

# BUILDINGS & GROUNDS PROJECTS Priority Ranking Criteria

PRIORITY SCORE =

Project Name Here *RRWTF Modular Meeting Room + I.T. Center*

RAW SCORE = 100

<b>BUILDINGS &amp; GROUNDS OBJECTIVE</b> Clean (60% of Raw Score)	<b>Buildings and Grounds (EL 3.4)</b>		Impact = ; Probability =	60.00	
	Buildings and Grounds capital projects are prioritized according to their ability to sustain the District's support functions.				
	<b>Criterion A: Protect Existing Assets</b>				
	Highest possible value is 55 points, with 55 points for "high", 33 points for "medium" and 5.5 points for "low". The intermediate scores are shown below:				
Impact	<b>Probability</b>			<p><b>Definition:</b> Project maintains or replaces existing building infrastructure to provide continuous housing of existing functions and/or to comply with employer safety standards.</p> <p><b>Impact:</b>  <u>High</u> - Without the project, District staff likely can not perform their normal daily work or an unsafe condition is present with the public. <i>The I.T. Dept currently has the District's servers in multiple locations making routine maintenance unnecessary with center lying to I.T. operation will make the operation more efficient.</i>  <u>Medium</u> - Without the project, District staff likely can only perform their normal daily work in a restricted manner for a limited duration and with work-arounds. <i>Additionally, field crews currently use the District's Admin Bldg. conf. rooms for training sessions which is undesired for this purpose. There is not enough parking and some vehicles are parked across the street in a vacant lot making a situation where some staff are required to cross Elk from Blvd. which is busy and w/o a crosswalk near this location to reach their destination.</i>  <u>Low</u> - Without the project, District staff can continue to perform their daily work. However, the building is at risk from a seismic event or continues to deteriorate to a critical condition where staff cannot perform their daily work.</p> <p><b>Probability of impact occurring:</b>  <u>High</u> - Likely to almost certain 65% - 100%  <u>Medium</u> - Possible 35% - 65%  <u>Low</u> - Unlikely or rare 0% - 35%</p>	
	High	Med.	Low		
	High	Med.	Low		
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Low	Med.	Low	High	Med.	Low
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Low	Med.	Low	High	Med.	Low
Low	Med.	Low	High	Med.	Low
Low	Med.	Low	High		

**FY 2017-2021 BUILDING & SITE / VEHICLES PROJECTS  
Priority Ranking Criteria**

**PRIORITY SCORE = 80**  
**RAW SCORE = 64**

Fiber Optic Cable

<b>PRIMARY OBJECTIVE (60%)</b>	<b>Buildings and Grounds (EL 3.4)</b> <span style="float: right;">Impact = M ; Probability = H</span>		60.00
	A	<input checked="" type="checkbox"/> <b>H+</b> Project maintains or replaces existing building infrastructure to provide continuous housing of existing functions and/or to comply with employer or public safety standards.	
	B	<input type="checkbox"/> <b>H</b> Project enhances building infrastructure to address treatment of staff or public issues.	
	C	<input type="checkbox"/> <b>H</b> Project positions the District to meet projected future space needs.	
<b>CLEANER OBJECTIVE (10%)</b>	<b>Positive Interaction (E 4) - Check all that apply</b>		4.00
	<input checked="" type="checkbox"/>	With the Community	<input checked="" type="checkbox"/> With other agencies
	<b>Good Neighbor (E 4) - Check all that apply</b>		
	<input type="checkbox"/>	Graffiti removal or Prevention Features	
	<input type="checkbox"/>	Trash removal features (vortex weirs)	
	<input type="checkbox"/>	Improves esthetics of project location	
<b>GREENER OBJECTIVE (15%)</b>	<b>Natural Resources Sustainability (E 3.2) - Check all that apply</b>		0.00
	<input type="checkbox"/>	Air Quality & Visibility Improvement	<input type="checkbox"/> Recycled Water, rain water or gray water utilized
	<input type="checkbox"/>	Energy Efficient Features (Lighting, HVAC, maximize daylight use, etc.)	<input type="checkbox"/> Construction Site Waste Management
	<input type="checkbox"/>	Renewable Energy Use	<input type="checkbox"/> Recycle/Re-use Solid Waste
	<input type="checkbox"/>	Water Efficient Features: Plumbing fixtures, Landscaping, etc.	<input type="checkbox"/> Reduce Solid Waste Production
			<input type="checkbox"/> Use of Recycled or Alternative Building Materials
	<b>Trails &amp; Open Space (E3.3) - Check all that apply</b>		
	<input type="checkbox"/>	Trail friendly features	<input type="checkbox"/> Open Space Protection / Preservation
	<input type="checkbox"/>	Provides/Improves Bicycle Commute Route	
<b>LEANER OBJECTIVE (15%)</b>	<b>Lifecycle costs are minimized - Check One</b>		0.00
	<input type="checkbox"/>	Annual cost savings of more than \$50,000	
	<input type="checkbox"/>	Annual cost savings of \$10,000 to \$50,000	
	<input type="checkbox"/>	Annual cost savings of less than \$10,000	
	<b>Funding Available from Other Agencies - Check One</b>		
	<input type="checkbox"/>	Over 50% of project costs available from other agencies	
	<input type="checkbox"/>	26% to 50% of project costs available from other agencies	
	<input type="checkbox"/>	Up to 25% of project costs available from other agencies	

**BUILDINGS & SITE / VEHICLES PROJECTS  
Priority Ranking Criteria**

PRIORITY SCORE =  
RAW SCORE = 100

Project Name Here *Fiber Optic Cable*

Impact = ; Probability = 60.00

**Buildings and Grounds (EL 3.4)**  
Buildings and Grounds capital projects are prioritized according to their ability to sustain the District's support functions.

**Criterion A: Protect Existing Assets**

Highest possible value is 55 points, with 55 points for "high", 33 points for "medium" and 5.5 points for "low". The intermediate scores are shown below:

		Probability		
		High	Med.	Low
Impact	High	H+ 55	H- 44	M+ 33
	Med.	H- 44	M+ 33	M- 19.3
	Low	M+ 33	M- 19.3	L 5.5

**Definition:** Project maintains or replaces existing building infrastructure to provide continuous housing of existing functions and/or to comply with employer safety standards.

**Impact:**

~~High~~ - Without the project, District staff likely can not perform their normal daily work  
*This proj. is necessary to construct the RRWTF Modular Mtg Room + I.T. center. Refer to that rankingsht.*

~~Medium~~ - Without the project, District staff likely can only perform their normal daily work in a restricted manner for a limited duration and with work-arounds.

~~Low~~ - Without the project, District staff can continue to perform their daily work. However, the building is at risk from a seismic event or continues to deteriorate to a critical condition where staff cannot perform their daily work.

**Probability of impact occurring:**

~~High~~ - Likely to almost certain 65% - 100%

~~Medium~~ - Possible 35% - 65%

~~Low~~ - Unlikely or rare 0% - 35%

H+ Determine the appropriate rating for the project as it pertains to Criterion A and then enter it in the box provided.

**Criterion B: Enhancement of Existing Assets**

Highest possible points are 30 points, with 30 points for "high", 18 points for "medium" and 3 points for "low".

**Definition:**

Project enhances building infrastructure to address treatment of staff issues.

**Effect of Project Impact:**

High (H) - Provides benefits for all employees or the public. ←

Medium (M) - Provides benefits for between 10 to all employees.

Low (L) - Provides benefits for below 10 employees.

H Determine the appropriate rating for the project as it pertains to Criterion B and then enter it in the box provided.

**Criterion C: Addressing Future Space Needs**

Highest possible points are 15 points, with 15 points for "high", 9 points for "medium" and 1.5 points for "low".

**Definition:**

Project positions the District to meet projected future space needs.

**Effect of Project Impact:**

High (H) - Meet projected demand 10 years in the future. ←

Medium (M) - Meet projected demand 10 to 20 years in the future.

Low (L) - Meet projected demand beyond 20 years in the future.

H Determine the appropriate rating for the project as it pertains to Criterion C and then enter it in the box provided.

**BUILDINGS & GROUNDS OBJECTIVE**  
Clean (60% of Raw Score)

**FY 2017-2021 BUILDING & SITE / VEHICLES PROJECTS  
Priority Ranking Criteria**

**PRIORITY SCORE = 52  
RAW SCORE = 41**

Well 1D Gate Improvement

<b>PRIMARY OBJECTIVE (60%)</b>	<b>Buildings and Grounds (EL 3.4)</b> <span style="float: right;">Impact = L ; Probability = L</span>		35.40
	A	<input type="checkbox"/> H- Project maintains or replaces existing building infrastructure to provide continuous housing of existing functions and/or to comply with employer or public safety standards.	
	B	<input type="checkbox"/> H- Project enhances building infrastructure to address treatment of staff or public issues.	
	C	<input type="checkbox"/> H Project positions the District to meet projected future space needs.	
<b>CLEANER OBJECTIVE (10%)</b>	<b>Positive Interaction (E 4) - Check all that apply</b>		6.00
	<input checked="" type="checkbox"/> X	With the Community	<input checked="" type="checkbox"/> X With other agencies
	<b>Good Neighbor (E 4) - Check all that apply</b>		
	<input type="checkbox"/>	Graffiti removal or Prevention Features	
	<input type="checkbox"/>	Trash removal features (vortex weirs)	
	<input checked="" type="checkbox"/> X	Improves esthetics of project location	
<b>GREENER OBJECTIVE (15%)</b>	<b>Natural Resources Sustainability (E 3.2) - Check all that apply</b>		0.00
	<input type="checkbox"/>	Air Quality & Visibility Improvement	<input type="checkbox"/> Recycled Water, rain water or gray water utilized
	<input type="checkbox"/>	Energy Efficient Features (Lighting, HVAC, maximize daylight use, etc.)	<input type="checkbox"/> Construction Site Waste Management
	<input type="checkbox"/>	Renewable Energy Use	<input type="checkbox"/> Recycle/Re-use Solid Waste
	<input type="checkbox"/>	Water Efficient Features: Plumbing fixtures, Landscaping, etc.	<input type="checkbox"/> Reduce Solid Waste Production
			<input type="checkbox"/> Use of Recycled or Alternative Building Materials
	<b>Trails &amp; Open Space (E3.3) - Check all that apply</b>		
	<input type="checkbox"/>	Trail friendly features	<input type="checkbox"/> Open Space Protection / Preservation
	<input type="checkbox"/>	Provides/Improves Bicycle Commute Route	
<b>LEANER OBJECTIVE (15%)</b>	<b>Lifecycle costs are minimized - Check One</b>		0.00
	<input type="checkbox"/>	Annual cost savings of more than \$50,000	
	<input type="checkbox"/>	Annual cost savings of \$10,000 to \$50,000	
	<input type="checkbox"/>	Annual cost savings of less than \$10,000	
	<b>Funding Available from Other Agencies - Check One</b>		
	<input type="checkbox"/>	Over 50% of project costs available from other agencies	
	<input type="checkbox"/>	26% to 50% of project costs available from other agencies	
	<input type="checkbox"/>	Up to 25% of project costs available from other agencies	

# BUILDINGS & SITE / VEHICLES PROJECTS

## Priority Ranking Criteria

PRIORITY SCORE =  
RAW SCORE = 100

Project Name Here *Well ID Gate Improvement*

Impact = ; Probability = 60.00

Buildings and Grounds (EL 3.4)  
Buildings and Grounds capital projects are prioritized according to their ability to sustain the District's support functions.

**Criterion A: Protect Existing Assets**

Highest possible value is 55 points, with 55 points for "high", 33 points for "medium" and 5.5 points for "low". The intermediate scores are shown below:

		Probability		
		High	Med.	Low
Impact	High	H+ 55	H- 44	M+ 33
	Med.	<span style="border: 1px solid red; border-radius: 50%; padding: 2px;">H-</span> 44	M+ 33	M- 19.3
	Low	M+ 33	M- 19.3	L 5.5

**Definition:** Project maintains or replaces existing building infrastructure to provide continuous housing of existing functions and/or to comply with employer safety standards.

**Impact:**

High – Without the project, District staff likely can not perform their normal daily work

Medium – Without the project, District staff likely can only perform their normal daily work in a restricted manner for a limited duration and with work-arounds. *Ex. gate broken making truck access difficult.*

Low – Without the project, District staff can continue to perform their daily work. However, the building is at risk from a seismic event or continues to deteriorate to a critical condition where staff cannot perform their daily work.

**Probability of impact occurring:**

High – Likely to almost certain 65% – 100% →

Medium – Possible 35% – 65%

Low – Unlikely or rare 0% – 35%

H+ Determine the appropriate rating for the project as it pertains to Criterion A and then enter it in the box provided.

**Criterion B: Enhancement of Existing Assets**

Highest possible points are 30 points, with 30 points for "high", 18 points for "medium" and 3 points for "low".

**Definition:**

Project enhances building infrastructure to address treatment of staff issues.

**Effect of Project Impact:**

High (H) – Provides benefits for all employees or the public. → *Access difficulty in event of emergency could impact public*

Medium (M) – Provides benefits for between 10 to all employees.

Low (L) – Provides benefits for below 10 employees.

H Determine the appropriate rating for the project as it pertains to Criterion B and then enter it in the box provided.

**Criterion C: Addressing Future Space Needs**

Highest possible points are 15 points, with 15 points for "high", 9 points for "medium" and 1.5 points for "low".

**Definition:**

Project positions the District to meet projected future space needs.

**Effect of Project Impact:**

High (H) – Meet projected demand 10 years in the future. →

Medium (M) – Meet projected demand 10 to 20 years in the future.

Low (L) – Meet projected demand beyond 20 years in the future.

H Determine the appropriate rating for the project as it pertains to Criterion C and then enter it in the box provided.

**BUILDINGS & GROUNDS OBJECTIVE**  
Clean (60% of Raw Score)

**FY 2017-2021 BUILDING & SITE / VEHICLES PROJECTS  
Priority Ranking Criteria**

**PRIORITY SCORE = 53**

HVWTP Roof Replacement

**RAW SCORE = 43**

<b>PRIMARY OBJECTIVE (60%)</b>	<b>Buildings and Grounds (EL 3.4)</b> <span style="float: right;">Impact = M ; Probability = H</span>		38.58
	A	<input checked="" type="checkbox"/> <b>M-</b> Project maintains or replaces existing building infrastructure to provide continuous housing of existing functions and/or to comply with employer or public safety standards.	
	B	<input type="checkbox"/> <b>H</b> Project enhances building infrastructure to address treatment of staff or public issues.	
	C	<input type="checkbox"/> <b>H</b> Project positions the District to meet projected future space needs.	
<b>CLEANER OBJECTIVE (10%)</b>	<b>Positive Interaction (E 4) - Check all that apply</b>		4.00
	<input checked="" type="checkbox"/> With the Community	<input type="checkbox"/> With other agencies	
	<b>Good Neighbor (E 4) - Check all that apply</b>		
	<input type="checkbox"/> Graffiti removal or Prevention Features		
	<input type="checkbox"/> Trash removal features (vortex weirs)		
	<input checked="" type="checkbox"/> Improves esthetics of project location		
<b>GREENER OBJECTIVE (15%)</b>	<b>Natural Resources Sustainability (E 3.2) - Check all that apply</b>		0.00
	<input type="checkbox"/> Air Quality & Visibility Improvement	<input type="checkbox"/> Recycled Water, rain water or gray water utilized	
	<input type="checkbox"/> Energy Efficient Features (Lighting, HVAC, maximize daylight use, etc.)	<input type="checkbox"/> Construction Site Waste Management	
	<input type="checkbox"/> Renewable Energy Use	<input type="checkbox"/> Recycle/Re-use Solid Waste	
	<input type="checkbox"/> Water Efficient Features: Plumbing fixtures, Landscaping, etc.	<input type="checkbox"/> Reduce Solid Waste Production	
		<input type="checkbox"/> Use of Recycled or Alternative Building Materials	
	<b>Trails &amp; Open Space (E3.3) - Check all that apply</b>		
<input type="checkbox"/> Trail friendly features	<input type="checkbox"/> Open Space Protection / Preservation		
	<input type="checkbox"/> Provides/Improves Bicycle Commute Route		
<b>LEANER OBJECTIVE (15%)</b>	<b>Lifecycle costs are minimized - Check One</b>		0.00
	<input type="checkbox"/> Annual cost savings of more than \$50,000		
	<input type="checkbox"/> Annual cost savings of \$10,000 to \$50,000		
	<input type="checkbox"/> Annual cost savings of less than \$10,000		
	<b>Funding Available from Other Agencies - Check One</b>		
	<input type="checkbox"/> Over 50% of project costs available from other agencies		
	<input type="checkbox"/> 26% to 50% of project costs available from other agencies		
<input type="checkbox"/> Up to 25% of project costs available from other agencies			

# BUILDINGS & SITE / VEHICLES PROJECTS

## Priority Ranking Criteria

PRIORITY SCORE =  
RAW SCORE = 100

Project Name Here *HVWTP Roof Replacement*

<b>BUILDINGS &amp; GROUNDS OBJECTIVE</b> Clean (60% of Raw Score)	<b>Buildings and Grounds (EL 3.4)</b>		Impact =	; Probability =	60.00	
	Buildings and Grounds capital projects are prioritized according to their ability to sustain the District's support functions.					
	<b>Criterion A: Protect Existing Assets</b>					
	Highest possible value is 55 points, with 55 points for "high", 33 points for "medium" and 5.5 points for "low". The intermediate scores are shown below:					
<b>Impact</b>	<b>Probability</b>			<p><b>Definition:</b> Project maintains or replaces existing building infrastructure to provide continuous housing of existing functions and/or to comply with employer safety standards.</p> <p><b>Impact:</b>  <u>High</u> – Without the project, District staff likely can not perform their normal daily work  <u>Medium</u> – Without the project, District staff likely can only perform their normal daily work in a restricted manner for a limited duration and with work-arounds.  <u>Low</u> – Without the project, District staff can continue to perform their daily work. However, the building is at risk from a seismic event or continues to deteriorate to a critical condition where staff cannot perform their daily work.</p> <p><b>Probability of impact occurring:</b>  <u>High</u> – Likely to almost certain 65% – 100%  <u>Medium</u> – Possible 35% – 65% ←  <u>Low</u> – Unlikely or rare 0% – 35%</p>		
	<b>High</b>	<b>Med.</b>	<b>Low</b>			
	<b>High</b>	<b>Med.</b>	<b>Low</b>			
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
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	High	Med.	Low	High	Med.	Low
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	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
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	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
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	High	Med.	Low	High	Med.	Low
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	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
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	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.	Low	High	Med.	Low
	High	Med.				

**FY 2017-2021 BUILDING & SITE / VEHICLES PROJECTS  
Priority Ranking Criteria**

**PRIORITY SCORE = 72**

**RAW SCORE = 57**

Emergency Generator Administration Building

<b>PRIMARY OBJECTIVE (60%)</b>	<b>Buildings and Grounds (EL 3.4)</b> <span style="float: right;">Impact = M ; Probability = H</span>		53.40
	A	<input checked="" type="checkbox"/> H- Project maintains or replaces existing building infrastructure to provide continuous housing of existing functions and/or to comply with employer or public safety standards.	
	B	<input checked="" type="checkbox"/> H Project enhances building infrastructure to address treatment of staff or public issues.	
	C	<input checked="" type="checkbox"/> H Project positions the District to meet projected future space needs.	
<b>CLEANER OBJECTIVE (10%)</b>	<b>Positive Interaction (E 4) - Check all that apply</b>		4.00
	<input checked="" type="checkbox"/> With the Community	<input checked="" type="checkbox"/> With other agencies	
	<b>Good Neighbor (E 4) - Check all that apply</b>		
	<input type="checkbox"/> Graffiti removal or Prevention Features		
	<input type="checkbox"/> Trash removal features (vortex weirs)		
	<input type="checkbox"/> Improves esthetics of project location		
<b>GREENER OBJECTIVE (15%)</b>	<b>Natural Resources Sustainability (E 3.2) - Check all that apply</b>		0.00
	<input type="checkbox"/> Air Quality & Visibility Improvement	<input type="checkbox"/> Recycled Water, rain water or gray water utilized	
	<input type="checkbox"/> Energy Efficient Features (Lighting, HVAC, maximize daylight use, etc.)	<input type="checkbox"/> Construction Site Waste Management	
	<input type="checkbox"/> Renewable Energy Use	<input type="checkbox"/> Recycle/Re-use Solid Waste	
	<input type="checkbox"/> Water Efficient Features: Plumbing fixtures, Landscaping, etc.	<input type="checkbox"/> Reduce Solid Waste Production	
		<input type="checkbox"/> Use of Recycled or Alternative Building Materials	
	<b>Trails &amp; Open Space (E3.3) - Check all that apply</b>		
<input type="checkbox"/> Trail friendly features	<input type="checkbox"/> Open Space Protection / Preservation		
	<input type="checkbox"/> Provides/Improves Bicycle Commute Route		
<b>LEANER OBJECTIVE (15%)</b>	<b>Lifecycle costs are minimized - Check One</b>		0.00
	<input type="checkbox"/> Annual cost savings of more than \$50,000		
	<input type="checkbox"/> Annual cost savings of \$10,000 to \$50,000		
	<input type="checkbox"/> Annual cost savings of less than \$10,000		
	<b>Funding Available from Other Agencies - Check One</b>		
	<input type="checkbox"/> Over 50% of project costs available from other agencies		
	<input type="checkbox"/> 26% to 50% of project costs available from other agencies		
<input type="checkbox"/> Up to 25% of project costs available from other agencies			



# BUILDINGS & SITE / VEHICLES PROJECTS

## Priority Ranking Criteria

PRIORITY SCORE =  
RAW SCORE = 100

Project Name Here *Emergency Generator Administration Building*

<b>BUILDINGS &amp; GROUNDS OBJECTIVE</b> Clean (60% of Raw Score)	<b>Buildings and Grounds (EL 3.4)</b>	Impact =	; Probability =	60.00																												
	Buildings and Grounds capital projects are prioritized according to their ability to sustain the District's support functions.																															
	<b>Criterion A: Protect Existing Assets</b> Highest possible value is 55 points, with 55 points for "high", 33 points for "medium" and 5.5 points for "low". The intermediate scores are shown below:																															
	<table style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2"></td> <td colspan="3" style="text-align: center;"><b>Probability</b></td> <td></td> </tr> <tr> <td colspan="2"></td> <td style="text-align: center;">High</td> <td style="text-align: center;">Med.</td> <td style="text-align: center;">Low</td> <td></td> </tr> <tr> <td rowspan="3" style="text-align: center; vertical-align: middle;"><b>Impact</b></td> <td style="text-align: center;"><b>High</b></td> <td style="border: 1px solid black; text-align: center; padding: 5px;">                     H+ 55                 </td> <td style="border: 1px solid black; text-align: center; padding: 5px;">                     H- 44                 </td> <td style="border: 1px solid black; text-align: center; padding: 5px;">                     M+ 33                 </td> <td style="padding: 5px;"> <b>Definition:</b> Project maintains or replaces existing building infrastructure to provide continuous housing of existing functions and/or to comply with employer safety standards.   <b>Impact:</b>                      High - Without the project, District staff likely can not perform their normal daily work <i>in event of a power outage</i>                      Medium - Without the project, District staff likely can only perform their normal daily work in a restricted manner for a limited duration and with work-arounds.                       Low - Without the project, District staff can continue to perform their daily work. However, the building is at risk from a seismic event or continues to deteriorate to a critical condition where staff cannot perform their daily work.                 </td> </tr> <tr> <td style="text-align: center;"><b>Med.</b></td> <td style="border: 1px solid black; text-align: center; padding: 5px;">                     H- 44                 </td> <td style="border: 1px solid black; text-align: center; padding: 5px;">                     M+ 33                 </td> <td style="border: 1px solid black; text-align: center; padding: 5px;">                     M- 19.3                 </td> <td style="padding: 5px;"> <b>Probability of impact occurring:</b>                      High - Likely to almost certain 65% - 100%                       Medium - Possible 35% - 65% <span style="color: red;">←</span>                       Low - Unlikely or rare 0% - 35%                 </td> </tr> <tr> <td style="text-align: center;"><b>Low</b></td> <td style="border: 1px solid black; text-align: center; padding: 5px;">                     M+ 33                 </td> <td style="border: 1px solid black; text-align: center; padding: 5px;">                     M- 19.3                 </td> <td style="border: 1px solid black; text-align: center; padding: 5px;">                     L 5.5                 </td> <td></td> </tr> </table>							<b>Probability</b>						High	Med.	Low		<b>Impact</b>	<b>High</b>	H+ 55	H- 44	M+ 33	<b>Definition:</b> Project maintains or replaces existing building infrastructure to provide continuous housing of existing functions and/or to comply with employer safety standards.  <b>Impact:</b> High - Without the project, District staff likely can not perform their normal daily work <i>in event of a power outage</i> Medium - Without the project, District staff likely can only perform their normal daily work in a restricted manner for a limited duration and with work-arounds.  Low - Without the project, District staff can continue to perform their daily work. However, the building is at risk from a seismic event or continues to deteriorate to a critical condition where staff cannot perform their daily work.	<b>Med.</b>	H- 44	M+ 33	M- 19.3	<b>Probability of impact occurring:</b> High - Likely to almost certain 65% - 100%  Medium - Possible 35% - 65% <span style="color: red;">←</span>  Low - Unlikely or rare 0% - 35%	<b>Low</b>	M+ 33	M- 19.3	L 5.5
		<b>Probability</b>																														
		High	Med.	Low																												
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	<b>Low</b>	M+ 33	M- 19.3	L 5.5																												
<input type="checkbox"/> H+ Determine the appropriate rating for the project as it pertains to Criterion A and then enter it in the box provided.																																
<b>Criterion B: Enhancement of Existing Assets</b> Highest possible points are 30 points, with 30 points for "high", 18 points for "medium" and 3 points for "low".  <b>Definition:</b> Project enhances building infrastructure to address treatment of staff issues.  <b>Effect of Project Impact:</b> High (H) - Provides benefits for all employees or the public. <span style="color: red;">←</span>  Medium (M) - Provides benefits for between 10 to all employees.  Low (L) - Provides benefits for below 10 employees.																																
<input type="checkbox"/> H Determine the appropriate rating for the project as it pertains to Criterion B and then enter it in the box provided.																																
<b>Criterion C: Addressing Future Space Needs</b> Highest possible points are 15 points, with 15 points for "high", 9 points for "medium" and 1.5 points for "low".  <b>Definition:</b> Project positions the District to meet projected future space needs.  <b>Effect of Project Impact:</b> High (H) - Meet projected demand 10 years in the future. <span style="color: red;">←</span>  Medium (M) - Meet projected demand 10 to 20 years in the future.  Low (L) - Meet projected demand beyond 20 years in the future.																																
<input type="checkbox"/> H Determine the appropriate rating for the project as it pertains to Criterion C and then enter it in the box provided.																																

