: none"> - OR Deteriorated caulk is confined to less than 12 inches. <p>Level 2: Mortar is missing around more than one contiguous masonry unit.</p> <ul style="list-style-type: none"> - OR You see deteriorated caulking in an area longer than 12 inches. <p>Level 3: N/A</p>
	Stained/Peeling/Needs Paint	Paint is cracking, flaking, or otherwise deteriorated. Water damage or related problems have stained the paint.	<p>Level 1: You observe that less than 50% of a single building exterior wall is affected.</p> <p>Level 2: You observe that more than 50% of a single building exterior wall is affected.</p> <p>Level 3: N/A</p>
Windows	Broken/Missing/Cracked Panes	A glass pane is broken, missing, or cracked.	<p>Level 1: A glass pane is cracked, but you see no sharp edges.</p> <p>Level 2: N/A</p> <p>Level 3: A glass pane is missing or broken.</p>
	Damaged Sills/Frames/Lintels/Trim	Window sills, frames, sash lintels, or trim are damaged by decay, rust, rot, corrosion, or other deterioration.	<p>Level 1: You see damage to sills, frames, lintels, or trim, but nothing is missing. The inside of the surrounding wall is not exposed. You see no impact on either the functioning of the window or weather tightness.</p> <p>Level 2: Sills, frames, lintels, or trim are missing or damaged, exposing the inside of the surrounding walls and compromising its weather tightness.</p>

			Level 3: N/A
	Damaged/Missing Screens	Screens are punctured, torn, otherwise damaged, or missing.	Level 1: Three or more screens in one building are punctured, torn, otherwise damaged, or missing. Level 2: N/A Level 3: N/A
	Missing/Deteriorated Caulking/ Seals/ Glazing Compound	The caulking or glazing compound that resists weather is missing or deteriorated. Note: 1. <i>This also includes Thermopane or insulated windows that have failed.</i> 2. <i>Caulk and seals are considered to be deteriorated when two or more seals for any window have lost their elasticity. (If the seals crumble and flake when touched, they have lost their elasticity.)</i>	Level 1: N/A Level 2: Most of the window shows missing or deteriorated caulk or glazing compound, but there is no evidence of damage to the window or surrounding structure. Level 3: There are missing or deteriorated caulk or seals--with evidence of leaks or damage to the window or surrounding structure.
	Peeling/Needs Paint	<ul style="list-style-type: none"> ▪ Paint covering the window assembly or trim is cracking, flaking, or otherwise failing. -OR- ▪ The window assembly or trim is not painted or is exposed to the elements. 	Level 1: You see peeling paint or a window that needs paint. Level 2: N/A Level 3: N/A
	Security Bars Prevent Egress	Exiting (egress) is severely limited or impossible, because security bars are damaged or improperly constructed or installed.	Level 1: N/A Level 2: N/A Level 3: The ability to exit through the window is limited by security bars that do not function properly and, therefore, pose safety risks.

Uniform Physical Condition Standards - Comprehensive Listing

Inspectable Area: Building Systems

Inspectable Item	Observable Deficiency	Deficiency	Level of Deficiency
Domestic Water	Leaking Central Water Supply	You see water leaking from any water system component, including valve flanges, stems, bodies, hose bibs, or any domestic water tank or its pipe or pipe connections. This includes both hot and cold water systems, but does not include fixtures. Address fixtures in specific room.	Level 1: N/A Level 2: N/A Level 3: You see that water is leaking.
	Water Supply Inoperable	Water is not available.	Level 1: N/A Level 2: N/A Level 3: There is no running water in any area of the building.
Electrical System	Blocked Access to Electrical Panel	A fixed obstruction or item of sufficient size and weight can delay or prevent access to any panel board or main power switch in an emergency.	Level 1: N/A Level 2: N/A Level 3: One or more fixed items or items of sufficient size and weight impede access to the building system's electrical panel during an emergency.
	Burnt Breakers	Breakers have carbon on the plastic body, or the plastic body is melted and scarred.	Level 1: N/A Level 2: N/A Level 3: You see any carbon residue, melted breakers, or arcing scars.
	Evidence of Leaks/Corrosion	Deficiency: You see liquid stains, rust marks, or other signs of corrosion on electrical enclosures or hardware. Note: Do not consider surface rust a deficiency if it does not affect the condition of the electrical enclosure.	Level 1: N/A Level 2: N/A Level 3: Any corrosion that affects the condition of the components that carry current OR Any stains or rust on the interior of electrical enclosures OR Any evidence of water leaks in the enclosure or hardware
	Frayed Wiring	You see nicks, abrasions, or fraying of the insulation that expose wires that conduct current.	Level 1: N/A Level 2: N/A Level 3: You see any nicks, abrasions, or fraying of the insulation that expose any conducting wire.
	Missing Breakers/Fuses	In a panel board, main panel board, or other electrical box containing circuit breakers, you see an open circuit breaker position that is not appropriately blanked off.	Level 1: N/A Level 2: N/A Level 3: You see an open breaker port.
	Missing Covers	The cover is missing from any electrical device box, panel box, switch gear box, or control panel with exposed electrical connections.	Level 1: N/A Level 2: N/A Level 3: A cover is missing, which results in exposed visible electrical connections.
	Health & Safety	Air Quality - Mold and/or Mildew Observed	You see evidence of mold or mildew, especially in bathrooms and air outlets.
Air Quality - Sewer Odor Detected		You detect sewer odors that could pose a health risk if inhaled for prolonged periods.	Level 1: N/A Level 2: N/A Level 3: NLT
Air Quality - Propane/Natural Gas/Methane Gas Detected		You detect strong propane, natural gas, or methane gas odors that could: <ul style="list-style-type: none"> ▪ pose a risk of explosion/fire ▪ pose a health risk if inhaled 	Level 1: N/A Level 2: N/A Level 3: LT – Immediate attention or remedy required
Electrical Hazards - Exposed Wires/Open Panels		You see exposed bare wires or openings in electrical panels.	Level 1: N/A Level 2: N/A Level 3: LT – Immediate attention or remedy required
Electrical Hazards - Water Leaks on/near Electrical Equipment		You see water leaking, puddling, or ponding on or immediately near any electrical apparatus. This could pose a risk of fire, electrocution, or explosion.	Level 1: N/A Level 2: N/A Level 3: LT – Immediate attention or remedy required

Uniform Physical Condition Standards - Comprehensive Listing

Inspectable Area: Building Systems

	Flammable Materials - Improperly Stored	Flammable materials are improperly stored, causing the potential risk of fire or explosion.	Level 1: N/A Level 2: N/A Level 3: NLT
	Garbage and Debris – Indoors/ Outdoors	<ul style="list-style-type: none"> ▪ 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. 	Level 1: N/A Level 2: N/A Level 3: NLT
	Hazards - Other	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.	Level 1: N/A Level 2: N/A Level 3: NLT
	Hazards - Sharp Edges	You see any physical defect that could cause cutting or breaking human skin or other bodily harm--generally in commonly used or traveled areas.	Level 1: N/A Level 2: N/A Level 3: NLT
	Hazards - Tripping	You see any physical defect that poses a tripping risk, generally in walkways or other traveled areas.	Level 1: N/A Level 2: N/A Level 3: NLT
	Infestation - Insects	You see evidence of infestation of insects--including roaches and ants--throughout a unit or room, especially in food preparation and storage areas.	Level 1: N/A Level 2: N/A Level 3: NLT
	Infestation - Rats/Mice/Vermin	You see evidence of rats or mice--sightings, rat or mouse holes, or droppings.	Level 1: N/A Level 2: N/A Level 3: NLT
Hot Water Heater	Misaligned Chimney/Ventilation System	The ventilation system on a gas-fired or oil-fired water heater is misaligned.	Level 1: N/A Level 2: N/A Level 3: You see any misalignment that may cause improper or dangerous venting of exhaust gases.
	Inoperable Unit/Components	Hot water supply is not available, because the system or system components have malfunctioned.	Level 1: N/A Level 2: N/A Level 3: After running, water from the hot water taps is not warmer than room temperature.
	Leaking Valves/Tanks/Pipes	You see water leaking from any hot water system component, including valve flanges, stems, bodies, domestic hot water tank, or its piping.	Level 1: N/A Level 2: N/A Level 3: You see water leaking.
	Pressure Relief Valve Missing	The pressure relief valve on the central hot water heating system is missing or does not extend to the floor.	Level 1: N/A Level 2: N/A Level 3: There is no pressure relief valve. -OR The pressure relief valve does not extend to the floor.
	Rust/Corrosion on Heater Chimney	The water heater chimney shows evidence of flaking, discoloration, pitting, or crevices.	Level 1: N/A Level 2: N/A Level 3: The water heater chimney shows evidence of flaking, discoloration, pitting, or crevices that may create holes that could allow toxic gases to leak from the chimney.
HVAC	Convection/Radiant Heat System Covers Missing/Damaged	A cover on the convection/radiant heat system is missing or damaged, which could cause a burn or related injury.	Level 1: N/A Level 2: N/A Level 3: At least one cover is missing or substantially damaged, allowing contact with heating/surface elements or associated fans.
	Inoperable	The heating, cooling, or ventilation system does not function.	Level 1: N/A Level 2: N/A Level 3: The HVAC does not function; it does not provide the heating or cooling it should or respond when the controls are engaged.

	Misaligned Chimney/Ventilation System	The exhaust system on a gas-fired unit is misaligned.	<p>Level 1: N/A Level 2: N/A Level 3: You see any misalignment that may cause improper or dangerous venting of gases.</p>
	Noisy/Vibrating/Leaking	The HVAC distribution components, including fans, are the source of abnormal noise, unusual vibrations, or leaks.	<p>Level 1: The HVAC system shows signs of abnormal vibrations, other noise, or leaks when engaged. The system still provides enough heating or cooling to maintain a minimum temperature range in the major living areas. Level 2: N/A Level 3: N/A</p>
	Rust/Corrosion	You see a component of the system with deterioration from oxidation or corrosion of system parts.	<p>Level 1: You see deterioration from rust and corrosion on the HVAC units in the dwelling unit. The system still provides enough heating or cooling. Level 2: N/A Level 3: N/A</p>
Sanitary System	Broken/Leaking/Clogged Pipes or Drains	You see that a drain is clogged or that components of the sanitary system are leaking.	<p>Level 1: N/A Level 2: N/A Level 3: You see active leaks in or around the system components. -OR You see evidence of standing water, puddles, or ponding--a sign of leaks or clogged drains.</p>
	Missing Drain/Cleanout/Manhole Covers	You see that a protective cover is missing.	<p>Level 1: N/A Level 2: N/A Level 3: A protective cover is missing.</p>

Inspectable Item	Observable Deficiency	Deficiency	Level of Deficiency
Bathroom	Bathroom Cabinets - Damaged/Missing	You see damaged or missing cabinets, vanity tops, drawers, shelves, doors, medicine cabinets, or vanities.	Level 1: You see damaged or missing shelves, vanity tops, drawers, or doors that are not functioning as they should for storage or their intended purpose. Level 2: N/A Level 3: N/A
	Lavatory Sink - Damaged/Missing	A basin (sink) is missing or shows signs of deterioration or distress.	Level 1: The sink can be used, but you see either of these: <ul style="list-style-type: none"> ▪ There are cracks or extensive discoloration in more than 50% of the basin. OR ▪ A stopper is missing. Level 2: N/A Level 3: The sink cannot be used, because the sink or associated hardware is missing or has failed.
	Plumbing - Clogged Drains	Water does not drain adequately in the shower, tub, or basin (sink).	Level 1: Water does not drain freely, but the fixtures can be used. Level 2: N/A Level 3: The fixtures are not usable, because the drain is completely clogged or shows extensive deterioration.
	Plumbing - Leaking Faucet/Pipes	You see that a basin, shower, water closet, tub faucet, or associated pipes are leaking water.	Level 1: You see a leak or drip that is contained by the basin, and the faucet or pipe can be used. Level 2: N/A Level 3: You see a steady leak that is adversely affecting the area around it OR The faucet or pipe cannot be used.
	Shower/Tub - Damaged/Missing	The shower, tub, or components are damaged or missing. This includes associated hardware — grab bars, shower doors, etc.	Level 1: A stopper is missing. Level 2: The shower or tub can be used, but you see cracks or extensive discoloration in more than 50% of the basin. Level 3: The shower or tub cannot be used for any reason. The shower, tub, faucets, drains, or associated hardware is missing or has failed.
	Ventilation/Exhaust System - Inoperable	The apparatus used to exhaust air has failed.	Level 1: N/A Level 2: An exhaust fan is not functioning. -OR A bathroom window cannot be opened. Level 3: N/A
	Water Closet/Toilet - Damaged/Clogged/Missing	A water closet/toilet is damaged or missing.	Level 1: N/A Level 2: Fixture elements--seat, flush handle, cover etc.--are missing or damaged. OR The toilet seat is cracked, or the hinge is broken. Level 3: The bowl is fractured or broken and cannot retain water. OR The water closet/toilet is missing. OR There is a hazardous condition. OR The water closet/toilet cannot be flushed, because of obstruction or another defect.
Ceiling	Bulging/Buckling	The ceiling is bowed, deflected, sagging, or is no longer aligned horizontally.	Level 1: N/A Level 2: N/A Level 3: You see bulging, buckling, sagging, or a problem with alignment.

	Holes/Missing Tiles/Panels/Cracks	The ceiling surface has punctures that may or may not penetrate completely. OR Panels or tiles are missing or damaged.	Level 1: You see small holes that are no larger than a sheet of paper--8½ inches by 11 inches. OR No hole penetrates the area above. OR You see that no more than 3 tiles or panels are missing. Level 2: You see a hole that is larger than a sheet of paper--8½ inches by 11 inches--but it does not penetrate the area above. (You cannot see through it.) OR You see that more than 3 tiles or panels are missing. OR You see a crack more than 1/8 inch wide and 11 inches long. Level 3: You see a hole that penetrates the area above; you can see through it.
	Peeling/Needs Paint	You see paint that is peeling, cracking, flaking, or otherwise deteriorated. OR You see a surface that is not painted.	Level 1: The affected area is larger than 1 square foot, but smaller than 4 square feet. Level 2: The affected area is larger than 4 square feet. Level 3: N/A
	Water Stains/ Water Damage/ Mold/Mildew	You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.	Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area—over a small area (more than 1 square foot but less than 4 square feet). You estimate that less than 10% of the ceiling surface area is affected. You may or may not see water. Level 2: You see evidence of a leak mold or mildew-- such as a darkened area—over a large area (more than 4 square feet). You may or may not see water. OR You estimate that 10-50% of the ceiling area has Level 1 damage. Level 3: On one ceiling, you estimate that a large portion--50% of its surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or mildew. The ceiling surface may have failed. OR You estimate that more than 50% of the ceiling shows Level 1 damage from stains, mold, or mildew.
Doors	Damaged Frames/ Threshold/ Lintels/ Trim	You see a frame, header, jamb, threshold, lintel, or trim that is warped, split, cracked, or broken.	Level 1: N/A Level 2: Bathroom door is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim. Level 3: Bathroom door is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim.
	Damaged Hardware/Locks	The attachments to a door that provide hinging, hanging, opening, closing, surface protection, or security are damaged or missing. These include locks, panic hardware, overhead door tracks, springs and pulleys, sliding door tracks and hangers, and door closures. Note: <i>If a door is designed to have a lock, the lock should work. If a door is designed without locks, do not record it as a deficiency.</i>	Level 1: N/A Level 2: N/A Level 3: A bathroom door does not function as it should because of damage to the door's hardware. OR A bathroom door that requires locking cannot be locked because of damage to the door's hardware.
	Damaged Surface - Holes/Paint	You see damage to the door surface that may affect either the surface protection or the strength of the door.	Level 1: Door has peeling/cracking/no paint Level 2: N/A Level 3: Door has a hole or holes with a diameter ranging from 1/4 inch to 1 inch or larger
	Missing Door	A door is missing.	Level 1: N/A Level 2: N/A. Level 3: A bathroom door is missing.

Electrical System	Evidence of Leaks/Corrosion	You see liquid stains, rust marks, or other signs of corrosion on electrical enclosures or hardware. Note: <i>Do not consider surface rust a deficiency if it does not affect the condition of the electrical enclosure.</i>	Level 1: N/A Level 2: N/A Level 3: Any corrosion that affects the condition of the components that carry current OR Any stains or rust on the interior of electrical enclosures OR Any evidence of water leaks in the enclosure or hardware
	Frayed Wiring	You see nicks, abrasions, or fraying of the insulation that expose wires that conduct current.	Level 1: N/A Level 2: N/A Level 3: You see any nicks, abrasions, or fraying of the insulation that expose any conducting wire.
	GFI - Inoperable	The GFI does not function.	Level 1: N/A Level 2: N/A Level 3: The GFI does not function.
	Missing Outlets/Switches	An outlet, switch, or both are missing.	Level 1: N/A Level 2: N/A Level 3: An outlet, switch, or both are missing.
	Missing/Broken Cover Plates	The flush plate used to cover the opening around a switch or outlet is damaged or missing.	Level 1: An outlet or switch has a broken cover plate over a junction box, but this does not cause wires to be exposed. Level 2: N/A Level 3: A cover plate is missing, which causes wires to be exposed.
	Missing/ Inoperative Lighting Fixture	A lighting fixture is missing or does not function as it should. The malfunction may be in the total system or components--excluding light bulbs.	Level 1: N/A Level 2: N/A Level 3: A permanent lighting fixture is missing or not functioning, and no other switched light source is functioning in the room.
Floors	Bulging/Buckling	A floor is bowed, deflected, sagging, or is no longer aligned horizontally.	Level 1: N/A Level 2: N/A Level 3: You see bulging, buckling, sagging, or a lack of horizontal alignment.
	Floor Covering Damage	You see damage to carpet tiles, wood, sheet vinyl, or other floor covering.	Level 1: You estimate that <i>only 5-10%</i> of the floor covering has stains, surface burns, shallow cuts, small holes, or tears in non-traffic areas; loose areas; or exposed seams. The covering is fully functional, and there is no safety hazard. Level 2: You estimate that <i>10-50%</i> of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material. There is no safety hazard. Level 3: You estimate that <i>more than 50%</i> of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material.
	Missing Flooring Tiles	VCT, sheet, vinyl, carpet, or other flooring material is missing. Note: <i>If you have a single concern about compromised safety, record this as a Level 3 deficiency.</i>	Level 1: For a single floor, small areas of the floor surface are missing. You estimate that more than 5% but less than 10% of the floors are affected and that this does not cause a safety problem. Level 2: You estimate that 10-50% of the floors have missing or broken flooring and that this does not cause a safety problem. Level 3: You estimate that more than 50% of the floors are affected by missing or broken flooring OR Missing or broken flooring causes a single safety problem.

	Peeling/Needs Paint	For floors that are painted, you see paint that is peeling, cracking, flaking, or otherwise deteriorated.	Level 1: The area affected is more than 1 square foot, but less than 4 square feet. Level 2: The area affected is more than 4 square feet. Level 3: N/A
	Rot/Deteriorated Subfloor	The subfloor has decayed or is decaying.	Level 1: N/A Level 2: You see small areas of rot or spongy flooring--more than 1 square foot, but less than 4 square feet. Level 3: You see large areas of rot--more than 4 square feet--and applying weight causes noticeable deflection.
	Water Stains/ Water Damage/ Mold/ Mildew	You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.	Level 1: N/A Level 2: You see evidence of a water stain, mold, or mildew--such as a darkened area--over a small area of floor (1-4 square feet). You may or may not see water. Level 3: You estimate that a large portion of floor--more than 4 square feet--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, mold, and flaking, and the floor surface may have failed.
Health & Safety	Air Quality - Mold and/or Mildew Observed	You see evidence of mold or mildew, especially in air outlets.	Level 1: N/A Level 2: N/A Level 3: NLT
Walls	Bulging/Buckling	A wall is bowed, deflected, sagged, or is no longer vertically aligned.	Level 1: N/A Level 2: N/A Level 3: You see bulging, buckling, sagging, or that the wall is no longer vertically aligned.
	Damaged	You see punctures in the wall surface that may or may not penetrate completely. Panels or tiles may be missing or damaged. <i>Note: This does not include small holes created by hanging pictures, etc.</i>	Level 1: In a wall, you find a hole, missing tile or panel, or other damage that is between 1 inch and 8 1/2 inches by 11 inches. The hole does not penetrate the adjoining room; you cannot see through it. Level 2: In a wall, you find a hole, missing tile or panel, or other damage that is larger than a sheet of paper--8 1/2 inches by 11 inches. OR You find a crack greater than 1/8 inch wide and at least 11 inches long. Level 3: You find a hole of any size that penetrates an adjoining room; you can see through the hole. OR Two or more walls have Level 2 holes.
	Damaged/Deteriorated Trim	Cove molding, chair rail, base molding, or other decorative trim is damaged or has decayed.	Level 1: You see small areas of deterioration in the trim surfaces, and you estimate that 5-10% of the wall area is affected. Level 2: You see large areas of deterioration in the trim surfaces, and you estimate that 10-50% of the wall area is affected. Level 3: You see significant areas of deterioration in the wall surfaces, and you estimate that more than 50% of the wall area is affected.
	Peeling/Needs Paint	Paint is peeling, cracking, flaking, or otherwise deteriorated. OR A surface is not painted.	Level 1: The affected area affected is more than 1 square foot but less than 4 square feet. Level 2: The affected area is more than 4 square feet. Level 3: N/A
	Water Stains/Water Damage/Mold/Mildew	Walls are not watertight. You see evidence of water infiltration, mold, or mildew--or damage caused by saturation or surface failure.	Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area--over a small area (more than 1 square foot but less than 4 square feet). You may or may not see water. Level 2: You see evidence of a leak, mold, or mildew--such as a darkened area--over a large area (more than 4 square feet). You probably see water. Level 3: On one or more walls, you estimate that a large portion--50% of the surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or flaking.

<p>Windows</p>	<p>Cracked/Broken/Missing Panes</p>	<p>A glass pane is cracked, broken, or missing from the window sash.</p>	<p>Level 1: You see a cracked window pane. Level 2: N/A Level 3: You see that a window pane is broken or missing from the window sash.</p>
	<p>Damaged Window Sill</p>	<p>The sill--the horizontal part of the window that bears the upright portion of the frame—is damaged.</p>	<p>Level 1: A sill is damaged, but still there. The inside of the surrounding wall is not exposed, and you see no impact on the operation or functioning of the window or on its weather tightness. Level 2: A sill is missing or damaged enough to expose the inside of the surrounding walls and compromise its weather tightness. Level 3: N/A</p>
	<p>Missing/Deteriorated Caulking/Seals/Glazing Compound</p>	<p>The caulking or glazing compound that resists weather is missing or deteriorated. Note: 1. <i>This also includes Thermopane or insulated windows that have failed.</i> 2. <i>Caulk and seals are considered to be deteriorated when two or more seals for any window have lost their elasticity. (If the seals crumble and flake when touched, they have lost their elasticity.)</i></p>	<p>Level 1: N/A Level 2: Most of the window shows missing or deteriorated caulk or glazing compound, but there is no evidence of damage to the window or surrounding structure. Level 3: There are missing or deteriorated caulk or seals--with evidence of leaks or damage to the window or surrounding structure.</p>
	<p>Inoperable/Not Lockable</p>	<p>A window cannot be opened or closed because of damage to the frame, faulty hardware, or another cause. Note: <i>If a window is not designed to lock, do not record this as a deficiency.</i></p>	<p>Level 1: A window is not functioning, but can be secured. Other windows in the immediate area are functioning Level 2: N/A Level 3: A window is not functioning, but cannot be secured. In the immediate area, there are no other windows that are functioning properly.</p>
	<p>Peeling/Needs Paint</p>	<ul style="list-style-type: none"> ▪ Paint covering the window assembly or trim is cracking, flaking, or otherwise failing. -OR- ▪ The window assembly or trim is not painted or is exposed to the elements. 	<p>Level 1: You see peeling paint or a window that needs paint. Level 2: N/A Level 3: N/A</p>
	<p>Security Bars Prevent Egress</p>	<p>Exiting (egress) is severely limited or impossible, because security bars are damaged or improperly constructed or installed.</p>	<p>Level 1: N/A Level 2: N/A Level 3: The ability to exit through the window is limited by security bars that do not function properly and, therefore, pose safety risks.</p>

Uniform Physical Condition Standards - Comprehensive Listing

Inspectable Area: Kitchen

Inspectable Item	Observable Deficiency		
Kitchen	Cabinets - Missing/Damaged	Cabinets are missing or the laminate is separating. This includes cases, boxes, or pieces of furniture with drawers, shelves, or doors--primarily used for storage--mounted on walls or floors.	Level 1: N/A Level 2: You see that 10-50% of the cabinets, doors, or shelves are missing or the laminate is separating. Level 3: You see that <i>more than 50%</i> of the cabinets, doors, or shelves are missing or the laminate is separating.
	Countertops - Missing/Damaged	A flat work surface in a kitchen often integral to lower cabinet space is missing or deteriorated.	Level 1: N/A Level 2: 20% or more of the countertop working surface is missing, deteriorated, or damaged below the laminate--not a sanitary surface to prepare food. Level 3: N/A
	Garbage Disposal - Inoperable	A garbage disposal, if provided, does not function as it should.	Level 1: N/A Level 2: The garbage disposal does not function as it should. Level 3: N/A
	Plumbing - Clogged Drains	The water does not drain adequately.	Level 1: The basin does not drain freely. Level 2: N/A Level 3: The drain is completely clogged or has suffered extensive deterioration.
	Plumbing - Leaking Faucet/Pipes	You see that a sink faucet or drain connections leak.	Level 1: You see a leak or drip that is contained by the basin or pipes, and the faucet is functioning as it should. Level 2: N/A Level 3: You see a steady leak that is having an adverse effect on the surrounding area, and the faucet or pipe is not usable.
	Range Hood/Exhaust Fans - Excessive Grease/Inoperable	The apparatus that draws out cooking exhaust does not function as it should.	Level 1: An accumulation of dirt threatens the free passage of air. Level 2: N/A Level 3: The exhaust fan does not function. OR You estimate that the flue may be completely blocked.
	Range/Stove - Missing/Damaged/Inoperable	The unit is missing or damaged.	Level 1: The operation of doors or drawers is impeded, but the stove is functioning. On gas ranges, flames are not distributed equally. The pilot light is out on one or more burners. Level 2: One burner is not functioning. Level 3: The unit is missing. OR 2 or more burners are not functioning. OR The oven is not functioning.
	Refrigerator- Missing/Damaged/Inoperable	The refrigerator is missing or does not cool adequately for the safe storage of food.	Level 1: The refrigerator has an excessive accumulation of ice. OR The seals around the doors are deteriorated. Level 2: N/A Level 3: The refrigerator is missing. OR The refrigerator does not cool adequately for the safe storage of food.
	Sink - Damaged/Missing	A sink, faucet, or accessories are missing, damaged, or not functioning.	Level 1: You see extensive discoloration or cracks in 50 % or more of the basin, but the sink and hardware can still be used to prepare food. Level 2: N/A Level 3: The sink or hardware is either missing or not functioning.
Ceiling	Bulging/Buckling	The ceiling is bowed, deflected, sagging, or is no longer aligned horizontally.	Level 1: N/A Level 2: N/A Level 3: You see bulging, buckling, sagging, or a problem with alignment.

	Holes/Missing Tiles/Panels/Cracks	The ceiling surface has punctures that may or may not penetrate completely. OR Panels or tiles are missing or damaged.	Level 1: You see small holes that are no larger than a sheet of paper--8½ inches by 11 inches. OR No hole penetrates the area above. OR You see that no more than 3 tiles or panels are missing. Level 2: You see a hole that is larger than a sheet of paper--8½ inches by 11 inches--but it does not penetrate the area above. (You cannot see through it.) OR You see that more than 3 tiles or panels are missing. OR You see a crack more than 1/8 inch wide and 11 inches long. Level 3: You see a hole that penetrates the area above; you can see through it.
	Peeling/Needs Paint	You see paint that is peeling, cracking, flaking, or otherwise deteriorated. OR You see a surface that is not painted.	Level 1: The affected area is larger than 1 square foot, but smaller than 4 square feet. Level 2: The affected area is larger than 4 square feet. Level 3: N/A
	Water Stains/Water Damage/Mold/Mildew	You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.	Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area—over a small area (more than 1 square foot but less than 4 square feet). You estimate that less than 10% of the ceiling surface area is affected. You may or may not see water. Level 2: You see evidence of a leak mold or mildew-- such as a darkened area—over a large area (more than 4 square feet). You may or may not see water. OR You estimate that 10-50% of the ceiling area has Level 1 damage. Level 3: On one ceiling, you estimate that a large portion--50% of its surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or mildew. The ceiling surface may have failed. OR You estimate that more than 50% of the ceiling shows Level 1 damage from stains, mold, or mildew.
Doors	Damaged Frames/Threshold/Lintels/Trim	You see a frame, header, jamb, threshold, lintel, or trim that is warped, split, cracked, or broken.	Level 1: N/A Level 2: At least <i>one door</i> is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim. Level 3: At least one entry door is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim.
	Damaged Hardware/Locks	The attachments to a door that provide hinging, hanging, opening, closing, surface protection, or security are damaged or missing. These include locks, panic hardware, overhead door tracks, springs and pulleys, sliding door tracks and hangers, and door closures. Note: <i>If a door is designed to have a lock, the lock should work. If a door is designed without locks, do not record it as a deficiency.</i>	Level 1: A <i>closet door</i> does not function as it should because of damage to the door's hardware. OR A <i>closet door</i> that requires locking cannot be locked because of damage to the door's hardware. Level 2: A <i>door</i> does not function as it should because of damage to the door's hardware. OR A <i>door</i> that requires locking cannot be locked because of damage to the door's hardware. Level 3: An <i>entry door</i> does not function as it should because of damage to the door's hardware. OR An <i>entry door</i> that requires locking cannot be locked because of damage to the door's hardware.
	Damaged/Missing Screen/Storm/Security Door	You see damage to surfaces, including screens, glass, frames, hardware, and door surfaces.	Level 1: At least one screen door or storm door is damaged or is missing screens or glass—shown by an empty frame or frames. Level 2: N/A Level 3: A security door is not functioning or missing.

Uniform Physical Condition Standards - Comprehensive Listing

Inspectable Area: Kitchen

	Damaged Surface - Holes/Paint/Rusting/Glass	<p>You see damage to the door surface that:</p> <ul style="list-style-type: none"> may affect either the surface protection or the strength of the door OR may compromise building security. This includes holes, peeling/cracking/no paint, broken glass, and significant rust. <p>Note: If the door is an entry door, this is a Level 3 deficiency.</p>	<p>Level 1: N/A Level 2: One interior door--not a bathroom or entry door--has a hole or holes with a diameter ranging from 1/4 inch to 1 inch. Level 3: One door has a hole or holes larger than 1 inch in diameter, significant peeling/cracking/no paint, rust that affects the integrity of the door surface, or broken/missing glass. OR If an entry door has Level 2 damage.</p>
	Deteriorated/Missing Seals (Entry Only)	The seals and stripping around the entry door(s) to resist weather and fire are damaged or missing.	<p>Level 1: N/A Level 2: N/A Level 3: The seals are missing on one entry door, or they are so damaged that they do not function as they should.</p>
	Missing Door	A door is missing.	<p>Level 1: A door is missing, but it is not an entry door. Level 2: Two doors are missing, but they are not bathroom doors or entry doors, and the condition presents no hazard. Level 3: An entry door is missing.</p>
Electrical System	Evidence of Leaks/Corrosion	<p>You see liquid stains, rust marks, or other signs of corrosion on electrical enclosures or hardware.</p> <p>Note: Do not consider surface rust a deficiency if it does not affect the condition of the electrical enclosure.</p>	<p>Level 1: N/A Level 2: N/A Level 3: Any corrosion that affects the condition of the components that carry current OR Any stains or rust on the interior of electrical enclosures OR Any evidence of water leaks in the enclosure or hardware</p>
	Frayed Wiring	You see nicks, abrasions, or fraying of the insulation that expose wires that conduct current.	<p>Level 1: N/A Level 2: N/A Level 3: You see any nicks, abrasions, or fraying of the insulation that expose any conducting wire.</p>
	GFI - Inoperable	The GFI does not function.	<p>Level 1:N/A Level 2:N/A Level 3: The GFI does not function.</p>
	Missing Outlets/Switches	An outlet, switch, or both are missing.	<p>Level 1: N/A Level 2: N/A Level 3: An outlet, switch, or both are missing.</p>
	Missing/Broken Cover Plates	The flush plate used to cover the opening around a switch or outlet is damaged or missing.	<p>Level 1: An outlet or switch has a broken cover plate over a junction box, but this does not cause wires to be exposed. Level 2: N/A Level 3: A cover plate is missing, which causes wires to be exposed.</p>
	Missing/Inoperative Lighting Fixture	A lighting fixture is missing or does not function as it should. The malfunction may be in the total system or components--excluding light bulbs.	<p>Level 1: N/A Level 2: N/A Level 3: A permanent lighting fixture is missing or not functioning, and no other switched light source is functioning in the room.</p>
Floors	Bulging/Buckling	A floor is bowed, deflected, sagging, or is no longer aligned horizontally.	<p>Level 1: N/A Level 2: N/A Level 3: You see bulging, buckling, sagging, or a lack of horizontal alignment.</p>
	Floor Covering Damage	You see damage to carpet tiles, wood, sheet vinyl, or other floor covering.	<p>Level 1: You estimate that <i>only 5-10%</i> of the floor covering has stains, surface burns, shallow cuts, small holes, or tears in non-traffic areas; loose areas; or exposed seams. The covering is fully functional, and there is no safety hazard.</p>

Uniform Physical Condition Standards - Comprehensive Listing

Inspectable Area: Kitchen

			<p>Level 2: You estimate that 10-50% of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material. There is no safety hazard.</p> <p>Level 3: You estimate that <i>more than 50%</i> of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material.</p>
	Missing Flooring Tiles	<p>VCT, sheet, vinyl, carpet, or other flooring material is missing.</p> <p>Note: <i>If you have a single concern about compromised safety, record this as a Level 3 deficiency.</i></p>	<p>Level 1: For a single floor, small areas of the floor surface are missing. You estimate that more than 5% but less than 10% of the floors are affected and that this does not cause a safety problem.</p> <p>Level 2: You estimate that 10-50% of the floors have missing or broken flooring and that this does not cause a safety problem.</p> <p>Level 3: You estimate that more than 50% of the floors are affected by missing or broken flooring OR Missing or broken flooring causes a single safety problem.</p>
	Peeling/Needs Paint	For floors that are painted, you see paint that is peeling, cracking, flaking, or otherwise deteriorated.	<p>Level 1: The area affected is more than 1 square foot, but less than 4 square feet.</p> <p>Level 2: The area affected is more than 4 square feet.</p> <p>Level 3: N/A</p>
	Rot/Deteriorated Subfloor	The subfloor has decayed or is decaying.	<p>Level 1: N/A</p> <p>Level 2: You see small areas of rot or spongy flooring--more than 1 square foot, but less than 4 square feet.</p> <p>Level 3: You see large areas of rot--more than 4 square feet--and applying weight causes noticeable deflection.</p>
	Water Stains/Water Damage/Mold/Mildew	You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.	<p>Level 1: N/A</p> <p>Level 2: You see evidence of a water stain, mold, or mildew--such as a darkened area--over a small area of floor (1-4 square feet). You may or may not see water.</p> <p>Level 3: You estimate that a large portion of floor--more than 4 square feet--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, mold, and flaking, and the floor surface may have failed.</p>
Walls	Bulging/Buckling	A wall is bowed, deflected, sagged, or is no longer vertically aligned.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: You see bulging, buckling, sagging, or that the wall is no longer vertically aligned.</p>
	Damaged	<p>You see punctures in the wall surface that may or may not penetrate completely. Panels or tiles may be missing or damaged.</p> <p>Note: <i>This does not include small holes created by hanging pictures, etc.</i></p>	<p>Level 1: In a wall, you find a hole, missing tile or panel, or other damage that is between 1 inch and 8 ½ inches by 11 inches. The hole does not penetrate the adjoining room; you cannot see through it.</p> <p>Level 2: In a wall, you find a hole, missing tile or panel, or other damage that is larger than a sheet of paper—8 1/2 inches by 11 inches. OR You find a crack greater than 1/8 inch wide and at least 11 inches long.</p> <p>Level 3: You find a hole of any size that penetrates an adjoining room; you can see through the hole. OR Two or more walls have Level 2 holes.</p>
	Damaged/Deteriorated Trim	Cove molding, chair rail, base molding, or other decorative trim is damaged or has decayed.	<p>Level 1: You see small areas of deterioration in the trim surfaces, and you estimate that 5-10% of the wall area is affected.</p> <p>Level 2: You see large areas of deterioration in the trim surfaces, and you estimate that 10-50% of the wall area is affected.</p> <p>Level 3: You see significant areas of deterioration in the wall surfaces, and you estimate that more than 50% of the wall area is affected.</p>

	Peeling/Needs Paint	Paint is peeling, cracking, flaking, or otherwise deteriorated. OR A surface is not painted.	Level 1: The affected area affected is more than 1 square foot but less than 4 square feet. Level 2: The affected area is more than 4 square feet. Level 3: N/A
	Water Stains/Water Damage/Mold/Mildew	Walls are not watertight. You see evidence of water infiltration, mold, or mildew--or damage caused by saturation or surface failure.	Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area--over a small area (more than 1 square foot but less than 4 square feet). You may or may not see water. Level 2: You see evidence of a leak, mold, or mildew--such as a darkened area--over a large area (more than 4 square feet). You probably see water. Level 3: On one or more walls, you estimate that a large portion--50% of the surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or flaking.
Windows	Cracked/Broken/Missing Panes	A glass pane is cracked, broken, or missing from the window sash.	Level 1: You see a cracked window pane. Level 2: N/A Level 3: You see that a window pane is broken or missing from the window sash.
	Damaged Window Sill	The sill--the horizontal part of the window that bears the upright portion of the frame--is damaged.	Level 1: A sill is damaged, but still there. The inside of the surrounding wall is not exposed, and you see no impact on the operation or functioning of the window or on its weather tightness. Level 2: A sill is missing or damaged enough to expose the inside of the surrounding walls and compromise its weather tightness. Level 3: N/A
	Missing/Deteriorated Caulking/Seals/Glazing Compound	The caulking or glazing compound that resists weather is missing or deteriorated. Note: 1. <i>This also includes Thermopane or insulated windows that have failed.</i> 2. <i>Caulk and seals are considered to be deteriorated when two or more seals for any window have lost their elasticity. (If the seals crumble and flake when touched, they have lost their elasticity.)</i>	Level 1: N/A Level 2: Most of the window shows missing or deteriorated caulk or glazing compound, but there is no evidence of damage to the window or surrounding structure. Level 3: There are missing or deteriorated caulk or seals--with evidence of leaks or damage to the window or surrounding structure.
	Inoperable/Not Lockable	A window cannot be opened or closed because of damage to the frame, faulty hardware, or another cause. Note: <i>If a window is not designed to lock, do not record this as a deficiency.</i>	Level 1: A window is not functioning, but can be secured. Other windows in the immediate area are functioning Level 2: N/A Level 3: A window is not functioning, but cannot be secured. In the immediate area, there are no other windows that are functioning properly.
	Peeling/Needs Paint	<ul style="list-style-type: none"> ▪ Paint covering the window assembly or trim is cracking, flaking, or otherwise failing. -OR- <ul style="list-style-type: none"> ▪ The window assembly or trim is not painted or is exposed to the elements. 	Level 1: You see peeling paint or a window that needs paint. Level 2: N/A Level 3: N/A

Inspectable Item	Observable Deficiency	Deficiency	Level of Deficiency
Ceiling	Bulging/Buckling	The ceiling is bowed, deflected, sagging, or is no longer aligned horizontally.	Level 1: N/A Level 2: N/A Level 3: You see bulging, buckling, sagging, or a problem with alignment.
	Holes/Missing Tiles/Panels/Cracks	The ceiling surface has punctures that may or may not penetrate completely. OR Panels or tiles are missing or damaged.	Level 1: You see small holes that are no larger than a sheet of paper--8½ inches by 11 inches. OR No hole penetrates the area above. OR You see that no more than 3 tiles or panels are missing. Level 2: You see a hole that is larger than a sheet of paper--8½ inches by 11 inches--but it does not penetrate the area above. (You cannot see through it.) OR You see that more than 3 tiles or panels are missing. OR You see a crack more than 1/8 inch wide and 11 inches long. Level 3: You see a hole that penetrates the area above; you can see through it.
	Peeling/Needs Paint	You see paint that is peeling, cracking, flaking, or otherwise deteriorated. OR You see a surface that is not painted.	Level 1: The affected area is larger than 1 square foot, but smaller than 4 square feet. Level 2: The affected area is larger than 4 square feet. Level 3: N/A
	Water Stains/Water Damage/Mold/Mildew	You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.	Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area—over a small area (more than 1 square foot but less than 4 square feet). You estimate that less than 10% of the ceiling surface area is affected. You may or may not see water. Level 2: You see evidence of a leak mold or mildew-- such as a darkened area—over a large area (more than 4 square feet). You may or may not see water. OR You estimate that 10-50% of the ceiling area has Level 1 damage. Level 3: On one ceiling, you estimate that a large portion--50% of its surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or mildew. The ceiling surface may have failed. OR You estimate that more than 50% of the ceiling shows Level 1 damage from stains, mold, or mildew.
Doors	Damaged Frames/Threshold/Lintels/Trim	You see a frame, header, jamb, threshold, lintel, or trim that is warped, split, cracked, or broken.	Level 1: N/A Level 2: At least <i>one door</i> is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim. Level 3: At least one entry door is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim.
	Damaged Hardware/Locks	The attachments to a door that provide hinging, hanging, opening, closing, surface protection, or security are damaged or missing. These include locks, panic hardware, overhead door tracks, springs and pulleys, sliding door tracks and hangers, and door closures. Note: <i>If a door is designed to have a lock, the lock should work. If a door is designed without locks, do not record it as a deficiency.</i>	Level 1: A <i>closet door</i> does not function as it should because of damage to the door's hardware. OR A <i>closet door</i> that requires locking cannot be locked because of damage to the door's hardware. Level 2: A <i>door</i> does not function as it should because of damage to the door's hardware. OR A <i>door</i> that requires locking cannot be locked because of damage to the door's hardware. Level 3: An <i>entry door</i> does not function as it should because of damage to the door's hardware. OR An <i>entry door</i> that requires locking cannot be locked because of damage to the door's hardware.
	Damaged Surface - Holes/Paint	You see damage to the door surface that:	Level 1: N/A

		<ul style="list-style-type: none"> ▪ may affect either the surface protection or the strength of the door ▪ -OR- ▪ may compromise building security <p>This includes holes, peeling/cracking/no paint.</p>	<p>Level 2: One interior door--not a bathroom or entry door--has a hole or holes with a diameter ranging from 1/4 inch to 1 inch.</p> <p>Level 3: One door has a hole or holes larger than 1 inch in diameter, significant peeling, cracking or no paint that affects the integrity of the door surface.</p>
	Missing Door	A door is missing.	<p>Level 1: A door is missing, but it is not an entry door.</p> <p>Level 2: Two doors are missing, but they are not bathroom doors or entry doors, and the condition presents no hazard.</p> <p>Level 3: An entry door is missing.</p>
Electrical System	Evidence of Leaks/Corrosion	<p>You see liquid stains, rust marks, or other signs of corrosion on electrical enclosures or hardware.</p> <p>Note: <i>Do not consider surface rust a deficiency if it does not affect the condition of the electrical enclosure.</i></p>	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: Any corrosion that affects the condition of the components that carry current OR Any stains or rust on the interior of electrical enclosures OR Any evidence of water leaks in the enclosure or hardware.</p>
	Frayed Wiring	You see nicks, abrasions, or fraying of the insulation that expose wires that conduct current.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: You see any nicks, abrasions, or fraying of the insulation that expose any conducting wire.</p>
	Missing Outlets/Switches	An outlet, switch, or both are missing.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: An outlet, switch, or both are missing.</p>
	Missing/Broken Cover Plates	The flush plate used to cover the opening around a switch or outlet is damaged or missing.	<p>Level 1: An outlet or switch has a broken cover plate over a junction box, but this does not cause wires to be exposed.</p> <p>Level 2: N/A</p> <p>Level 3: A cover plate is missing, which causes wires to be exposed.</p>
	Missing/Inoperative Lighting Fixture	A lighting fixture is missing or does not function as it should. The malfunction may be in the total system or components--excluding light bulbs.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: A permanent lighting fixture is missing or not functioning, and no other switched light source is functioning in the room.</p>
Floors	Bulging/Buckling	A floor is bowed, deflected, sagging, or is no longer aligned horizontally.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: You see bulging, buckling, sagging, or a lack of horizontal alignment.</p>
	Floor Covering Damage	You see damage to carpet tiles, wood, sheet vinyl, or other floor covering.	<p>Level 1: You estimate that <i>only 5-10%</i> of the floor covering has stains, surface burns, shallow cuts, small holes, or tears in non-traffic areas; loose areas; or exposed seams. The covering is fully functional, and there is no safety hazard.</p> <p>Level 2: You estimate that <i>10-50%</i> of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material. There is no safety hazard.</p> <p>Level 3: You estimate that <i>more than 50%</i> of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material.</p>

	Missing Flooring Tiles	VCT, sheet, vinyl, carpet, or other flooring material is missing. Note: <i>If you have a single concern about compromised safety, record this as a Level 3 deficiency.</i>	Level 1: For a single floor, small areas of the floor surface are missing. You estimate that more than 5% but less than 10% of the floors are affected and that this does not cause a safety problem. Level 2: You estimate that 10-50% of the floors have missing or broken flooring and that this does not cause a safety problem. Level 3: You estimate that more than 50% of the floors are affected by missing or broken flooring OR Missing or broken flooring causes a single safety problem.
	Peeling/Needs Paint	For floors that are painted, you see paint that is peeling, cracking, flaking, or otherwise deteriorated.	Level 1: The area affected is more than 1 square foot, but less than 4 square feet. Level 2: The area affected is more than 4 square feet. Level 3: N/A
	Rot/Deteriorated Subfloor	The subfloor has decayed or is decaying.	Level 1: N/A Level 2: You see small areas of rot or spongy flooring--more than 1 square foot, but less than 4 square feet. Level 3: You see large areas of rot--more than 4 square feet--and applying weight causes noticeable deflection.
	Water Stains/Water Damage/Mold/Mildew	You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.	Level 1: N/A Level 2: You see evidence of a water stain, mold, or mildew--such as a darkened area--over a small area of floor (1-4 square feet). You may or may not see water. Level 3: You estimate that a large portion of floor--more than 4 square feet--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, mold, and flaking, and the floor surface may have failed.
Smoke Detector	Missing/Inoperable	A smoke detector will not activate or is missing.	Level 1: N/A Level 2: N/A Level 3: A single smoke detector is missing or does not function as it should.
Walls	Bulging/Buckling	A wall is bowed, deflected, sagged, or is no longer vertically aligned.	Level 1: N/A Level 2: N/A Level 3: You see bulging, buckling, sagging, or that the wall is no longer vertically aligned.
	Damaged	You see punctures in the wall surface that may or may not penetrate completely. Panels or tiles may be missing or damaged. Note: <i>This does not include small holes created by hanging pictures, etc.</i>	Level 1: In a wall, you find a hole, missing tile or panel, or other damage that is between 1 inch and 8 ½ inches by 11 inches. The hole does not penetrate the adjoining room; you cannot see through it. Level 2: In a wall, you find a hole, missing tile or panel, or other damage that is larger than a sheet of paper—8 1/2 inches by 11 inches. OR You find a crack greater than 1/8 inch wide and at least 11 inches long. Level 3: You find a hole of any size that penetrates an adjoining room; you can see through the hole. OR Two or more walls have Level 2 holes.
	Damaged/Deteriorated Trim	Cove molding, chair rail, base molding, or other decorative trim is damaged or has decayed.	Level 1: You see small areas of deterioration in the trim surfaces, and you estimate that 5-10% of the wall area is affected. Level 2: You see large areas of deterioration in the trim surfaces, and you estimate that 10-50% of the wall area is affected. Level 3: You see significant areas of deterioration in the wall surfaces, and you estimate that more than 50% of the wall area is affected.
	Peeling/Needs Paint	Paint is peeling, cracking, flaking, or otherwise deteriorated. OR A surface is not painted.	Level 1: The affected area affected is more than 1 square foot but less than 4 square feet. Level 2: The affected area is more than 4 square feet. Level 3: N/A

	Water Stains/Water Damage/Mold/Mildew	Walls are not watertight. You see evidence of water infiltration, mold, or mildew--or damage caused by saturation or surface failure.	<p>Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area--over a small area (more than 1 square foot but less than 4 square feet). You may or may not see water.</p> <p>Level 2: You see evidence of a leak, mold, or mildew--such as a darkened area--over a large area (more than 4 square feet). You probably see water.</p> <p>Level 3: On one or more walls, you estimate that a large portion--50% of the surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or flaking.</p>
Windows	Cracked/Broken/Missing Panes	A glass pane is cracked, broken, or missing from the window sash.	<p>Level 1: You see a cracked window pane.</p> <p>Level 2: N/A</p> <p>Level 3: You see that a window pane is broken or missing from the window sash.</p>
	Damaged Window Sill	The sill--the horizontal part of the window that bears the upright portion of the frame—is damaged.	<p>Level 1: A sill is damaged, but still there. The inside of the surrounding wall is not exposed, and you see no impact on the operation or functioning of the window or on its weather tightness.</p> <p>Level 2: A sill is missing or damaged enough to expose the inside of the surrounding walls and compromise its weather tightness.</p> <p>Level 3: N/A</p>
	Missing/Deteriorated Caulking/Seals/Glazing Compound	<p>The caulking or glazing compound that resists weather is missing or deteriorated.</p> <p>Note:</p> <p>1. <i>This also includes Thermopane or insulated windows that have failed.</i></p> <p>2. <i>Caulk and seals are considered to be deteriorated when two or more seals for any window have lost their elasticity. (If the seals crumble and flake when touched, they have lost their elasticity.)</i></p>	<p>Level 1: N/A</p> <p>Level 2: Most of the window shows missing or deteriorated caulk or glazing compound, but there is no evidence of damage to the window or surrounding structure.</p> <p>Level 3: There are missing or deteriorated caulk or seals--with evidence of leaks or damage to the window or surrounding structure.</p>
	Inoperable/Not Lockable	<p>A window cannot be opened or closed because of damage to the frame, faulty hardware, or another cause.</p> <p>Note: <i>If a window is not designed to lock, do not record this as a deficiency.</i></p>	<p>Level 1: A window is not functioning, but can be secured. Other windows in the immediate area are functioning</p> <p>Level 2: N/A</p> <p>Level 3: A window is not functioning, but cannot be secured. In the immediate area, there are no other windows that are functioning properly.</p>
	Peeling/Needs Paint	<ul style="list-style-type: none"> ▪ Paint covering the window assembly or trim is cracking, flaking, or otherwise failing. -OR- ▪ The window assembly or trim is not painted or is exposed to the elements. 	<p>Level 1: You see peeling paint or a window that needs paint.</p> <p>Level 2: N/A</p> <p>Level 3: N/A</p>

Inspectable Item	Observable Deficiency	Deficiency	Level of Deficiency
Ceiling	Bulging/Buckling	The ceiling is bowed, deflected, sagging, or is no longer aligned horizontally.	Level 1: N/A Level 2: N/A Level 3: You see bulging, buckling, sagging, or a problem with alignment.
	Holes/Missing Tiles/Panels/Cracks	The ceiling surface has punctures that may or may not penetrate completely. OR Panels or tiles are missing or damaged.	Level 1: You see small holes that are no larger than a sheet of paper--8½ inches by 11 inches. OR No hole penetrates the area above. OR You see that no more than 3 tiles or panels are missing. Level 2: You see a hole that is larger than a sheet of paper--8½ inches by 11 inches--but it does not penetrate the area above. (You cannot see through it.) OR You see that more than 3 tiles or panels are missing. OR You see a crack more than 1/8 inch wide and 11 inches long. Level 3: You see a hole that penetrates the area above; you can see through it.
	Peeling/Needs Paint	You see paint that is peeling, cracking, flaking, or otherwise deteriorated. OR You see a surface that is not painted.	Level 1: The affected area is larger than 1 square foot, but smaller than 4 square feet. Level 2: The affected area is larger than 4 square feet. Level 3: N/A
	Water Stains/Water Damage/Mold/Mildew	You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.	Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area—over a small area (more than 1 square foot but less than 4 square feet). You estimate that less than 10% of the ceiling surface area is affected. You may or may not see water. Level 2: You see evidence of a leak mold or mildew-- such as a darkened area—over a large area (more than 4 square feet). You may or may not see water. OR You estimate that 10-50% of the ceiling area has Level 1 damage. Level 3: On one ceiling, you estimate that a large portion--50% of its surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or mildew. The ceiling surface may have failed. OR You estimate that more than 50% of the ceiling shows Level 1 damage from stains, mold, or mildew.
Doors	Damaged Frames/Threshold/Lintels/Trim	You see a frame, header, jamb, threshold, lintel, or trim that is warped, split, cracked, or broken.	Level 1: N/A Level 2: At least <i>one door</i> is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim. Level 3: At least one entry door is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim.
	Damaged Hardware/Locks	The attachments to a door that provide hinging, hanging, opening, closing, surface protection, or security are damaged or missing. These include locks, panic hardware, overhead door tracks, springs and pulleys, sliding door tracks and hangers, and door closures. Note: <i>If a door is designed to have a lock, the lock should work. If a door is designed without locks, do not record it as a deficiency.</i>	Level 1: A <i>closet door</i> does not function as it should because of damage to the door's hardware. OR A <i>closet door</i> that requires locking cannot be locked because of damage to the door's hardware. Level 2: A <i>door</i> does not function as it should because of damage to the door's hardware. OR A <i>door</i> that requires locking cannot be locked because of damage to the door's hardware. Level 3: An <i>entry door</i> does not function as it should because of damage to the door's hardware. OR An <i>entry door</i> that requires locking cannot be locked because of damage to the door's hardware.
	Damaged Surface - Holes/Paint	You see damage to the door surface that:	Level 1: N/A

		<ul style="list-style-type: none"> ▪ may affect either the surface protection or the strength of the door ▪ -OR- ▪ may compromise building security <p>This includes holes, peeling/cracking/no paint.</p>	<p>Level 2: One interior door--not a bathroom or entry door--has a hole or holes with a diameter ranging from 1/4 inch to 1 inch.</p> <p>Level 3: One door has a hole or holes larger than 1 inch in diameter, significant peeling, cracking or no paint that affects the integrity of the door surface.</p>
	Missing Door	A door is missing.	<p>Level 1: A door is missing, but it is not an entry door.</p> <p>Level 2: Two doors are missing, but they are not bathroom doors or entry doors, and the condition presents no hazard.</p> <p>Level 3: An entry door is missing.</p>
Electrical System	Evidence of Leaks/Corrosion	<p>You see liquid stains, rust marks, or other signs of corrosion on electrical enclosures or hardware.</p> <p>Note: <i>Do not consider surface rust a deficiency if it does not affect the condition of the electrical enclosure.</i></p>	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: Any corrosion that affects the condition of the components that carry current OR Any stains or rust on the interior of electrical enclosures OR Any evidence of water leaks in the enclosure or hardware.</p>
	Frayed Wiring	You see nicks, abrasions, or fraying of the insulation that expose wires that conduct current.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: You see any nicks, abrasions, or fraying of the insulation that expose any conducting wire.</p>
	Missing Outlets/Switches	An outlet, switch, or both are missing.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: An outlet, switch, or both are missing.</p>
	Missing/Broken Cover Plates	The flush plate used to cover the opening around a switch or outlet is damaged or missing.	<p>Level 1: An outlet or switch has a broken cover plate over a junction box, but this does not cause wires to be exposed.</p> <p>Level 2: N/A</p> <p>Level 3: A cover plate is missing, which causes wires to be exposed.</p>
	Missing/Inoperative Lighting Fixture	A lighting fixture is missing or does not function as it should. The malfunction may be in the total system or components--excluding light bulbs.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: A permanent lighting fixture is missing or not functioning, and no other switched light source is functioning in the room.</p>
Floors	Bulging/Buckling	A floor is bowed, deflected, sagging, or is no longer aligned horizontally.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: You see bulging, buckling, sagging, or a lack of horizontal alignment.</p>
	Floor Covering Damage	You see damage to carpet tiles, wood, sheet vinyl, or other floor covering.	<p>Level 1: You estimate that <i>only 5-10%</i> of the floor covering has stains, surface burns, shallow cuts, small holes, or tears in non-traffic areas; loose areas; or exposed seams. The covering is fully functional, and there is no safety hazard.</p> <p>Level 2: You estimate that <i>10-50%</i> of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material. There is no safety hazard.</p> <p>Level 3: You estimate that <i>more than 50%</i> of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material.</p>

	Missing Flooring Tiles	VCT, sheet, vinyl, carpet, or other flooring material is missing. Note: <i>If you have a single concern about compromised safety, record this as a Level 3 deficiency.</i>	Level 1: For a single floor, small areas of the floor surface are missing. You estimate that more than 5% but less than 10% of the floors are affected and that this does not cause a safety problem. Level 2: You estimate that 10-50% of the floors have missing or broken flooring and that this does not cause a safety problem. Level 3: You estimate that more than 50% of the floors are affected by missing or broken flooring OR Missing or broken flooring causes a single safety problem.
	Peeling/Needs Paint	For floors that are painted, you see paint that is peeling, cracking, flaking, or otherwise deteriorated.	Level 1: The area affected is more than 1 square foot, but less than 4 square feet. Level 2: The area affected is more than 4 square feet. Level 3: N/A
	Rot/Deteriorated Subfloor	The subfloor has decayed or is decaying.	Level 1: N/A Level 2: You see small areas of rot or spongy flooring--more than 1 square foot, but less than 4 square feet. Level 3: You see large areas of rot--more than 4 square feet--and applying weight causes noticeable deflection.
	Water Stains/Water Damage/Mold/Mildew	You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.	Level 1: N/A Level 2: You see evidence of a water stain, mold, or mildew--such as a darkened area--over a small area of floor (1-4 square feet). You may or may not see water. Level 3: You estimate that a large portion of floor--more than 4 square feet--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, mold, and flaking, and the floor surface may have failed.
Smoke Detector	Missing/Inoperable	A smoke detector will not activate or is missing.	Level 1: N/A Level 2: N/A Level 3: A single smoke detector is missing or does not function as it should.
Walls	Bulging/Buckling	A wall is bowed, deflected, sagged, or is no longer vertically aligned.	Level 1: N/A Level 2: N/A Level 3: You see bulging, buckling, sagging, or that the wall is no longer vertically aligned.
	Damaged	You see punctures in the wall surface that may or may not penetrate completely. Panels or tiles may be missing or damaged. Note: <i>This does not include small holes created by hanging pictures, etc.</i>	Level 1: In a wall, you find a hole, missing tile or panel, or other damage that is between 1 inch and 8 ½ inches by 11 inches. The hole does not penetrate the adjoining room; you cannot see through it. Level 2: In a wall, you find a hole, missing tile or panel, or other damage that is larger than a sheet of paper—8 1/2 inches by 11 inches. OR You find a crack greater than 1/8 inch wide and at least 11 inches long. Level 3: You find a hole of any size that penetrates an adjoining room; you can see through the hole. OR Two or more walls have Level 2 holes.
	Damaged/Deteriorated Trim	Cove molding, chair rail, base molding, or other decorative trim is damaged or has decayed.	Level 1: You see small areas of deterioration in the trim surfaces, and you estimate that 5-10% of the wall area is affected. Level 2: You see large areas of deterioration in the trim surfaces, and you estimate that 10-50% of the wall area is affected. Level 3: You see significant areas of deterioration in the wall surfaces, and you estimate that more than 50% of the wall area is affected.
	Peeling/Needs Paint	Paint is peeling, cracking, flaking, or otherwise deteriorated. OR A surface is not painted.	Level 1: The affected area affected is more than 1 square foot but less than 4 square feet. Level 2: The affected area is more than 4 square feet. Level 3: N/A

	Water Stains/Water Damage/Mold/Mildew	Walls are not watertight. You see evidence of water infiltration, mold, or mildew--or damage caused by saturation or surface failure.	<p>Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area--over a small area (more than 1 square foot but less than 4 square feet). You may or may not see water.</p> <p>Level 2: You see evidence of a leak, mold, or mildew--such as a darkened area--over a large area (more than 4 square feet). You probably see water.</p> <p>Level 3: On one or more walls, you estimate that a large portion--50% of the surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or flaking.</p>
Windows	Cracked/Broken/Missing Panes	A glass pane is cracked, broken, or missing from the window sash.	<p>Level 1: You see a cracked window pane.</p> <p>Level 2: N/A</p> <p>Level 3: You see that a window pane is broken or missing from the window sash.</p>
	Damaged Window Sill	The sill--the horizontal part of the window that bears the upright portion of the frame—is damaged.	<p>Level 1: A sill is damaged, but still there. The inside of the surrounding wall is not exposed, and you see no impact on the operation or functioning of the window or on its weather tightness.</p> <p>Level 2: A sill is missing or damaged enough to expose the inside of the surrounding walls and compromise its weather tightness.</p> <p>Level 3: N/A</p>
	Missing/Deteriorated Caulking/Seals/Glazing Compound	<p>The caulking or glazing compound that resists weather is missing or deteriorated.</p> <p>Note:</p> <p>1. <i>This also includes Thermopane or insulated windows that have failed.</i></p> <p>2. <i>Caulk and seals are considered to be deteriorated when two or more seals for any window have lost their elasticity. (If the seals crumble and flake when touched, they have lost their elasticity.)</i></p>	<p>Level 1: N/A</p> <p>Level 2: Most of the window shows missing or deteriorated caulk or glazing compound, but there is no evidence of damage to the window or surrounding structure.</p> <p>Level 3: There are missing or deteriorated caulk or seals--with evidence of leaks or damage to the window or surrounding structure.</p>
	Inoperable/Not Lockable	<p>A window cannot be opened or closed because of damage to the frame, faulty hardware, or another cause.</p> <p>Note: <i>If a window is not designed to lock, do not record this as a deficiency.</i></p>	<p>Level 1: A window is not functioning, but can be secured. Other windows in the immediate area are functioning</p> <p>Level 2: N/A</p> <p>Level 3: A window is not functioning, but cannot be secured. In the immediate area, there are no other windows that are functioning properly.</p>
	Peeling/Needs Paint	<ul style="list-style-type: none"> ▪ Paint covering the window assembly or trim is cracking, flaking, or otherwise failing. -OR- ▪ The window assembly or trim is not painted or is exposed to the elements. 	<p>Level 1: You see peeling paint or a window that needs paint.</p> <p>Level 2: N/A</p> <p>Level 3: N/A</p>

Inspectable Item	Observable Deficiency	Deficiency	Level of Deficiency
Ceiling	Bulging/Buckling	The ceiling is bowed, deflected, sagging, or is no longer aligned horizontally.	<p>Level 1: N/A Level 2: N/A Level 3: You see bulging, buckling, sagging, or a problem with alignment.</p>
	Holes/Missing Tiles/Panels/Cracks	<p>The ceiling surface has punctures that may or may not penetrate completely.</p> <p>OR</p> <p>Panels or tiles are missing or damaged.</p>	<p>Level 1: You see small holes that are no larger than a sheet of paper--8½ inches by 11 inches. OR No hole penetrates the area above. OR You see that no more than 3 tiles or panels are missing. Level 2: You see a hole that is larger than a sheet of paper--8½ inches by 11 inches--but it does not penetrate the area above. (You cannot see through it.) OR You see that more than 3 tiles or panels are missing. OR You see a crack more than 1/8 inch wide and 11 inches long. Level 3: You see a hole that penetrates the area above; you can see through it.</p>
	Peeling/Needs Paint	<p>You see paint that is peeling, cracking, flaking, or otherwise deteriorated.</p> <p>OR</p> <p>You see a surface that is not painted.</p>	<p>Level 1: The affected area is larger than 1 square foot, but smaller than 4 square feet. Level 2: The affected area is larger than 4 square feet. Level 3: N/A</p>
	Water Stains/Water Damage/Mold/Mildew	You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.	<p>Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area—over a small area (more than 1 square foot but less than 4 square feet). You estimate that less than 10% of the ceiling surface area is affected. You may or may not see water. Level 2: You see evidence of a leak mold or mildew-- such as a darkened area—over a large area (more than 4 square feet). You may or may not see water. OR You estimate that 10-50% of the ceiling area has Level 1 damage. Level 3: On one ceiling, you estimate that a large portion--50% of its surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or mildew. The ceiling surface may have failed. OR You estimate that more than 50% of the ceiling shows Level 1 damage from stains, mold, or mildew.</p>
Doors	Damaged Frames/Threshold/Lintels/Trim	You see a frame, header, jamb, threshold, lintel, or trim that is warped, split, cracked, or broken.	<p>Level 1: N/A Level 2: At least <i>one door</i> is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim. Level 3: At least one entry door is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim.</p>
	Damaged Hardware/Locks	The attachments to a door that provide hinging, hanging, opening, closing, surface protection, or security are damaged or missing. These include locks, panic hardware, overhead door tracks, springs and pulleys, sliding door tracks and hangers, and door closures. Note: <i>If a door is designed to have a lock, the lock should work. If a door is designed without locks, do not record it as a deficiency.</i>	<p>Level 1: A <i>closet door</i> does not function as it should because of damage to the door's hardware. OR A <i>closet door</i> that requires locking cannot be locked because of damage to the door's hardware. Level 2: A <i>door</i> does not function as it should because of damage to the door's hardware. OR A <i>door</i> that requires locking cannot be locked because of damage to the door's hardware. Level 3: An <i>entry door</i> does not function as it should because of damage to the door's hardware. OR An <i>entry door</i> that requires locking cannot be locked because of damage to the door's hardware.</p>

	Damaged/Missing Screen/Storm/Security Door	You see damage to surfaces, including screens, glass, frames, hardware, and door surfaces.	Level 1: At least one screen door or storm door is damaged or is missing screens or glass—shown by an empty frame or frames. Level 2: N/A Level 3: A security door is not functioning or missing.
	Damaged Surface - Holes/Paint/Rusting/Glass	You see damage to the door surface that: <ul style="list-style-type: none"> may affect either the surface protection or the strength of the door -OR- may compromise building security This includes holes, peeling/cracking/no paint.	Level 1: N/A Level 2: One interior door--not a bathroom or entry door--has a hole or holes with a diameter ranging from 1/4 inch to 1 inch. Level 3: One door has a hole or holes larger than 1 inch in diameter, significant peeling, cracking or no paint that affects the integrity of the door surface.
	Deteriorated/Missing Seals (Entry Only)	The seals and stripping around the entry door(s) to resist weather and fire are damaged or missing.	Level 1: N/A Level 2: N/A Level 3: The seals are missing on one entry door, or they are so damaged that they do not function as they should.
	Missing Door	A door is missing.	Level 1: A door is missing, but it is not an entry door. Level 2: Two doors are missing, but they are not bathroom doors or entry doors, and the condition presents no hazard. Level 3: An entry door is missing.
Electrical System	Evidence of Leaks/Corrosion	You see liquid stains, rust marks, or other signs of corrosion on electrical enclosures or hardware. Note: Do not consider surface rust a deficiency if it does not affect the condition of the electrical enclosure.	Level 1: N/A Level 2: N/A Level 3: Any corrosion that affects the condition of the components that carry current OR Any stains or rust on the interior of electrical enclosures OR Any evidence of water leaks in the enclosure or hardware.
	Frayed Wiring	You see nicks, abrasions, or fraying of the insulation that expose wires that conduct current.	Level 1: N/A Level 2: N/A Level 3: You see any nicks, abrasions, or fraying of the insulation that expose any conducting wire.
	Missing Outlets/Switches	An outlet, switch, or both are missing.	Level 1: N/A Level 2: N/A Level 3: An outlet, switch, or both are missing.
	Missing/Broken Cover Plates	The flush plate used to cover the opening around a switch or outlet is damaged or missing.	Level 1: An outlet or switch has a broken cover plate over a junction box, but this does not cause wires to be exposed. Level 2: N/A Level 3: A cover plate is missing, which causes wires to be exposed.
	Missing/Inoperative Lighting Fixture	A lighting fixture is missing or does not function as it should. The malfunction may be in the total system or components--excluding light bulbs.	Level 1: N/A Level 2: N/A Level 3: A permanent lighting fixture is missing or not functioning, and no other switched light source is functioning in the room.
Floors	Bulging/Buckling	A floor is bowed, deflected, sagging, or is no longer aligned horizontally.	Level 1: N/A Level 2: N/A Level 3: You see bulging, buckling, sagging, or a lack of horizontal alignment.
	Floor Covering Damage	You see damage to carpet tiles, wood, sheet vinyl, or other floor covering.	Level 1: You estimate that <i>only 5-10%</i> of the floor covering has stains, surface burns, shallow cuts, small holes, or tears in non-traffic areas; loose areas; or exposed seams. The covering is fully functional, and there is no safety hazard.

			<p>Level 2: You estimate that 10-50% of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material. There is no safety hazard.</p> <p>Level 3: You estimate that <i>more than 50%</i> of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material.</p>
	Missing Flooring Tiles	<p>VCT, sheet, vinyl, carpet, or other flooring material is missing.</p> <p>Note: <i>If you have a single concern about compromised safety, record this as a Level 3 deficiency.</i></p>	<p>Level 1: For a single floor, small areas of the floor surface are missing. You estimate that more than 5% but less than 10% of the floors are affected and that this does not cause a safety problem.</p> <p>Level 2: You estimate that 10-50% of the floors have missing or broken flooring and that this does not cause a safety problem.</p> <p>Level 3: You estimate that more than 50% of the floors are affected by missing or broken flooring OR Missing or broken flooring causes a single safety problem.</p>
	Peeling/Needs Paint	<p>For floors that are painted, you see paint that is peeling, cracking, flaking, or otherwise deteriorated.</p>	<p>Level 1: The area affected is more than 1 square foot, but less than 4 square feet.</p> <p>Level 2: The area affected is more than 4 square feet.</p> <p>Level 3: N/A</p>
	Rot/Deteriorated Subfloor	<p>The subfloor has decayed or is decaying.</p>	<p>Level 1: N/A</p> <p>Level 2: You see small areas of rot or spongy flooring--more than 1 square foot, but less than 4 square feet.</p> <p>Level 3: You see large areas of rot--more than 4 square feet--and applying weight causes noticeable deflection.</p>
	Water Stains/Water Damage/Mold/Mildew	<p>You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.</p>	<p>Level 1: N/A</p> <p>Level 2: You see evidence of a water stain, mold, or mildew--such as a darkened area--over a small area of floor (1-4 square feet). You may or may not see water.</p> <p>Level 3: You estimate that a large portion of floor--more than 4 square feet--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, mold, and flaking, and the floor surface may have failed.</p>
Smoke Detector	Missing/Inoperable	<p>A smoke detector will not activate or is missing.</p>	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: A single smoke detector is missing or does not function as it should.</p>
Walls	Bulging/Buckling	<p>A wall is bowed, deflected, sagged, or is no longer vertically aligned.</p>	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: You see bulging, buckling, sagging, or that the wall is no longer vertically aligned.</p>
	Damaged	<p>You see punctures in the wall surface that may or may not penetrate completely. Panels or tiles may be missing or damaged.</p> <p>Note: <i>This does not include small holes created by hanging pictures, etc.</i></p>	<p>Level 1: In a wall, you find a hole, missing tile or panel, or other damage that is between 1 inch and 8 ½ inches by 11 inches. The hole does not penetrate the adjoining room; you cannot see through it.</p> <p>Level 2: In a wall, you find a hole, missing tile or panel, or other damage that is larger than a sheet of paper—8 1/2 inches by 11 inches. OR You find a crack greater than 1/8 inch wide and at least 11 inches long.</p> <p>Level 3: You find a hole of any size that penetrates an adjoining room; you can see through the hole. OR Two or more walls have Level 2 holes.</p>

	Damaged/Deteriorated Trim	Cove molding, chair rail, base molding, or other decorative trim is damaged or has decayed.	<p>Level 1: You see small areas of deterioration in the trim surfaces, and you estimate that 5-10% of the wall area is affected.</p> <p>Level 2: You see large areas of deterioration in the trim surfaces, and you estimate that 10-50% of the wall area is affected.</p> <p>Level 3: You see significant areas of deterioration in the wall surfaces, and you estimate that more than 50% of the wall area is affected.</p>
	Peeling/Needs Paint	Paint is peeling, cracking, flaking, or otherwise deteriorated. OR A surface is not painted.	<p>Level 1: The affected area affected is more than 1 square foot but less than 4 square feet.</p> <p>Level 2: The affected area is more than 4 square feet.</p> <p>Level 3: N/A</p>
	Water Stains/Water Damage/Mold/Mildew	Walls are not watertight. You see evidence of water infiltration, mold, or mildew--or damage caused by saturation or surface failure.	<p>Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area--over a small area (more than 1 square foot but less than 4 square feet). You may or may not see water.</p> <p>Level 2: You see evidence of a leak, mold, or mildew--such as a darkened area--over a large area (more than 4 square feet). You probably see water.</p> <p>Level 3: On one or more walls, you estimate that a large portion--50% of the surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or flaking.</p>
Windows	Cracked/Broken/Missing Panes	A glass pane is cracked, broken, or missing from the window sash.	<p>Level 1: You see a cracked window pane.</p> <p>Level 2: N/A</p> <p>Level 3: You see that a window pane is broken or missing from the window sash.</p>
	Damaged Window Sill	The sill--the horizontal part of the window that bears the upright portion of the frame--is damaged.	<p>Level 1: A sill is damaged, but still there. The inside of the surrounding wall is not exposed, and you see no impact on the operation or functioning of the window or on its weather tightness.</p> <p>Level 2: A sill is missing or damaged enough to expose the inside of the surrounding walls and compromise its weather tightness.</p> <p>Level 3: N/A</p>
	Missing/Deteriorated Caulking/Seals/Glazing Compound	The caulking or glazing compound that resists weather is missing or deteriorated. Note: 1. <i>This also includes Thermopane or insulated windows that have failed.</i> 2. <i>Caulk and seals are considered to be deteriorated when two or more seals for any window have lost their elasticity. (If the seals crumble and flake when touched, they have lost their elasticity.)</i>	<p>Level 1: N/A</p> <p>Level 2: Most of the window shows missing or deteriorated caulk or glazing compound, but there is no evidence of damage to the window or surrounding structure.</p> <p>Level 3: There are missing or deteriorated caulk or seals--with evidence of leaks or damage to the window or surrounding structure.</p>
	Inoperable/Not Lockable	A window cannot be opened or closed because of damage to the frame, faulty hardware, or another cause. Note: <i>If a window is not designed to lock, do not record this as a deficiency.</i>	<p>Level 1: A window is not functioning, but can be secured. Other windows in the immediate area are functioning</p> <p>Level 2: N/A</p> <p>Level 3: A window is not functioning, but cannot be secured. In the immediate area, there are no other windows that are functioning properly.</p>
	Peeling/Needs Paint	<ul style="list-style-type: none"> ▪ Paint covering the window assembly or trim is cracking, flaking, or otherwise failing. -OR- ▪ The window assembly or trim is not painted or is exposed to the elements. 	<p>Level 1: You see peeling paint or a window that needs paint.</p> <p>Level 2: N/A</p> <p>Level 3: N/A</p>

Inspectable Item	Observable Deficiency	Deficiency	Level of Deficiency
Ceiling	Bulging/Buckling	The ceiling is bowed, deflected, sagging, or is no longer aligned horizontally.	<p>Level 1: N/A Level 2: N/A Level 3: You see bulging, buckling, sagging, or a problem with alignment.</p>
	Holes/Missing Tiles/Panels/Cracks	<p>The ceiling surface has punctures that may or may not penetrate completely.</p> <p>OR</p> <p>Panels or tiles are missing or damaged.</p>	<p>Level 1: You see small holes that are no larger than a sheet of paper--8½ inches by 11 inches. OR No hole penetrates the area above. OR You see that no more than 3 tiles or panels are missing. Level 2: You see a hole that is larger than a sheet of paper--8½ inches by 11 inches--but it does not penetrate the area above. (You cannot see through it.) OR You see that more than 3 tiles or panels are missing. OR You see a crack more than 1/8 inch wide and 11 inches long. Level 3: You see a hole that penetrates the area above; you can see through it.</p>
	Peeling/Needs Paint	<p>You see paint that is peeling, cracking, flaking, or otherwise deteriorated.</p> <p>OR</p> <p>You see a surface that is not painted.</p>	<p>Level 1: The affected area is larger than 1 square foot, but smaller than 4 square feet. Level 2: The affected area is larger than 4 square feet. Level 3: N/A</p>
	Water Stains/Water Damage/Mold/Mildew	You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.	<p>Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area—over a small area (more than 1 square foot but less than 4 square feet). You estimate that less than 10% of the ceiling surface area is affected. You may or may not see water. Level 2: You see evidence of a leak mold or mildew-- such as a darkened area—over a large area (more than 4 square feet). You may or may not see water. OR You estimate that 10-50% of the ceiling area has Level 1 damage. Level 3: On one ceiling, you estimate that a large portion--50% of its surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or mildew. The ceiling surface may have failed. OR You estimate that more than 50% of the ceiling shows Level 1 damage from stains, mold, or mildew.</p>
Doors	Damaged Frames/Threshold/Lintels/Trim	You see a frame, header, jamb, threshold, lintel, or trim that is warped, split, cracked, or broken.	<p>Level 1: N/A Level 2: At least <i>one door</i> is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim. Level 3: At least one entry door is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim.</p>
	Damaged Hardware/Locks	The attachments to a door that provide hinging, hanging, opening, closing, surface protection, or security are damaged or missing. These include locks, panic hardware, overhead door tracks, springs and pulleys, sliding door tracks and hangers, and door closures. Note: <i>If a door is designed to have a lock, the lock should work. If a door is designed without locks, do not record it as a deficiency.</i>	<p>Level 1: A <i>closet door</i> does not function as it should because of damage to the door's hardware. OR A <i>closet door</i> that requires locking cannot be locked because of damage to the door's hardware. Level 2: A <i>door</i> does not function as it should because of damage to the door's hardware. OR A <i>door</i> that requires locking cannot be locked because of damage to the door's hardware. Level 3: An <i>entry door</i> does not function as it should because of damage to the door's hardware. OR An <i>entry door</i> that requires locking cannot be locked because of damage to the door's hardware.</p>

Uniform Physical Condition Standards - Comprehensive Listing

Inspectable Area: Dining Room

	Damaged/Missing Screen/Storm/Security Door	You see damage to surfaces, including screens, glass, frames, hardware, and door surfaces.	<p>Level 1: At least one screen door or storm door is damaged or is missing screens or glass—shown by an empty frame or frames.</p> <p>Level 2: N/A</p> <p>Level 3: A security door is not functioning or missing.</p>
	Damaged Surface - Holes/Paint/Rusting/Glass	<p>You see damage to the door surface that:</p> <ul style="list-style-type: none"> ▪ may affect either the surface protection or the strength of the door ▪ -OR- ▪ may compromise building security <p>This includes holes, peeling/cracking/no paint.</p>	<p>Level 1: N/A</p> <p>Level 2: One interior door--not a bathroom or entry door--has a hole or holes with a diameter ranging from 1/4 inch to 1 inch.</p> <p>Level 3: One door has a hole or holes larger than 1 inch in diameter, significant peeling, cracking or no paint that affects the integrity of the door surface.</p>
	Deteriorated/Missing Seals (Entry Only)	The seals and stripping around the entry door(s) to resist weather and fire are damaged or missing.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: The seals are missing on one entry door, or they are so damaged that they do not function as they should.</p>
	Missing Door	A door is missing.	<p>Level 1: A door is missing, but it is not an entry door.</p> <p>Level 2: Two doors are missing, but they are not bathroom doors or entry doors, and the condition presents no hazard.</p> <p>Level 3: An entry door is missing.</p>
Electrical System	Evidence of Leaks/Corrosion	<p>You see liquid stains, rust marks, or other signs of corrosion on electrical enclosures or hardware.</p> <p>Note: Do not consider surface rust a deficiency if it does not affect the condition of the electrical enclosure.</p>	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: Any corrosion that affects the condition of the components that carry current OR Any stains or rust on the interior of electrical enclosures OR Any evidence of water leaks in the enclosure or hardware.</p>
	Frayed Wiring	You see nicks, abrasions, or fraying of the insulation that expose wires that conduct current.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: You see any nicks, abrasions, or fraying of the insulation that expose any conducting wire.</p>
	Missing Outlets/Switches	An outlet, switch, or both are missing.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: An outlet, switch, or both are missing.</p>
	Missing/Broken Cover Plates	The flush plate used to cover the opening around a switch or outlet is damaged or missing.	<p>Level 1: An outlet or switch has a broken cover plate over a junction box, but this does not cause wires to be exposed.</p> <p>Level 2: N/A</p> <p>Level 3: A cover plate is missing, which causes wires to be exposed.</p>
	Missing/Inoperative Lighting Fixture	A lighting fixture is missing or does not function as it should. The malfunction may be in the total system or components--excluding light bulbs.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: A permanent lighting fixture is missing or not functioning, and no other switched light source is functioning in the room.</p>
Floors	Bulging/Buckling	A floor is bowed, deflected, sagging, or is no longer aligned horizontally.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: You see bulging, buckling, sagging, or a lack of horizontal alignment.</p>
	Floor Covering Damage	You see damage to carpet tiles, wood, sheet vinyl, or other floor covering.	<p>Level 1: You estimate that <i>only 5-10%</i> of the floor covering has stains, surface burns, shallow cuts, small holes, or tears in non-traffic areas; loose areas; or exposed seams. The covering is fully functional, and there is no safety hazard.</p>

			<p>Level 2: You estimate that 10-50% of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material. There is no safety hazard.</p> <p>Level 3: You estimate that <i>more than 50%</i> of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material.</p>
	Missing Flooring Tiles	<p>VCT, sheet, vinyl, carpet, or other flooring material is missing.</p> <p>Note: <i>If you have a single concern about compromised safety, record this as a Level 3 deficiency.</i></p>	<p>Level 1: For a single floor, small areas of the floor surface are missing. You estimate that more than 5% but less than 10% of the floors are affected and that this does not cause a safety problem.</p> <p>Level 2: You estimate that 10-50% of the floors have missing or broken flooring and that this does not cause a safety problem.</p> <p>Level 3: You estimate that more than 50% of the floors are affected by missing or broken flooring OR Missing or broken flooring causes a single safety problem.</p>
	Peeling/Needs Paint	<p>For floors that are painted, you see paint that is peeling, cracking, flaking, or otherwise deteriorated.</p>	<p>Level 1: The area affected is more than 1 square foot, but less than 4 square feet.</p> <p>Level 2: The area affected is more than 4 square feet.</p> <p>Level 3: N/A</p>
	Rot/Deteriorated Subfloor	<p>The subfloor has decayed or is decaying.</p>	<p>Level 1: N/A</p> <p>Level 2: You see small areas of rot or spongy flooring--more than 1 square foot, but less than 4 square feet.</p> <p>Level 3: You see large areas of rot--more than 4 square feet--and applying weight causes noticeable deflection.</p>
	Water Stains/Water Damage/Mold/Mildew	<p>You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.</p>	<p>Level 1: N/A</p> <p>Level 2: You see evidence of a water stain, mold, or mildew--such as a darkened area--over a small area of floor (1-4 square feet). You may or may not see water.</p> <p>Level 3: You estimate that a large portion of floor--more than 4 square feet--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, mold, and flaking, and the floor surface may have failed.</p>
Smoke Detector	Missing/Inoperable	<p>A smoke detector will not activate or is missing.</p>	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: A single smoke detector is missing or does not function as it should.</p>
Walls	Bulging/Buckling	<p>A wall is bowed, deflected, sagged, or is no longer vertically aligned.</p>	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: You see bulging, buckling, sagging, or that the wall is no longer vertically aligned.</p>
	Damaged	<p>You see punctures in the wall surface that may or may not penetrate completely. Panels or tiles may be missing or damaged.</p> <p>Note: <i>This does not include small holes created by hanging pictures, etc.</i></p>	<p>Level 1: In a wall, you find a hole, missing tile or panel, or other damage that is between 1 inch and 8 ½ inches by 11 inches. The hole does not penetrate the adjoining room; you cannot see through it.</p> <p>Level 2: In a wall, you find a hole, missing tile or panel, or other damage that is larger than a sheet of paper—8 1/2 inches by 11 inches. OR You find a crack greater than 1/8 inch wide and at least 11 inches long.</p> <p>Level 3: You find a hole of any size that penetrates an adjoining room; you can see through the hole. OR Two or more walls have Level 2 holes.</p>

	Damaged/Deteriorated Trim	Cove molding, chair rail, base molding, or other decorative trim is damaged or has decayed.	<p>Level 1: You see small areas of deterioration in the trim surfaces, and you estimate that 5-10% of the wall area is affected.</p> <p>Level 2: You see large areas of deterioration in the trim surfaces, and you estimate that 10-50% of the wall area is affected.</p> <p>Level 3: You see significant areas of deterioration in the wall surfaces, and you estimate that more than 50% of the wall area is affected.</p>
	Peeling/Needs Paint	Paint is peeling, cracking, flaking, or otherwise deteriorated. OR A surface is not painted.	<p>Level 1: The affected area affected is more than 1 square foot but less than 4 square feet.</p> <p>Level 2: The affected area is more than 4 square feet.</p> <p>Level 3: N/A</p>
	Water Stains/Water Damage/Mold/Mildew	Walls are not watertight. You see evidence of water infiltration, mold, or mildew--or damage caused by saturation or surface failure.	<p>Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area--over a small area (more than 1 square foot but less than 4 square feet). You may or may not see water.</p> <p>Level 2: You see evidence of a leak, mold, or mildew--such as a darkened area--over a large area (more than 4 square feet). You probably see water.</p> <p>Level 3: On one or more walls, you estimate that a large portion--50% of the surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or flaking.</p>
Windows	Cracked/Broken/Missing Panes	A glass pane is cracked, broken, or missing from the window sash.	<p>Level 1: You see a cracked window pane.</p> <p>Level 2: N/A</p> <p>Level 3: You see that a window pane is broken or missing from the window sash.</p>
	Damaged Window Sill	The sill--the horizontal part of the window that bears the upright portion of the frame--is damaged.	<p>Level 1: A sill is damaged, but still there. The inside of the surrounding wall is not exposed, and you see no impact on the operation or functioning of the window or on its weather tightness.</p> <p>Level 2: A sill is missing or damaged enough to expose the inside of the surrounding walls and compromise its weather tightness.</p> <p>Level 3: N/A</p>
	Missing/Deteriorated Caulking/Seals/Glazing Compound	The caulking or glazing compound that resists weather is missing or deteriorated. Note: 1. <i>This also includes Thermopane or insulated windows that have failed.</i> 2. <i>Caulk and seals are considered to be deteriorated when two or more seals for any window have lost their elasticity. (If the seals crumble and flake when touched, they have lost their elasticity.)</i>	<p>Level 1: N/A</p> <p>Level 2: Most of the window shows missing or deteriorated caulk or glazing compound, but there is no evidence of damage to the window or surrounding structure.</p> <p>Level 3: There are missing or deteriorated caulk or seals--with evidence of leaks or damage to the window or surrounding structure.</p>
	Inoperable/Not Lockable	A window cannot be opened or closed because of damage to the frame, faulty hardware, or another cause. Note: <i>If a window is not designed to lock, do not record this as a deficiency.</i>	<p>Level 1: A window is not functioning, but can be secured. Other windows in the immediate area are functioning</p> <p>Level 2: N/A</p> <p>Level 3: A window is not functioning, but cannot be secured. In the immediate area, there are no other windows that are functioning properly.</p>
	Peeling/Needs Paint	<ul style="list-style-type: none"> ▪ Paint covering the window assembly or trim is cracking, flaking, or otherwise failing. -OR- ▪ The window assembly or trim is not painted or is exposed to the elements. 	<p>Level 1: You see peeling paint or a window that needs paint.</p> <p>Level 2: N/A</p> <p>Level 3: N/A</p>

Inspectable Item	Observable Deficiency	Deficiency	Level of Deficiency
Laundry Area (Room)	Dryer Vent - Missing/Damaged/Inoperable	Inadequate means is available to vent accumulated heat/lint to the outside.	Level 1: N/A Level 2: N/A Level 3: Dryer vent is missing or is visually determined to be inoperable (blocked). Dryer exhaust is not effectively vented to the outside.
	Laundry Sink - Damaged/Missing	A laundry sink is missing or shows signs of deterioration or distress.	Level 1: The sink can be used, but you see either of these: <ul style="list-style-type: none"> ▪ There are cracks or extensive discoloration in more than 50% of the basin. OR ▪ A stopper is missing. Level 2: N/A Level 3: The sink cannot be used, because the sink or associated hardware is missing or has failed.
	Plumbing - Clogged Drains	The water does not drain adequately.	Level 1: The basin does not drain freely. Level 2: N/A Level 3: The drain is completely clogged or has suffered extensive deterioration.
	Plumbing - Leaking Faucet/Pipes	You see that a washing machine water connector or hose, sink faucet or drain connections leak.	Level 1: You see a leak or drip that is contained by the basin or pipes, and the faucet is functioning as it should. Level 2: N/A Level 3: You see a steady leak that is having an adverse effect on the surrounding area, and the faucet or pipe is not usable.
Ceiling	Bulging/Buckling	The ceiling is bowed, deflected, sagging, or is no longer aligned horizontally.	Level 1: N/A Level 2: N/A Level 3: You see bulging, buckling, sagging, or a problem with alignment.
	Holes/Missing Tiles/Panels/Cracks	The ceiling surface has punctures that may or may not penetrate completely. OR Panels or tiles are missing or damaged.	Level 1: You see small holes that are no larger than a sheet of paper--8½ inches by 11 inches. OR No hole penetrates the area above. OR You see that no more than 3 tiles or panels are missing. Level 2: You see a hole that is larger than a sheet of paper--8½ inches by 11 inches--but it does not penetrate the area above. (You cannot see through it.) OR You see that more than 3 tiles or panels are missing. OR You see a crack more than 1/8 inch wide and 11 inches long. Level 3: You see a hole that penetrates the area above; you can see through it.
	Peeling/Needs Paint	You see paint that is peeling, cracking, flaking, or otherwise deteriorated. OR You see a surface that is not painted.	Level 1: The affected area is larger than 1 square foot, but smaller than 4 square feet. Level 2: The affected area is larger than 4 square feet. Level 3: N/A
	Water Stains/Water Damage/Mold/Mildew	You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.	Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area—over a small area (more than 1 square foot but less than 4 square feet). You estimate that less than 10% of the ceiling surface area is affected. You may or may not see water. Level 2: You see evidence of a leak mold or mildew-- such as a darkened area—over a large area (more than 4 square feet). You may or may not see water. OR You estimate that 10-50% of the ceiling area has Level 1 damage.

			<p>Level 3: On one ceiling, you estimate that a large portion--50% of its surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or mildew. The ceiling surface may have failed. OR You estimate that more than 50% of the ceiling shows Level 1 damage from stains, mold, or mildew.</p>
Doors	Damaged Frames/Threshold/Lintels/Trim	You see a frame, header, jamb, threshold, lintel, or trim that is warped, split, cracked, or broken.	<p>Level 1: N/A Level 2: At least <i>one door</i> is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim. Level 3: At least one entry door is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim.</p>
	Damaged Hardware/Locks	The attachments to a door that provide hinging, hanging, opening, closing, surface protection, or security are damaged or missing. These include locks, panic hardware, overhead door tracks, springs and pulleys, sliding door tracks and hangers, and door closures. Note: <i>If a door is designed to have a lock, the lock should work. If a door is designed without locks, do not record it as a deficiency.</i>	<p>Level 1: A <i>closet door</i> does not function as it should because of damage to the door's hardware. OR A <i>closet door</i> that requires locking cannot be locked because of damage to the door's hardware. Level 2: A <i>door</i> does not function as it should because of damage to the door's hardware. OR A <i>door</i> that requires locking cannot be locked because of damage to the door's hardware. Level 3: An <i>entry door</i> does not function as it should because of damage to the door's hardware. OR An <i>entry door</i> that requires locking cannot be locked because of damage to the door's hardware.</p>
	Damaged Surface - Holes/Paint/Rusting/Glass	You see damage to the door surface that: <ul style="list-style-type: none"> ▪ may affect either the surface protection or the strength of the door ▪ -OR- ▪ may compromise building security This includes holes, peeling/cracking/no paint.	<p>Level 1: N/A Level 2: One interior door--not a bathroom or entry door--has a hole or holes with a diameter ranging from 1/4 inch to 1 inch. Level 3: One door has a hole or holes larger than 1 inch in diameter, significant peeling, cracking or no paint that affects the integrity of the door surface.</p>
	Missing Door	A door is missing.	<p>Level 1: A door is missing, but it is not an entry door. Level 2: Two doors are missing, but they are not bathroom doors or entry doors, and the condition presents no hazard. Level 3: An entry door is missing.</p>
Electrical System	Evidence of Leaks/Corrosion	You see liquid stains, rust marks, or other signs of corrosion on electrical enclosures or hardware. Note: <i>Do not consider surface rust a deficiency if it does not affect the condition of the electrical enclosure.</i>	<p>Level 1: N/A Level 2: N/A Level 3: Any corrosion that affects the condition of the components that carry current OR Any stains or rust on the interior of electrical enclosures OR Any evidence of water leaks in the enclosure or hardware</p>
	Frayed Wiring	You see nicks, abrasions, or fraying of the insulation that expose wires that conduct current.	<p>Level 1: N/A Level 2: N/A Level 3: You see any nicks, abrasions, or fraying of the insulation that expose any conducting wire.</p>
	GFI - Inoperable	The GFI does not function.	<p>Level 1:N/A Level 2:N/A Level 3:The GFI does not function.</p>
	Missing Outlets/Switches	An outlet, switch, or both are missing.	<p>Level 1: N/A Level 2: N/A Level 3: An outlet, switch, or both are missing.</p>

	Missing/Broken Cover Plates	The flush plate used to cover the opening around a switch or outlet is damaged or missing.	<p>Level 1: An outlet or switch has a broken cover plate over a junction box, but this does not cause wires to be exposed.</p> <p>Level 2: N/A</p> <p>Level 3: A cover plate is missing, which causes wires to be exposed.</p>
	Missing/Inoperative Lighting Fixture	A lighting fixture is missing or does not function as it should. The malfunction may be in the total system or components--excluding light bulbs.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: A permanent lighting fixture is missing or not functioning, and no other switched light source is functioning in the room.</p>
Floors	Bulging/Buckling	A floor is bowed, deflected, sagging, or is no longer aligned horizontally.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: You see bulging, buckling, sagging, or a lack of horizontal alignment.</p>
	Floor Covering Damage	You see damage to carpet tiles, wood, sheet vinyl, or other floor covering.	<p>Level 1: You estimate that <i>only 5-10%</i> of the floor covering has stains, surface burns, shallow cuts, small holes, or tears in non-traffic areas; loose areas; or exposed seams. The covering is fully functional, and there is no safety hazard.</p> <p>Level 2: You estimate that <i>10-50%</i> of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material. There is no safety hazard.</p> <p>Level 3: You estimate that <i>more than 50%</i> of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material.</p>
	Missing Flooring Tiles	VCT, sheet, vinyl, carpet, or other flooring material is missing. Note: <i>If you have a single concern about compromised safety, record this as a Level 3 deficiency.</i>	<p>Level 1: For a single floor, small areas of the floor surface are missing. You estimate that more than 5% but less than 10% of the floors are affected and that this does not cause a safety problem.</p> <p>Level 2: You estimate that 10-50% of the floors have missing or broken flooring and that this does not cause a safety problem.</p> <p>Level 3: You estimate that more than 50% of the floors are affected by missing or broken flooring OR Missing or broken flooring causes a single safety problem.</p>
	Peeling/Needs Paint	For floors that are painted, you see paint that is peeling, cracking, flaking, or otherwise deteriorated.	<p>Level 1: The area affected is more than 1 square foot, but less than 4 square feet.</p> <p>Level 2: The area affected is more than 4 square feet.</p> <p>Level 3: N/A</p>
	Rot/Deteriorated Subfloor	The subfloor has decayed or is decaying.	<p>Level 1: N/A</p> <p>Level 2: You see small areas of rot or spongy flooring--more than 1 square foot, but less than 4 square feet.</p> <p>Level 3: You see large areas of rot--more than 4 square feet--and applying weight causes noticeable deflection.</p>
	Water Stains/Water Damage/Mold/Mildew	You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.	<p>Level 1: N/A</p> <p>Level 2: You see evidence of a water stain, mold, or mildew--such as a darkened area--over a small area of floor (1-4 square feet). You may or may not see water.</p> <p>Level 3: You estimate that a large portion of floor--more than 4 square feet--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, mold, and flaking, and the floor surface may have failed.</p>

Uniform Physical Condition Standards - Comprehensive Listing

Inspectable Area: Laundry Area

Walls	Bulging/Buckling	A wall is bowed, deflected, sagged, or is no longer vertically aligned.	<p>Level 1: N/A Level 2: N/A Level 3: You see bulging, buckling, sagging, or that the wall is no longer vertically aligned.</p>
	Damaged	<p>You see punctures in the wall surface that may or may not penetrate completely. Panels or tiles may be missing or damaged.</p> <p>Note: <i>This does not include small holes created by hanging pictures, etc.</i></p>	<p>Level 1: In a wall, you find a hole, missing tile or panel, or other damage that is between 1 inch and 8 ½ inches by 11 inches. The hole does not penetrate the adjoining room; you cannot see through it. Level 2: In a wall, you find a hole, missing tile or panel, or other damage that is larger than a sheet of paper—8 1/2 inches by 11 inches. OR You find a crack greater than 1/8 inch wide and at least 11 inches long. Level 3: You find a hole of any size that penetrates an adjoining room; you can see through the hole. OR Two or more walls have Level 2 holes.</p>
	Damaged/Deteriorated Trim	Cove molding, chair rail, base molding, or other decorative trim is damaged or has decayed.	<p>Level 1: You see small areas of deterioration in the trim surfaces, and you estimate that 5-10% of the wall area is affected. Level 2: You see large areas of deterioration in the trim surfaces, and you estimate that 10-50% of the wall area is affected. Level 3: You see significant areas of deterioration in the wall surfaces, and you estimate that more than 50% of the wall area is affected.</p>
	Peeling/Needs Paint	<p>Paint is peeling, cracking, flaking, or otherwise deteriorated. OR A surface is not painted.</p>	<p>Level 1: The affected area affected is more than 1 square foot but less than 4 square feet. Level 2: The affected area is more than 4 square feet. Level 3: N/A</p>
	Water Stains/Water Damage/Mold/Mildew	Walls are not watertight. You see evidence of water infiltration, mold, or mildew—or damage caused by saturation or surface failure.	<p>Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area--over a small area (more than 1 square foot but less than 4 square feet). You may or may not see water. Level 2: You see evidence of a leak, mold, or mildew--such as a darkened area--over a large area (more than 4 square feet). You probably see water. Level 3: On one or more walls, you estimate that a large portion--50% of the surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or flaking.</p>
Windows	Cracked/Broken/Missing Panes	A glass pane is cracked, broken, or missing from the window sash.	<p>Level 1: You see a cracked window pane. Level 2: N/A Level 3: You see that a window pane is broken or missing from the window sash.</p>
	Damaged Window Sill	The sill--the horizontal part of the window that bears the upright portion of the frame—is damaged.	<p>Level 1: A sill is damaged, but still there. The inside of the surrounding wall is not exposed, and you see no impact on the operation or functioning of the window or on its weather tightness. Level 2: A sill is missing or damaged enough to expose the inside of the surrounding walls and compromise its weather tightness. Level 3: N/A</p>
	Missing/Deteriorated Caulking/Seals/Glazing Compound	<p>The caulking or glazing compound that resists weather is missing or deteriorated. Note: 1. <i>This also includes Thermopane or insulated windows that have failed.</i></p>	<p>Level 1: N/A Level 2: Most of the window shows missing or deteriorated caulk or glazing compound, but there is no evidence of damage to the window or surrounding structure.</p>

Uniform Physical Condition Standards - Comprehensive Listing

Inspectable Area: Laundry Area

		<p>2. <i>Caulk and seals are considered to be deteriorated when two or more seals for any window have lost their elasticity. (If the seals crumble and flake when touched, they have lost their elasticity.)</i></p>	<p>Level 3: There are missing or deteriorated caulk or seals--with evidence of leaks or damage to the window or surrounding structure.</p>
	Inoperable/Not Lockable	<p>A window cannot be opened or closed because of damage to the frame, faulty hardware, or another cause.</p> <p>Note: <i>If a window is not designed to lock, do not record this as a deficiency.</i></p>	<p>Level 1: A window is not functioning, but can be secured. Other windows in the immediate area are functioning Level 2: N/A Level 3: A window is not functioning, but cannot be secured. In the immediate area, there are no other windows that are functioning properly.</p>
	Peeling/Needs Paint	<ul style="list-style-type: none"> ▪ Paint covering the window assembly or trim is cracking, flaking, or otherwise failing. -OR- ▪ The window assembly or trim is not painted or is exposed to the elements. 	<p>Level 1: You see peeling paint or a window that needs paint. Level 2: N/A Level 3: N/A</p>

Uniform Physical Condition Standards - Comprehensive Listing/Inspectable Area: Other Room Used for Living

Inspectable Item	Observable Deficiency	Deficiency	Level of Deficiency
Ceiling	Bulging/Buckling	The ceiling is bowed, deflected, sagging, or is no longer aligned horizontally.	Level 1: N/A Level 2: N/A Level 3: You see bulging, buckling, sagging, or a problem with alignment.
	Holes/Missing Tiles/Panels/Cracks	The ceiling surface has punctures that may or may not penetrate completely. OR Panels or tiles are missing or damaged.	Level 1: You see small holes that are no larger than a sheet of paper--8½ inches by 11 inches. OR No hole penetrates the area above. OR You see that no more than 3 tiles or panels are missing. Level 2: You see a hole that is larger than a sheet of paper--8½ inches by 11 inches--but it does not penetrate the area above. (You cannot see through it.) OR You see that more than 3 tiles or panels are missing. OR You see a crack more than 1/8 inch wide and 11 inches long. Level 3: You see a hole that penetrates the area above; you can see through it.
	Peeling/Needs Paint	You see paint that is peeling, cracking, flaking, or otherwise deteriorated. OR You see a surface that is not painted.	Level 1: The affected area is larger than 1 square foot, but smaller than 4 square feet. Level 2: The affected area is larger than 4 square feet. Level 3: N/A
	Water Stains/Water Damage/Mold/Mildew	You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.	Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area—over a small area (more than 1 square foot but less than 4 square feet). You estimate that less than 10% of the ceiling surface area is affected. You may or may not see water. Level 2: You see evidence of a leak mold or mildew-- such as a darkened area—over a large area (more than 4 square feet). You may or may not see water. OR You estimate that 10-50% of the ceiling area has Level 1 damage. Level 3: On one ceiling, you estimate that a large portion--50% of its surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or mildew. The ceiling surface may have failed. OR You estimate that more than 50% of the ceiling shows Level 1 damage from stains, mold, or mildew.
Doors	Damaged Frames/Threshold/Lintels/Trim	You see a frame, header, jamb, threshold, lintel, or trim that is warped, split, cracked, or broken.	Level 1: N/A Level 2: At least <i>one door</i> is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim. Level 3: At least one entry door is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim.
	Damaged Hardware/Locks	The attachments to a door that provide hinging, hanging, opening, closing, surface protection, or security are damaged or missing. These include locks, panic hardware, overhead door tracks, springs and pulleys, sliding door tracks and hangers, and door closures. Note: <i>If a door is designed to have a lock, the lock should work. If a door is designed without locks, do not record it as a deficiency.</i>	Level 1: A <i>closet door</i> does not function as it should because of damage to the door's hardware. OR A <i>closet door</i> that requires locking cannot be locked because of damage to the door's hardware. Level 2: A <i>door</i> does not function as it should because of damage to the door's hardware. OR A <i>door</i> that requires locking cannot be locked because of damage to the door's hardware. Level 3: An <i>entry door</i> does not function as it should because of damage to the door's hardware. OR An <i>entry door</i> that requires locking cannot be locked because of damage to the door's hardware.
	Damaged Surface - Holes/Paint	You see damage to the door surface that:	Level 1: N/A

Uniform Physical Condition Standards - Comprehensive Listing/Inspectable Area: Other Room Used for Living

		<ul style="list-style-type: none"> ▪ may affect either the surface protection or the strength of the door ▪ -OR- ▪ may compromise building security <p>This includes holes, peeling/cracking/no paint.</p>	<p>Level 2: One interior door--not a bathroom or entry door--has a hole or holes with a diameter ranging from 1/4 inch to 1 inch.</p> <p>Level 3: One door has a hole or holes larger than 1 inch in diameter, significant peeling, cracking or no paint that affects the integrity of the door surface.</p>
	Missing Door	A door is missing.	<p>Level 1: A door is missing, but it is not an entry door.</p> <p>Level 2: Two doors are missing, but they are not bathroom doors or entry doors, and the condition presents no hazard.</p> <p>Level 3: An entry door is missing.</p>
Electrical System	Evidence of Leaks/Corrosion	<p>You see liquid stains, rust marks, or other signs of corrosion on electrical enclosures or hardware.</p> <p>Note: <i>Do not consider surface rust a deficiency if it does not affect the condition of the electrical enclosure.</i></p>	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: Any corrosion that affects the condition of the components that carry current OR Any stains or rust on the interior of electrical enclosures OR Any evidence of water leaks in the enclosure or hardware.</p>
	Frayed Wiring	You see nicks, abrasions, or fraying of the insulation that expose wires that conduct current.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: You see any nicks, abrasions, or fraying of the insulation that expose any conducting wire.</p>
	Missing Outlets/Switches	An outlet, switch, or both are missing.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: An outlet, switch, or both are missing.</p>
	Missing/Broken Cover Plates	The flush plate used to cover the opening around a switch or outlet is damaged or missing.	<p>Level 1: An outlet or switch has a broken cover plate over a junction box, but this does not cause wires to be exposed.</p> <p>Level 2: N/A</p> <p>Level 3: A cover plate is missing, which causes wires to be exposed.</p>
	Missing/Inoperative Lighting Fixture	A lighting fixture is missing or does not function as it should. The malfunction may be in the total system or components--excluding light bulbs.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: A permanent lighting fixture is missing or not functioning, and no other switched light source is functioning in the room.</p>
Floors	Bulging/Buckling	A floor is bowed, deflected, sagging, or is no longer aligned horizontally.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: You see bulging, buckling, sagging, or a lack of horizontal alignment.</p>
	Floor Covering Damage	You see damage to carpet tiles, wood, sheet vinyl, or other floor covering.	<p>Level 1: You estimate that <i>only 5-10%</i> of the floor covering has stains, surface burns, shallow cuts, small holes, or tears in non-traffic areas; loose areas; or exposed seams. The covering is fully functional, and there is no safety hazard.</p> <p>Level 2: You estimate that <i>10-50%</i> of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material. There is no safety hazard.</p> <p>Level 3: You estimate that <i>more than 50%</i> of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material.</p>

Uniform Physical Condition Standards - Comprehensive Listing/Inspectable Area: Other Room Used for Living

	Missing Flooring Tiles	VCT, sheet, vinyl, carpet, or other flooring material is missing. Note: <i>If you have a single concern about compromised safety, record this as a Level 3 deficiency.</i>	Level 1: For a single floor, small areas of the floor surface are missing. You estimate that more than 5% but less than 10% of the floors are affected and that this does not cause a safety problem. Level 2: You estimate that 10-50% of the floors have missing or broken flooring and that this does not cause a safety problem. Level 3: You estimate that more than 50% of the floors are affected by missing or broken flooring OR Missing or broken flooring causes a single safety problem.
	Peeling/Needs Paint	For floors that are painted, you see paint that is peeling, cracking, flaking, or otherwise deteriorated.	Level 1: The area affected is more than 1 square foot, but less than 4 square feet. Level 2: The area affected is more than 4 square feet. Level 3: N/A
	Rot/Deteriorated Subfloor	The subfloor has decayed or is decaying.	Level 1: N/A Level 2: You see small areas of rot or spongy flooring--more than 1 square foot, but less than 4 square feet. Level 3: You see large areas of rot--more than 4 square feet--and applying weight causes noticeable deflection.
	Water Stains/Water Damage/Mold/Mildew	You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.	Level 1: N/A Level 2: You see evidence of a water stain, mold, or mildew--such as a darkened area--over a small area of floor (1-4 square feet). You may or may not see water. Level 3: You estimate that a large portion of floor--more than 4 square feet--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, mold, and flaking, and the floor surface may have failed.
Smoke Detector	Missing/Inoperable	A smoke detector will not activate or is missing.	Level 1: N/A Level 2: N/A Level 3: A single smoke detector is missing or does not function as it should.
Walls	Bulging/Buckling	A wall is bowed, deflected, sagged, or is no longer vertically aligned.	Level 1: N/A Level 2: N/A Level 3: You see bulging, buckling, sagging, or that the wall is no longer vertically aligned.
	Damaged	You see punctures in the wall surface that may or may not penetrate completely. Panels or tiles may be missing or damaged. Note: <i>This does not include small holes created by hanging pictures, etc.</i>	Level 1: In a wall, you find a hole, missing tile or panel, or other damage that is between 1 inch and 8 ½ inches by 11 inches. The hole does not penetrate the adjoining room; you cannot see through it. Level 2: In a wall, you find a hole, missing tile or panel, or other damage that is larger than a sheet of paper—8 1/2 inches by 11 inches. OR You find a crack greater than 1/8 inch wide and at least 11 inches long. Level 3: You find a hole of any size that penetrates an adjoining room; you can see through the hole. OR Two or more walls have Level 2 holes.
	Damaged/Deteriorated Trim	Cove molding, chair rail, base molding, or other decorative trim is damaged or has decayed.	Level 1: You see small areas of deterioration in the trim surfaces, and you estimate that 5-10% of the wall area is affected. Level 2: You see large areas of deterioration in the trim surfaces, and you estimate that 10-50% of the wall area is affected. Level 3: You see significant areas of deterioration in the wall surfaces, and you estimate that more than 50% of the wall area is affected.
	Peeling/Needs Paint	Paint is peeling, cracking, flaking, or otherwise deteriorated. OR A surface is not painted.	Level 1: The affected area affected is more than 1 square foot but less than 4 square feet. Level 2: The affected area is more than 4 square feet. Level 3: N/A

Uniform Physical Condition Standards - Comprehensive Listing/Inspectable Area: Other Room Used for Living

	Water Stains/Water Damage/Mold/Mildew	Walls are not watertight. You see evidence of water infiltration, mold, or mildew--or damage caused by saturation or surface failure.	<p>Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area--over a small area (more than 1 square foot but less than 4 square feet). You may or may not see water.</p> <p>Level 2: You see evidence of a leak, mold, or mildew--such as a darkened area--over a large area (more than 4 square feet). You probably see water.</p> <p>Level 3: On one or more walls, you estimate that a large portion--50% of the surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or flaking.</p>
Windows	Cracked/Broken/Missing Panes	A glass pane is cracked, broken, or missing from the window sash.	<p>Level 1: You see a cracked window pane.</p> <p>Level 2: N/A</p> <p>Level 3: You see that a window pane is broken or missing from the window sash.</p>
	Damaged Window Sill	The sill--the horizontal part of the window that bears the upright portion of the frame—is damaged.	<p>Level 1: A sill is damaged, but still there. The inside of the surrounding wall is not exposed, and you see no impact on the operation or functioning of the window or on its weather tightness.</p> <p>Level 2: A sill is missing or damaged enough to expose the inside of the surrounding walls and compromise its weather tightness.</p> <p>Level 3: N/A</p>
	Missing/Deteriorated Caulking/Seals/Glazing Compound	<p>The caulking or glazing compound that resists weather is missing or deteriorated.</p> <p>Note:</p> <p>1. <i>This also includes Thermopane or insulated windows that have failed.</i></p> <p>2. <i>Caulk and seals are considered to be deteriorated when two or more seals for any window have lost their elasticity. (If the seals crumble and flake when touched, they have lost their elasticity.)</i></p>	<p>Level 1: N/A</p> <p>Level 2: Most of the window shows missing or deteriorated caulk or glazing compound, but there is no evidence of damage to the window or surrounding structure.</p> <p>Level 3: There are missing or deteriorated caulk or seals--with evidence of leaks or damage to the window or surrounding structure.</p>
	Inoperable/Not Lockable	<p>A window cannot be opened or closed because of damage to the frame, faulty hardware, or another cause.</p> <p>Note: <i>If a window is not designed to lock, do not record this as a deficiency.</i></p>	<p>Level 1: A window is not functioning, but can be secured. Other windows in the immediate area are functioning</p> <p>Level 2: N/A</p> <p>Level 3: A window is not functioning, but cannot be secured. In the immediate area, there are no other windows that are functioning properly.</p>
	Peeling/Needs Paint	<ul style="list-style-type: none"> ▪ Paint covering the window assembly or trim is cracking, flaking, or otherwise failing. -OR- ▪ The window assembly or trim is not painted or is exposed to the elements. 	<p>Level 1: You see peeling paint or a window that needs paint.</p> <p>Level 2: N/A</p> <p>Level 3: N/A</p>

Uniform Physical Condition Standards - Comprehensive Listing

Inspectable Area: Garage

Inspectable Item	Observable Deficiency	Deficiency	Level of Deficiency
Ceiling	Bulging/Buckling	The ceiling is bowed, deflected, sagging, or is no longer aligned horizontally.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: You see bulging, buckling, sagging, or a problem with alignment.</p>
	Holes/Missing Tiles/Panels/Cracks	<p>The ceiling surface has punctures that may or may not penetrate completely.</p> <p>OR</p> <p>Panels or tiles are missing or damaged.</p>	<p>Level 1: You see small holes that are no larger than a sheet of paper--8½ inches by 11 inches. OR No hole penetrates the area above. OR You see that no more than 3 tiles or panels are missing.</p> <p>Level 2: You see a hole that is larger than a sheet of paper--8½ inches by 11 inches--but it does not penetrate the area above. (You cannot see through it.) OR You see that more than 3 tiles or panels are missing. OR You see a crack more than 1/8 inch wide and 11 inches long.</p> <p>Level 3: You see a hole that penetrates the area above; you can see through it.</p>
	Peeling/Needs Paint	<p>You see paint that is peeling, cracking, flaking, or otherwise deteriorated.</p> <p>OR</p> <p>You see a surface that is not painted.</p>	<p>Level 1: The affected area is larger than 1 square foot, but smaller than 4 square feet.</p> <p>Level 2: The affected area is larger than 4 square feet.</p> <p>Level 3: N/A</p>
	Water Stains/Water Damage/Mold/Mildew	You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.	<p>Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area--over a small area (more than 1 square foot but less than 4 square feet). You estimate that less than 10% of the ceiling surface area is affected. You may or may not see water.</p> <p>Level 2: You see evidence of a leak mold or mildew-- such as a darkened area--over a large area (more than 4 square feet). You may or may not see water. OR You estimate that 10-50% of the ceiling area has Level 1 damage.</p> <p>Level 3: On one ceiling, you estimate that a large portion--50% of its surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or mildew. The ceiling surface may have failed. OR You estimate that more than 50% of the ceiling shows Level 1 damage from stains, mold, or mildew.</p>
Doors	Damaged Frames/Threshold/Lintels/Trim	You see a frame, header, jamb, threshold, lintel, or trim that is warped, split, cracked, or broken.	<p>Level 1: N/A</p> <p>Level 2: At least <i>one door</i> is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim.</p> <p>Level 3: At least one entry door is not functioning or cannot be locked because of damage to the frame, threshold, lintel, or trim.</p>
	Damaged Hardware/Locks	The attachments to a door that provide hinging, hanging, opening, closing, surface protection, or security are damaged or missing. These include locks, panic hardware, overhead door tracks, springs and pulleys, sliding door tracks and hangers, and door closures. Note: <i>If a door is designed to have a lock, the lock should work. If a door is designed without locks, do not record it as a deficiency.</i>	<p>Level 1: A <i>closet door</i> does not function as it should because of damage to the door's hardware. OR A <i>closet door</i> that requires locking cannot be locked because of damage to the door's hardware.</p> <p>Level 2: A <i>door</i> does not function as it should because of damage to the door's hardware. OR A <i>door</i> that requires locking cannot be locked because of damage to the door's hardware.</p> <p>Level 3: An <i>entry door</i> does not function as it should because of damage to the door's hardware. OR An <i>entry door</i> that requires locking cannot be locked because of damage to the door's hardware.</p>

Uniform Physical Condition Standards - Comprehensive Listing

Inspectable Area: Garage

	Damaged/Missing Screen/Storm/Security Door	You see damage to surfaces, including screens, glass, frames, hardware, and door surfaces.	<p>Level 1: At least one screen door or storm door is damaged or is missing screens or glass—shown by an empty frame or frames.</p> <p>Level 2: N/A</p> <p>Level 3: A security door is not functioning or missing.</p>
	Damaged Surface - Holes/Paint/Rusting/Glass	<p>You see damage to the door surface that:</p> <ul style="list-style-type: none"> ▪ may affect either the surface protection or the strength of the door ▪ -OR- ▪ may compromise building security <p>This includes holes, peeling/cracking/no paint.</p>	<p>Level 1: N/A</p> <p>Level 2: One interior door--not a bathroom or entry door--has a hole or holes with a diameter ranging from 1/4 inch to 1 inch.</p> <p>Level 3: One door has a hole or holes larger than 1 inch in diameter, significant peeling, cracking or no paint that affects the integrity of the door surface.</p>
	Deteriorated/Missing Seals (Entry Only)	The seals and stripping around the entry door(s) to resist weather and fire are damaged or missing.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: The seals are missing on one entry door, or they are so damaged that they do not function as they should.</p>
	Missing Door	A door is missing.	<p>Level 1: A door is missing, but it is not an entry door.</p> <p>Level 2: Two doors are missing, but they are not bathroom doors or entry doors, and the condition presents no hazard.</p> <p>Level 3: An entry door is missing.</p>
Electrical System	Evidence of Leaks/Corrosion	<p>You see liquid stains, rust marks, or other signs of corrosion on electrical enclosures or hardware.</p> <p>Note: <i>Do not consider surface rust a deficiency if it does not affect the condition of the electrical enclosure.</i></p>	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: Any corrosion that affects the condition of the components that carry current OR Any stains or rust on the interior of electrical enclosures OR Any evidence of water leaks in the enclosure or hardware.</p>
	Frayed Wiring	You see nicks, abrasions, or fraying of the insulation that expose wires that conduct current.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: You see any nicks, abrasions, or fraying of the insulation that expose any conducting wire.</p>
	Missing Outlets/Switches	An outlet, switch, or both are missing.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: An outlet, switch, or both are missing.</p>
	Missing/Broken Cover Plates	The flush plate used to cover the opening around a switch or outlet is damaged or missing.	<p>Level 1: An outlet or switch has a broken cover plate over a junction box, but this does not cause wires to be exposed.</p> <p>Level 2: N/A</p> <p>Level 3: A cover plate is missing, which causes wires to be exposed.</p>
	Missing/Inoperative Lighting Fixture	A lighting fixture is missing or does not function as it should. The malfunction may be in the total system or components--excluding light bulbs.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: A permanent lighting fixture is missing or not functioning, and no other switched light source is functioning in the room.</p>
Floors	Bulging/Buckling	A floor is bowed, deflected, sagging, or is no longer aligned horizontally.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: You see bulging, buckling, sagging, or a lack of horizontal alignment.</p>
	Floor Covering Damage	You see damage to carpet tiles, wood, sheet vinyl, or other floor covering.	<p>Level 1: You estimate that <i>only 5-10%</i> of the floor covering has stains, surface burns, shallow cuts, small holes, or tears in non-traffic areas; loose areas; or exposed seams. The covering is fully functional, and there is no safety hazard.</p>

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Inspectable Area: Garage

			<p>Level 2: You estimate that 10-50% of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material. There is no safety hazard.</p> <p>Level 3: You estimate that <i>more than 50%</i> of the floor covering has burn marks, cuts, tears, holes, or large sections of exposed seams that expose the underlying material.</p>
	Missing Flooring Tiles	<p>VCT, sheet, vinyl, carpet, or other flooring material is missing.</p> <p>Note: <i>If you have a single concern about compromised safety, record this as a Level 3 deficiency.</i></p>	<p>Level 1: For a single floor, small areas of the floor surface are missing. You estimate that more than 5% but less than 10% of the floors are affected and that this does not cause a safety problem.</p> <p>Level 2: You estimate that 10-50% of the floors have missing or broken flooring and that this does not cause a safety problem.</p> <p>Level 3: You estimate that more than 50% of the floors are affected by missing or broken flooring OR Missing or broken flooring causes a single safety problem.</p>
	Peeling/Needs Paint	For floors that are painted, you see paint that is peeling, cracking, flaking, or otherwise deteriorated.	<p>Level 1: The area affected is more than 1 square foot, but less than 4 square feet.</p> <p>Level 2: The area affected is more than 4 square feet.</p> <p>Level 3: N/A</p>
	Rot/Deteriorated Subfloor	The subfloor has decayed or is decaying.	<p>Level 1: N/A</p> <p>Level 2: You see small areas of rot or spongy flooring--more than 1 square foot, but less than 4 square feet.</p> <p>Level 3: You see large areas of rot--more than 4 square feet--and applying weight causes noticeable deflection.</p>
	Water Stains/Water Damage/Mold/Mildew	You see evidence of water infiltration, mold, or mildew that may have been caused by saturation or surface failure.	<p>Level 1: N/A</p> <p>Level 2: You see evidence of a water stain, mold, or mildew--such as a darkened area--over a small area of floor (1-4 square feet). You may or may not see water.</p> <p>Level 3: You estimate that a large portion of floor--more than 4 square feet--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, mold, and flaking, and the floor surface may have failed.</p>
Smoke Detector	Missing/Inoperable	A smoke detector will not activate or is missing.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: A single smoke detector is missing or does not function as it should.</p>
Walls	Bulging/Buckling	A wall is bowed, deflected, sagged, or is no longer vertically aligned.	<p>Level 1: N/A</p> <p>Level 2: N/A</p> <p>Level 3: You see bulging, buckling, sagging, or that the wall is no longer vertically aligned.</p>
	Damaged	<p>You see punctures in the wall surface that may or may not penetrate completely. Panels or tiles may be missing or damaged.</p> <p>Note: <i>This does not include small holes created by hanging pictures, etc.</i></p>	<p>Level 1: In a wall, you find a hole, missing tile or panel, or other damage that is between 1 inch and 8 ½ inches by 11 inches. The hole does not penetrate the adjoining room; you cannot see through it.</p> <p>Level 2: In a wall, you find a hole, missing tile or panel, or other damage that is larger than a sheet of paper—8 1/2 inches by 11 inches. OR You find a crack greater than 1/8 inch wide and at least 11 inches long.</p> <p>Level 3: You find a hole of any size that penetrates an adjoining room; you can see through the hole. OR Two or more walls have Level 2 holes.</p>

Uniform Physical Condition Standards - Comprehensive Listing

Inspectable Area: Garage

	Damaged/Deteriorated Trim	Cove molding, chair rail, base molding, or other decorative trim is damaged or has decayed.	<p>Level 1: You see small areas of deterioration in the trim surfaces, and you estimate that 5-10% of the wall area is affected.</p> <p>Level 2: You see large areas of deterioration in the trim surfaces, and you estimate that 10-50% of the wall area is affected.</p> <p>Level 3: You see significant areas of deterioration in the wall surfaces, and you estimate that more than 50% of the wall area is affected.</p>
	Peeling/Needs Paint	Paint is peeling, cracking, flaking, or otherwise deteriorated. OR A surface is not painted.	<p>Level 1: The affected area affected is more than 1 square foot but less than 4 square feet.</p> <p>Level 2: The affected area is more than 4 square feet.</p> <p>Level 3: N/A</p>
	Water Stains/Water Damage/Mold/Mildew	Walls are not watertight. You see evidence of water infiltration, mold, or mildew--or damage caused by saturation or surface failure.	<p>Level 1: You see evidence of a leak, mold, or mildew--such as a darkened area--over a small area (more than 1 square foot but less than 4 square feet). You may or may not see water.</p> <p>Level 2: You see evidence of a leak, mold, or mildew--such as a darkened area--over a large area (more than 4 square feet). You probably see water.</p> <p>Level 3: On one or more walls, you estimate that a large portion--50% of the surface--has been substantially saturated or damaged by water, mold, or mildew. You see cracks, moist areas, mold, or flaking.</p>
Windows	Cracked/Broken/Missing Panes	A glass pane is cracked, broken, or missing from the window sash.	<p>Level 1: You see a cracked window pane.</p> <p>Level 2: N/A</p> <p>Level 3: You see that a window pane is broken or missing from the window sash.</p>
	Damaged Window Sill	The sill--the horizontal part of the window that bears the upright portion of the frame--is damaged.	<p>Level 1: A sill is damaged, but still there. The inside of the surrounding wall is not exposed, and you see no impact on the operation or functioning of the window or on its weather tightness.</p> <p>Level 2: A sill is missing or damaged enough to expose the inside of the surrounding walls and compromise its weather tightness.</p> <p>Level 3: N/A</p>
	Missing/Deteriorated Caulking/Seals/Glazing Compound	The caulking or glazing compound that resists weather is missing or deteriorated. Note: 1. <i>This also includes Thermopane or insulated windows that have failed.</i> 2. <i>Caulk and seals are considered to be deteriorated when two or more seals for any window have lost their elasticity. (If the seals crumble and flake when touched, they have lost their elasticity.)</i>	<p>Level 1: N/A</p> <p>Level 2: Most of the window shows missing or deteriorated caulk or glazing compound, but there is no evidence of damage to the window or surrounding structure.</p> <p>Level 3: There are missing or deteriorated caulk or seals--with evidence of leaks or damage to the window or surrounding structure.</p>
	Inoperable/Not Lockable	A window cannot be opened or closed because of damage to the frame, faulty hardware, or another cause. Note: <i>If a window is not designed to lock, do not record this as a deficiency.</i>	<p>Level 1: A window is not functioning, but can be secured. Other windows in the immediate area are functioning</p> <p>Level 2: N/A</p> <p>Level 3: A window is not functioning, but cannot be secured. In the immediate area, there are no other windows that are functioning properly.</p>
	Peeling/Needs Paint	<ul style="list-style-type: none"> ▪ Paint covering the window assembly or trim is cracking, flaking, or otherwise failing. -OR- ▪ The window assembly or trim is not painted or is exposed to the elements. 	<p>Level 1: You see peeling paint or a window that needs paint.</p> <p>Level 2: N/A</p> <p>Level 3: N/A</p>