# MF REHABILITATION WORK WRITE-UP ESTIMATE

|  |  |
| --- | --- |
| **Property:** Enter Property’s Name |  **Date:** Today’s Date |
| **Physical Address:** Enter Physical Address of Home |
| **City:** Enter City | **State**: State | **Zip Code:** Postal Code |
| **Administrator:** Enter Administrator Name | **Grantee:** Grantee Name |

**Scope of Work:**

It will be the responsibility of the contractor to meet the requirements of the 2012 International Existing Building Code during all phases of construction. Upon submittal of his / her first bid, the contractor agrees to having received, reviewed and accepts the terms of the “General Specifications and Requirements for Multi-Family Rehabilitation” and “Instructions to Bidders”. The contractor will obtain all necessary permits and schedule all inspections required by all laws, regulations, or public authority having jurisdiction. The Contractor shall obtain certificates of such inspections and shall submit same to the rehabilitation housing inspector before final payment is made and shall pay all fees, charges, and other expenses in connection therewith.

**Energy Conservation Home Features:**

HUD encourages programs to undertake activities that prolong the use of energy efficient residences. One way this can be accomplished is to incorporate *Energy Star* qualified products and building practices when conducting rehabilitation or constructing new housing. Contractors are advised to visit [www.energystar.gov](http://www.energystar.gov) for product specifications and procedures for information on qualifying products and methods of construction to be used in this project.

**Was this house constructed prior to 1978?** [ ] **Yes** [ ] **No**

**If the answer was yes, you must complete a Lead Based Paint Assessment prior to submitting this write-up so that the information obtained can be used to perform the review process.**

**Are there LBP corrections required for this structure?** [ ] **Yes** [ ] **No**

**This section is formatted in conjunction with the Uniform Physical Condition Standards Checklist and the 2012 International Existing Building Code.**

**SITE**

[ ]  **FENCING & GATES**

 Damaged / Falling / Leaning / Holes / Missing Sections

Description: Enter deficiencies, action required, and materials to be used. $ Enter Est. Cost. **$** Enter LBP Est.

[ ]  **GROUNDS**

 Erosion / Rutting / Overgrown Vegetation /Ponding / Site Drainage

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. **$** Enter LBP Est.

[ ]  **MAILBOX / PROJECT SIGNS**

 Missing / Damaged / Address Numbers / Missing / Damaged

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. **$** Enter LBP Est.

[ ]  **MARKET APPEAL**

 Graffiti / Litter

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LPB Ext.

[ ]  **PARKING / DRIVEWAY / ROADS**

 Cracks / Potholes / Loose Materials / Settlement

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost.$ Enter LBP Est.

[ ]  **REFUSE DISPOSAL**

 Broken / Damaged Enclosures / Inadequate / Missing

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **RETAINING WALLS**

 Damaged / Falling / Leaning

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **STORM DAMAGE**

 Damaged / Obstructions

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WALKWAY / STEPS**

 Broken / Cracks / Settlement / Spalling / Missing or Damaged Handrails

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **PLAYGROUNDS**

 Damaged Broken Equipment/ Deteriorated Playground Surface

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

**BUILDING EXTERIOR**

[ ]  **DOORS**

 Damaged / Frames / Thresholds / Hardware / Surface / Weather Stripping / Caulking / Storm Door

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **FIRE ESCAPES**

 Blocked Egress / Ladders / Missing Components

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **FOUNDATIONS**

 Cracked / Gaps / Spalling / Exposed Reinforcement

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **LIGHTING**

 Broken / Missing / Fixtures / Bulbs

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **PATIO / PORCH/ BALCONY**

 Damaged / Falling / Leaning / Holes / Missing Sections

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **ROOFS**

 Damaged / Soffit / Fascia / Vents / Drains / Membrane / Shingles / Gutters / Downspouts /Ponding

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LPB Est.

[ ]  **STAIRS**

 Broken / Damaged / Missing / Steps / Handrails / Guardrails

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost.$ Enter LBP Est.

[ ]  **WALLS**

 Damaged / Missing / Cracks / Gaps / Holes / Spalling / Peeling / Caulking / Chimneys

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WINDOWS**

 Damaged / Missing / Broken / Frames / Panes / Sills / Lintels / Trim / Screens / Caulking / Paint

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

**COMMON AREAS**

[ ]  **COMMUNITY ROOM**

 Call for Aid Inoperable / Doors/ Floors/ Fire Extinguishers

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **FIRE ESCAPES**

 Blocked Egress / Ladders / Missing Components

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **LOBBYS**

 Doors/ Windows/ Emergency Lighting

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **PATIO / PORCH/ BALCONY**

 Damaged / Falling / Leaning / Holes / Missing Sections

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **ROOFS**

 Damaged / Soffit / Fascia / Vents / Drains / Membrane / Shingles / Gutters / Downspouts /Ponding

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **STAIRS**

 Broken / Damaged / Missing / Steps / Handrails / Guardrails

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost.$ Enter LBP Est.

[ ]  **WALLS**

 Damaged / Missing / Cracks / Gaps / Holes / Spalling / Peeling / Caulking / Chimneys

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WINDOWS**

 Damaged / Missing / Broken / Frames / Panes / Sills / Lintels / Trim / Screens / Caulking / Paint

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

**BUILDING SYSTEMS**

[ ]  **DOMESTIC WATER**

 Leaking Central Water Supply / Broken / Inoperative

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **ELECTRICAL SYSTEMS**

 Access / Damaged / Missing / Breakers / Covers / Wires / Corrosion / Evidence of Water Leaks

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **HOT WATER HEATER**

 Inoperative / Leaking / Rust / Corrosion / Missing / TPRV / Vent / Chimney / Combustion Air

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **HVAC**

 Inoperative / Noisy / Vibrating / Leaking / Rust / Corrosion / Missing / Vent / Chimney / Covers

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **SANITARY SEWER / SEPTIC SYSTEM**

 Broken / Leaking / Clogged / Missing / Cleanouts / Manhole Covers

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

**BATHROOM**

[ ]  **BATHROOM**

 Cabinets / Sinks / Plumbing / Tub / Shower / Ventilation / Water Closet

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **CEILING**

 Damaged / Missing / Cracks / Gaps / Holes / Spalling / Peeling / Caulking / Chimneys

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **DOORS**

 Damaged / Missing / Frames / Threshold / Lintel / Hardware / Surface / Paint

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. Enter LBP Est.

[ ]  **ELECTRICAL SYSTEM**

 Inoperable / GFCI / Damage / Missing / Wire / Cover Plates / Light Fixture / Water Leaks

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **FLOORS**

 Bulging / Buckling / Damaged / Missing / Covering / Tile / Deteriorated Subfloor /Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WALLS**

 Bulging / Buckling / Damaged / Trim / Paint / Water Stains / Mold / Mildew

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WINDOWS**

 Cracked / Broken / Missing / Panes /Sill / Caulking / Hardware / Paint / Water Stains / Screens

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

**KITCHEN**

[ ]  **KITCHEN**

 Damaged / Missing / Cabinets / Countertops / Sinks / Faucet / Plumbing / Appliances

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost.

[ ]  **CEILING**

 Bulging / Buckling / Holes / Peeling / Damage / Missing / Tile / Panels / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **DOORS**

 Damaged / Missing / Frames / Threshold / Lintel / Hardware / Surface / Paint

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **ELECTRICAL SYSTEM**

 Inoperable / GFCI / Damage / Missing / Wire / Cover Plate / Light Fixture / Water Leaks

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **FLOORS**

 Bulging / Buckling / Damaged / Missing / Covering / Tile / Deteriorated Subfloor / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WALLS**

 Bulging / Buckling / Damaged / Trim / Paint / Water Stains / Mold / Mildew

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WINDOWS**

 Cracked / Broken / Missing / Panes / Sill / Caulking / Hardware / Paint / Water Stains / Screens

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

**BEDROOM # 1**

[ ]  **BEDROOM**

 Damaged / Missing / Smoke Detector / Ceiling Fan / Closet / Egress

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **CEILING**

 Bulging / Buckling / Cracks / Holes / Peeling / Damaged / Missing / Tile / Panels / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **DOORS**

 Damaged / Missing / Frames / Threshold / Lintel / Hardware / Surface / Paint

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **ELECTRICAL SYSTEM**

 Inoperable / GFCI / Damage / Missing / Wire / Cover Plates / Light Fixture / Evidence of Water

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **FLOORS**

 Bulging / Buckling / Damaged / Missing / Covering / Tile / Deteriorated Subfloor / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WALLS**

 Bulging / Buckling / Damaged / Trim / Paint / Water Stains / Mold / Mildew

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WINDOWS**

 Cracked / Broken / Missing / Panes / Sill / Caulking / Hardware / Paint / Water Stains / Screens

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

**BEDROOM # 2**

[ ]  **BEDROOM**

 Damaged / Missing / Smoke Detector / Ceiling Fan / Closet / Egress

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **CEILING**

 Bulging / Buckling / Cracks / Holes / Peeling / Damaged / Missing / Tile / Panels / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **DOORS**

 Damaged / Missing / Frames / Threshold / Lintel / Hardware / Surface / Paint

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **ELECTRICAL SYSTEM**

 Inoperable / GFCI / Damage / Missing / Wire / Cover Plates / Light Fixture / Evidence of Water

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **FLOORS**

 Bulging / Buckling / Damaged / Missing / Covering / Tile / Deteriorated Subfloor / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WALLS**

 Bulging / Buckling / Damaged / Trim / Paint / Water Stains / Mold / Mildew

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WINDOWS**

 Cracked / Broken / Missing / Panes / Sill / Caulking / Hardware / Paint / Water Stains / Screens

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

**BEDROOM # 3**

[ ]  **BEDROOM**

 Damaged / Missing / Smoke Detector / Ceiling Fan / Closet / Egress

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **CEILING**

 Bulging / Buckling / Cracks / Holes / Peeling / Damaged / Missing / Tile / Panels / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **DOORS**

 Damaged / Missing / Frames / Threshold / Lintel / Hardware / Surface / Paint

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **ELECTRICAL SYSTEM**

 Inoperable / GFCI / Damage / Missing / Wire / Cover Plates / Light Fixture / Evidence of Water

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **FLOORS**

 Bulging / Buckling / Damaged / Missing / Covering / Tile / Deteriorated Subfloor / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WALLS**

 Bulging / Buckling / Damaged / Trim / Paint / Water Stains / Mold / Mildew

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WINDOWS**

 Cracked / Broken / Missing / Panes / Sill / Caulking / Hardware / Paint / Water Stains / Screens

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

**HALLWAY**

[ ]  **HALLWAY**

 Damaged / Missing / Smoke Detector / Closet /Attic Access / Egress

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **CEILING**

 Bulging / Buckling / Cracks / Holes / Peeling / Damaged / Missing / Tile / Panels / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **DOORS**

 Damaged / Missing / Frames / Threshold / Lintel / Hardware / Surface / Paint

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **ELECTRICAL SYSTEM**

 Inoperable / GFCI / Damage / Missing / Wire / Cover Plates / Light Fixture / Evidence of Water

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **FLOORS**

 Bulging / Buckling / Damaged / Missing / Covering / Tile / Deteriorated Subfloor / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WALLS**

 Bulging / Buckling / Damaged / Trim / Paint / Water Stains / Mold / Mildew

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WINDOWS**

 Cracked / Broken / Missing / Panes / Sill / Caulking / Hardware / Paint / Water Stains / Screens

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **STAIRS**

 Broken / Damaged / Missing / Steps / Handrails / Guardrails

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

**LIVING ROOM**

[ ]  **LIVING ROOM**

 Damaged / Missing / Smoke Detector / Ceiling Fan /Closet / Entry

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **CEILING**

 Bulging / Buckling / Cracks / Holes / Peeling / Damaged / Missing / Tile / Panels / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **DOORS**

 Damaged / Missing / Frames / Threshold / Lintel / Hardware / Surface / Paint

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **ELECTRICAL SYSTEM**

 Inoperable / GFCI / Damage / Missing / Wire / Cover Plates / Light Fixture / Evidence of Water

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **FLOORS**

 Bulging / Buckling / Damaged / Missing / Covering / Tile / Deteriorated Subfloor / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WALLS**

 Bulging / Buckling / Damaged / Trim / Paint / Water Stains / Mold / Mildew

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WINDOWS**

 Cracked / Broken / Missing / Panes / Sill / Caulking / Hardware / Paint / Water Stains / Screens

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

**DINING ROOM**

[ ]  **DINING ROOM**

 Damaged / Missing / Smoke Detector / Closet

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **CEILING**

 Bulging / Buckling / Cracks / Holes / Peeling / Damaged / Missing / Tile / Panels / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **DOORS**

 Damaged / Missing / Frames / Threshold / Lintel / Hardware / Surface / Paint

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **ELECTRICAL SYSTEM**

 Inoperable / GFCI / Damage / Missing / Wire / Cover Plates / Light Fixture / Evidence of Water

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **FLOORS**

 Bulging / Buckling / Damaged / Missing / Covering / Tile / Deteriorated Subfloor / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WALLS**

 Bulging / Buckling / Damaged / Trim / Paint / Water Stains / Mold / Mildew

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WINDOWS**

 Cracked / Broken / Missing / Panes / Sill / Caulking / Hardware / Paint / Water Stains / Screens

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

**LAUNDRY AREA**

[ ]  **LAUNDRY AREA**

 Damaged / Missing / Dryer Vent / Plumbing / Exhaust Fan / Closet / Shelving

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **CEILING**

 Bulging / Buckling / Cracks / Holes / Peeling / Damaged / Missing / Tile / Panels / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **DOORS**

 Damaged / Missing / Frames / Threshold / Lintel / Hardware / Surface / Paint

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **ELECTRICAL SYSTEM**

 Inoperable / GFCI / Damage / Missing / Wire / Cover Plates / Light Fixture / Emergency Lights

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **FLOORS**

 Bulging / Buckling / Damaged / Missing / Covering / Tile / Deteriorated Subfloor / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WALLS**

 Bulging / Buckling / Damaged / Trim / Paint / Water Stains / Mold / Mildew

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WINDOWS**

 Cracked / Broken / Missing / Panes / Sill / Caulking / Hardware / Paint / Water Stains / Screens

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

**OTHER ROOM**

[ ]  **OTHER ROOM**

 Damaged / Missing / Smoke Detector / Ceiling Fan / Closet / Entry / Stairs / Egress

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **CEILING**

 Bulging / Buckling / Cracks / Holes / Peeling / Damaged / Missing / Tile / Panels / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **DOORS**

 Damaged / Missing / Frames / Threshold / Lintel / Hardware / Surface / Paint

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **ELECTRICAL SYSTEM**

 Inoperable / GFCI / Damage / Missing / Wire / Cover Plates / Light Fixture / Evidence of Water

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **FLOORS**

 Bulging / Buckling / Damaged / Missing / Covering / Tile / Deteriorated Subfloor / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WALLS**

 Bulging / Buckling / Damaged / Trim / Paint / Water Stains / Mold / Mildew

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WINDOWS**

 Cracked / Broken / Missing / Panes / Sill / Caulking / Hardware / Paint / Water Stains / Screens

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

**GARAGE**

[ ]  **GARAGE**

 Damaged / Missing / Smoke Detector / Stairs / Closet / Opener / Attic Access

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **CEILING**

 Bulging / Buckling / Cracks / Holes / Peeling / Damaged / Missing / Tile / Panels / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **DOORS**

 Damaged / Missing / Frames / Threshold / Lintel / Hardware / Surface / Paint

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **ELECTRICAL SYSTEM**

 Inoperable / GFCI / Damage / Missing / Wire / Cover Plates / Light Fixture / Evidence of Water

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **FLOORS**

 Bulging / Buckling / Damaged / Missing / Covering / Tile / Deteriorated Subfloor / Water Stains

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WALLS**

 Bulging / Buckling / Damaged / Trim / Paint / Water Stains / Mold / Mildew

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

[ ]  **WINDOWS**

 Cracked / Broken / Missing / Panes / Sill / Caulking / Hardware / Paint / Water Stains / Screens

Description: Enter deficiencies, actions required, and materials to be used. $ Enter Est. Cost. $ Enter LBP Est.

**GENERAL CONDITIONS**

**General Conditions** – *Administrative / Fees / Insurance / Temporary Rentals / Supplies / Mobilization*

* **Estimated Cost: $** Click here to enter text. **LBP Cost: $** Click here to enter text.

**Overhead & Profit** *– Reasonable and Customary to base bid only.*

* **Estimated Cost: $** Click here to enter text. **LBP Cost: $** Click here to enter text.

**TOTAL COSTS**

**Subtotal Cost: $** Click here to enter text. **Subtotal LBP Cost: $** Click here to enter text.

 **TOTAL COST $** Click here to enter text.

**Code of Conduct and Site Rules:**

Contractor shall conduct themselves in a professional manner and maintain a neat and orderly job site at all times. Upon completion of daily work, the contractor will organize materials and disposal of trash and construction debris. The structure shall be “Broom- Swept”. The Grantee may charge the Contractor for labor services to clean the job site if such services are required and implemented. The Contractor is responsible for the actions of their sub-contractors and employees which are on the job site at all times. The Contractor and their sub-contractors shall maintain normal working hours between 7:00 am and 5:00 pm, Monday through Saturday, or as required by local ordinance as to be respectful to owner and neighbors. There shall be no smoking or eating in the home at any time.

Prepared By: Click here to enter text. Date: Click here to enter a date.