## Unit Inspectable Items

Items to inspect for “Unit” are as follows:

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</table>
Bathroom Cabinets - Damaged/Missing (Bathroom)
Damaged or missing cabinets, vanitytops, drawers, shelves, and doors. Includes medicine cabinets and vanities.

Level Defined

Level 1: Cabinet or vanity has missing and/or damaged shelves, vanitytops, drawers, and/or doors, but is fully usable.

Level 2: N/A

Level 3: Cabinet is missing or is not usable for storage due to its poor condition.

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Bathroom Cabinets - Damaged/Missing (Bathroom)
Damaged or missing cabinets, vanitytops, drawers, shelves, and doors. Includes medicine cabinets and vanities.

Level Defined

Level 1: Cabinet or vanity has missing and/or damaged shelves, vanitytops, drawers, and/or doors, such as to not be functional for usable storage or its intended purpose.

Level 2: N/A

Level 3: N/A
Lavatory Sink - Damaged/Missing (Bathroom)
Basin (sink) that shows signs of deterioration, distress, and/or is non-existent.

Level Defined

**Level 1:** Presence of extensive discoloration and/or cracks in the basin. Sink is still usable.

**Level 2:** N/A

**Level 3:** Absence or failure of the sink and/or associated hardware. Sink is unusable.

---

Lavatory Sink - Damaged/Missing (Bathroom)
Basin (sink) that shows signs of deterioration, distress, and/or is non-existent.

**Note:** If the stopper is visible in vicinity of shower/tub area it should not be recorded as a defect.

Level Defined

**Level 1:** Presence of extensive discoloration and/or cracks in over 50% of the basin or a stopper is missing. Sink is still usable.

**Level 2:** N/A

**Level 3:** Absence or failure of the sink and/or associated hardware. Sink is unusable.
Plumbing - Clogged Drains (Bathroom)
Water does not drain adequately in shower, tub, or basin (sink).

Level Defined

Level 1: Water does not drain freely when stopper is disengaged; however, sink or tub is usable.

Level 2: N/A

Level 3: Drain is completely clogged or has suffered extensive deterioration. Sink or tub is not usable.

Plumbing - Clogged Drains (Bathroom)
Water does not drain adequately in shower, tub, or basin (sink).

Level Defined

Level 1: Water does not drain freely. Sink is usable.

Level 2: N/A

Level 3: Drain is completely clogged or has suffered extensive deterioration. Sink is not usable.
Plumbing - Leaking Faucet/Pipes (Bathroom)
Basin, shower, water closet, or tub faucet and/or associated pipes leak water.

**Level Defined**

**Level 1:** Leak or drip that is contained by basin. Plumbing fixture is usable.

**Level 2:** N/A

**Level 3:** Leak is steady and surrounding area is adversely affected.

- **OR-**
  Piping leaks and surrounding area is adversely affected.

---

Plumbing - Leaking Faucet/Pipes (Bathroom)
Basin, shower, water closet, or tub faucet and/or associated pipes leak water.

**Level Defined**

**Level 1:** Leak or drip that is contained by basin. Faucet/Pipe is usable.

**Level 2:** N/A

**Level 3:** Leak is steady and surrounding area is adversely affected.

- **OR-**
  Faucet/Pipe is not usable.
Shower/Tub - Damaged/Missing (Bathroom)
Shower/tub or components are damaged or non-existent.

Note: This does not include Leaks.

**Level Defined**

**Level 1:** N/A

**Level 2:** Presence of extensive discoloration and/or cracks in the basin. Shower/Tub is usable.

**Level 3:** Absence or failure of the shower, tub, faucets or drains and/or associated hardware. Shower or tub is unusable for any reason.

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Shower/Tub - Damaged/Missing (Bathroom)
Shower/tub or components are damaged or non-existent.

Note:
1. This does not include Leaking Faucet/Pipes. This includes associated hardware such as grab bars, shower doors.
2. If the stopper is visible in vicinity of shower/tub area it should not be recorded as a defect.

**Level Defined**

**Level 1:** A stopper is missing.

**Level 2:** Presence of extensive discoloration and/or cracks in over 50% of the basin. Shower/Tub is usable.

**Level 3:** Absence or failure of the shower, tub, faucets or drains and/or associated hardware. Shower or tub is unusable for any reason.
Ventilation/Exhaust System - Inoperable (Bathroom)
Failure of apparatus to exhaust air.

Level Defined

Level 1: N/A
Level 2: N/A
Level 3: Exhaust fan is inoperable or bathroom window cannot be opened.

Note:
1. Exhaust fan cover blocked by resident should not be recorded as a deficiency as long as the fan is operable.
2. Fans disconnected by a resident will be judged as operable if they can be immediately reconnected for purposes of inspection.
3. If a bathroom fan was never present it should not be recorded as a deficiency.

Level Defined

Level 1: N/A
Level 2: Exhaust fan is inoperable or bathroom window cannot be opened.
Level 3: N/A
Water Closet/Toilet - Damaged/Clogged/Missing (Bathroom)
Water closet/toilet is damaged or non-existent.

**Level Defined**

**Level 1:** N/A

**Level 2:** Fixture elements, such as but not limited to the seat, the flush handle, the cover etc., are missing or damaged.

- OR -

Toilet runs constantly.

**Level 3:** Fractured or broken bowl will not retain water. Fixture may not exist or a hazardous condition exists. Absence of all flushing ability due to obstruction or other defect.
Holes/Missing Tiles/Panels (Ceiling)
Punctures in the ceiling surface. May or may not penetrate completely. Panels or tiles may be missing or damaged.

**Level Defined**

**Level 1:** Small holes or missing tile/panel found in a ceiling, visually estimated at no larger than a sheet of paper (8 ½ x 11 inches). Hole does not fully penetrate into the area above (cannot see through it).

**Level 2:** A hole or missing tile/panel is found which is visually estimated to be larger than a sheet of paper (8 ½ x 11 inches) but does not fully penetrate into the area above (cannot see through it).

- **OR-**
  A crack greater than 1/8" wide and a minimum of 11" long.

**Level 3:** Any hole is found which fully penetrates into the area above (can see through the hole to upper space).

**Comments**

**Level 3:** If condition is a health and safety concern, it must be recorded manually. (Includes but is not limited to “Hazards”.)
Needs Paint (Ceiling)
Paint is peeling, cracking, flaking, otherwise deteriorated, or surface is not painted.

Level Defined

Level 1: Area affected is less than 4 square feet.
Level 2: Area affected is greater than 4 square feet.
Level 3: N/A

Needs Paint (Ceiling)
Paint is peeling, cracking, flaking, otherwise deteriorated, or surface is not painted.

Level Defined

Level 1: Area affected is more than 1 but less than 4 square feet.
Level 2: Area affected is greater than 4 square feet.
Level 3: N/A
Water Stains/Water Damage/Mold/Mildew (Ceiling)
Visible evidence of water infiltration, mold, or mildew exists. Damage such as saturation or surface failure may have occurred.

Level Defined

**Level 1:** For a single ceiling, visible indication of a leak, mold, or mildew, such as a darkened area, exists over a small area (less than 4 sq.ft.). Water may or may not be evident. Visual observations estimate that less than 10% of the ceiling surface area is affected.

**Level 2:** For a single ceiling, visible indication of a leak mold or mildew, such as a darkened area, exists over a large area (more than 4 sq.ft.). Water may or may not be evident.-OR-
Visual observations estimate that 10% to 50% of the ceiling area has level 1 damage.

**Level 3:** Visual observations estimate that a large portion (50% of its surface area) of one or more ceilings has been exposed to substantial saturation or damage due to water, mold, or mildew. Visible cracks, moist areas, mold, or mildew are evident. The ceiling surface may have failed. One occurrence of this condition is sufficient to classify the ceiling system as level 3.-OR-
Cases where visual observations estimate that more than 50% of the ceiling in any one unit shows level 1 defined signs of damage, stains, mold, or mildew.

Comments

**Level 3:** If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to “Air Quality”.)
**Broken/Missing Glazing/Glass (Doors)**

The glass and/or compound/structure to support and hold glass or other materials within a frame are missing or broken.

**Level Defined**

**Level 1:** For one or more doors, glazing is inadequate to secure glass, but door is usable and presents no immediate security risk.

**Level 2:** N/A

**Level 3:** For at least one door, the operation, function, or security of the door is destroyed by the missing or broken glazing and/or glass. One door in this condition is sufficient to classify the door system as level 3.

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**COMBINED WITH “Damaged Surface- Holes/Paint/Rusting (Doors)”**
**Damaged Surface - Holes/Paint/Rusting (Doors)**

Damage in the door surface that may affect either the surface protection or the strength of the door, or it may compromise unit security or privacy. Includes holes, peeling/cracking/no paint, or significant rust.

**Note:** A bathroom, bedroom, or entry door impacted is level 3.

**Level Defined**

**Level 1:** Any one door has either: small holes (less than ¼ inch in diameter); cracking/peeling paint; and/or the door or its components are rusting.

**Level 2:** If more than one door has level 1 surface damage as defined above.-OR-

Any single unit door except bathroom/bedroom and/or entry doors, has a hole or holes ranging in size from ¼ inch up to 1 inch diameter.

**Level 3:** If any unit door has a hole or holes larger than 1 inch in diameter, or significant peeling/cracking/no paint or rust that affects the integrity of the door surface

-OR-

If bathroom, bedroom and/or entry door has either level 1 or level 2 damage as defined above.

**Comments**

**Level 3:** If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to “Hazards”.)

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**Damaged Surface - Holes/Paint/Rusting/Glass (Doors)**

Damage in the door surface that may affect either the surface protection or the strength of the door, or it may compromise unit security or privacy. Includes holes, peeling/cracking/no paint, broken glass, or significant rust.

**Note:** A bathroom or entry door impacted is level 3.

**Level Defined**

**Level 1:** N/A

**Level 2:** Any single interior door except bathroom and/or entry doors, has a hole or holes ranging in size from ¼ inch up to 1 inch diameter.

**Level 3:** If any unit 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 in door.   -OR-

If a bathroom and/or entry door has level 2 damage as defined above.

**Comments**

**Level 3:** If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to “Hazards”.)
Damaged Frames/Threshold/Lintels/Trim (Doors)
The frame, header, jamb, threshold, lintels, or trim, is visibly warped, split, cracked, or broken in some manner.

Level Defined

Level 1: A single door’s frame/threshold/lintel and/or trim is damaged but does not hinder door operation. The door’s functions and is lockable (if required). Only one door is affected.

Level 2: More than one door has the level 1 damage defined above.

Level 3: At least one door is rendered inoperable and/or unlockable due to damage to the door’s frame/threshold/lintel and/or trim.
-OR-
Level 1 damage as defined above affects a bathroom, bedroom, or entry door.

Note: Damage to a door’s hardware including locks, hinges, etc. should be recorded under “Doors – Damaged Hardware/Locks”

Level Defined

Level 1: N/A

Level 2: At least one door is rendered inoperable and/or unlockable due to damage to the door’s frame/threshold/lintel and/or trim.

Level 3: Level 2 damage as defined above affects a bathroom, or entry door.
**Damaged Hardware/Locks (Doors)**

The attachments to a door to provide hinging, hanging, opening, closing, surface protection, or security are damaged or missing. Includes locks, panic hardware, overhead door tracks, springs and pulleys, sliding door tracks and hangers, and door closures.

**Level Defined**

**Level 1:** A single door’s hardware, as defined above, is damaged but does not hinder current door operation. The door functions, is lockable (if required), and the door’s panic hardware (if provided) is virtually intact.

**Level 2:** More than one door has level 1 damaged hardware as defined above.

**Level 3:** A single door is rendered inoperable and/or unlockable (if locking is required) due to damage to the door’s hardware.

-OR-

A bathroom, bedroom, or entry door is affected.

**Comments**

**Level 3:** If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to “Hazards”.)

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**Note:**

1. For doors with locks, the locks should work. Doors designed without locks or interior doors where lock is removed should not be recorded as defective for not having a lock.

2. Some 504 units have had locks removed. List of units relative to 504/FH/ADA should be provided to the inspector prior to the start of the inspection. In these cases a missing lock should not be recorded as a deficiency.

3. For public housing, missing/damaged locks should not be recorded as a deficiency for bedroom doors.

**Level Defined**

**Level 1:** A single closet door is rendered inoperable and/or unlockable (if locking is required) due to damage to the door’s hardware.

**Level 2:** A single door is rendered inoperable and/or unlockable (if locking is required) due to damage to the door’s hardware.

**Level 3:** A bathroom or entry door is affected.
Damaged/Missing Screen/Storm/Security Door (Doors)
Visible damage to surfaces including screens, glass, frames, hardware, and door surface.

Level Defined

Level 1: One or more screen/storm doors has damage or is missing screens/glass.

Level 2: One or more security doors has damage, but is still operational and the security door still serves its design purpose.

Level 3: A single security door is inoperative or missing. (Missing only applies to those situations where a security door is supposed to be present but is observed not to be there.)

---

Damaged/Missing Screen/Storm/Security Door (Doors)
Visible damage to surfaces including screens, glass, frames, hardware, and door surface.

Level Defined

Level 1: One or more screen/storm doors has damage or door is missing screens/glass as evidenced by empty frame.

Level 2: N/A

Level 3: A single security door is inoperative or missing. (Missing only applies to those situations where a security door is supposed to be present but is observed not to be there.)
**Deteriorated/Missing Seals (Entry Only) (Doors)**
The seals and stripping around the entry door(s) designed to provide weather and fire resistance are damaged or missing.

**Level Defined**

**Level 1:** N/A

**Level 2:** N/A

**Level 3:** For a single entry door the seals are missing. Seals are damaged to the point that they no longer serve the intended purpose.

---

**Deteriorated/Missing Seals (Entry Only) (Doors)**
The seals and stripping around the entry door(s) designed to provide weather and fire resistance are damaged or missing.

**Note:** This defect applies to entry doors that were designed with seals. Doors which show evidence that a seal was never incorporated into its design should not be recorded as being defective.

**Level Defined**

**Level 1:** N/A

**Level 2:** N/A

**Level 3:** For a single entry door the seals are missing. Seals are damaged to the point that they no longer serve the intended purpose.
Deteriorated/Missing Caulking/Seals (Windows)
The caulking or seal is missing, poorly installed, or deteriorated.

Note: This also includes Thermopane or insulated windows that have failed.

Level Defined

Level 1: Missing or deteriorated caulk or seals are observed. No evidence of damage to window or surrounding structure exists.

Level 2: Missing or deteriorated caulk or seals are observed, with some evidence of leaks or damage to the window or surrounding structure visible.

-OR-

A Thermopane or insulated window has failed. (Typically indicated by being fogged up.)

Level 3: Missing or deteriorated caulk or seals are observed and the window is not weather-tight. Evidence of leaks or damage to the window or surrounding structure is readily apparent.

Missing/Deteriorated Caulking/Seals/Glazing Compound (Windows)
Caulking or glazing compound to provide weather resistance is missing or deteriorated.

Note: This also includes Thermopane or insulated windows that have failed.

Deteriorated caulk or seals is defined when two or more seals for any given window have lost their elasticity. Crumbling and flaking of the seals when touched would be an indication of inelasticity.

Level Defined

Level 1: N/A

Level 2: Missing or deteriorated caulk or glazing compound is consistently evident for the majority of the window with no evidence of damage to the window and/or surrounding structure.

Level 3: Missing or deteriorated caulk or seals are observed with evidence of leaks or damage to the window or surrounding structure.
**Missing Door (Door)**
Door is absent.

**Note:** A bathroom, bedroom, or entry door impacted is level 3.

**Level Defined**

**Level 1:** The missing door is not a bathroom, bedroom or entry door.

**Level 2:** Missing doors are not an entry, bedroom, or bathroom. They present no hazard and visual observation shows two doors or up to 50% of the doors are missing.

**Level 3:** The missing door is a bathroom, bedroom or entry door.

- OR -

Visual observation estimates more than 50% of the unit doors are missing from areas other than the bathroom, bedroom, or entry door.

---

**Missing Door (Door)**
Door is absent.

**Note:** A bathroom, bedroom, or entry door impacted is level 3.

If a bedroom door(s) has been removed at the request of the resident to enable better accessibility, e.g. an elderly or handicapped resident, this defect would not apply.

**Level Defined**

**Level 1:** The missing door is not a bathroom or entry door.

**Level 2:** Missing doors are not an entry or bathroom door. They present no hazard and visual observation shows two doors or up to 50% of the doors are missing.

**Level 3:** The missing door is a bathroom or entry door.

- OR -

Visual observation estimates more than 50% of the unit doors are missing from areas other than the bathroom, or entry door.
Blocked Access to Electric Panel (Electrical System)
The placing of any object that will delay or prevent the access to any panelboard or main power switch in an emergency and cause a fire hazard.

Level Defined

Level 1: N/A
Level 2: N/A
Level 3: One or more items are placed in front of the unit’s electrical panel, impeding accessibility in time of an emergency.

---

Blocked Access to Electric Panel (Electrical System)
The placing of a fixed obstruction or item of sufficient size and weight that will delay or prevent the access to any panelboard switch in an emergency.

Note: An easily removed item (such as a picture) should be not be recorded as a deficiency.

Level Defined

Level 1: N/A
Level 2: N/A
Level 3: One or more fixed items or items of sufficient size and weight are placed in front of the unit’s electrical panel that could impede accessibility in time of an emergency.
Frayed Wiring (Electrical System)
Insulation may be frayed, stripped, or removed resulting in a potentially dangerous condition.

**Note:** This does not include any wires not intended to be insulated, such as grounding wires.

**Level Defined**

- **Level 1:** N/A
- **Level 2:** N/A
- **Level 3:** Nicks, abrasions or fraying of the insulation.

**Comments**

- **Level 3:** If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to "Electrical Hazards").

---

Frayed Wiring (Electrical System)
Nicks, abrasions or fraying of the insulation that results in exposed wires

**Note:** This would not be a deficiency for any wires not intended to be insulated, such as grounding wires.

**Level Defined**

- **Level 1:** N/A
- **Level 2:** N/A
- **Level 3:** Nicks, abrasions or fraying of the insulation that results in exposed wires.

**Comments**

- **Level 3:** If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to "Electrical Hazards").
**GFI - Inoperable (Electrical System)**

GFI is present and inoperable.

**Level Defined**

**Level 1:** N/A  
**Level 2:** N/A  
**Level 3:** GFI is present and is found inoperable.

**Comments**

**Level 3:** If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to “Electrical Hazards”.)

---

**GFI - Inoperable (Electrical System)**

GFI is present and inoperable.  

**Note:** Operability will only be determined by hitting the self test button contained within the GFI unit.

**Level Defined**

**Level 1:** N/A  
**Level 2:** N/A  
**Level 3:** GFI is present and is found inoperable.

**Comments**

**Level 3:** If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to “Electrical Hazards”.)
Floor Covering Damage (Floors)
Damage to the carpet tiles, wood, sheet vinyl or other floor covering.

Level Defined

**Level 1:** Floor covering may have stains, surface burns, shallow cuts, small holes or tears in non-traffic areas, loose areas, exposed seams. The covering is fully functional. Visual observation estimates that less than 10% of the floor area is affected. Does not present a safety hazard.

**Level 2:** Floor covering may have burn marks, cuts, tears, holes, or large sections of exposed seams exposing the underlying material. The covering does not present a safety hazard. Visual observations estimate that 10% to 50% of the floors are affected.

**Level 3:** Level 2 damage as defined above, estimated at more than 50% of the floor area.

Comments

If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to “Hazards”.)
Missing Flooring Tiles (Floors)
Flooring such as VCT, sheet, vinyl, carpet or other flooring material is missing.

**Level Defined**

**Level 1:** For a single floor, small areas of the floor surface are missing. Visual observations estimate less than 10% of the floors surveyed are affected. No safety problems exist due to this condition.

**Level 2:** Visual observations estimate 10% to 50% of the floors have missing flooring. No safety problem exists due to this condition.

**Level 3:** Visual observations estimate more than 50% of the floors are affected by missing flooring; or the missing flooring is sufficient for safety to be compromised. One concern involving compromised safety is sufficient to classify the floor system as level 3.

---

**Missing Flooring Tiles (Floors)**
Flooring such as VCT, sheet, vinyl, carpet or other flooring material is missing.

**Level Defined**

**Level 1:** For a single floor, small areas of the floor surface are missing. Visual observations estimate more than 5% but less than 10% of the floors surveyed are affected. No safety problems exist due to this condition.

**Level 2:** Visual observations estimate 10% to 50% of the floors have missing or broken flooring. No safety problem exists due to this condition.

**Level 3:** Visual observations estimate more than 50% of the floors are affected by missing or broken flooring; or the missing or broken flooring is sufficient for safety to be compromised. One concern involving compromised safety is sufficient to classify the floor system as level 3.
**Needs Paint (Floors)**
For floors that are painted, paint is peeling, cracking, flaking, or otherwise deteriorated.

**Level Defined**
- **Level 1**: Area affected is less than 4 square feet.
- **Level 2**: Area affected is greater than 4 square feet.
- **Level 3**: N/A

---

**Needs Paint (Floors)**
For floors that are painted, paint is peeling, cracking, flaking, or otherwise deteriorated.

**Level Defined**
- **Level 1**: Area affected is more than 1 but less than 4 square feet.
- **Level 2**: Area affected is greater than 4 square feet.
- **Level 3**: N/A
Rot/Deteriorated Subfloor (Floors)
Subfloor has decayed or is decaying.

Level Defined

**Level 1:** N/A

**Level 2:** Condition is slightly noticeable. Small areas of rot or spongy flooring are found.

**Level 3:** Large areas of rot are readily visible, application of weight causes noticeable deflection.

Comments

**Level 3:** Request an inspection by a structural engineer if doubt about severity exists.

---

Rot/Deteriorated Subfloor (Floors)
Subfloor has decayed or is decaying.

Level Defined

**Level 1:** N/A

**Level 2:** Small areas (more than 1 but less than 4 square feet) of rot or spongy flooring are found.

**Level 3:** Large areas (more than 4 square feet) of rot are readily visible, application of weight causes noticeable deflection.

Comments

**Level 3:** Request an inspection by a structural engineer if doubt about severity exists.
Water Stains/Water Damage/Mold/Mildew (Floors)
Visible evidence of water infiltration, mold, or mildew exists. Damage such as saturation or surface failure may have occurred.

Level Defined

Level 1: N/A

Level 2: Visible indication of a water stain, mold, or mildew, such as darkened area, exists over a small area (4 sq. ft. or less). Water may or may not be evident.

Level 3: Visual observations estimate that a large portion (more than 10%) of floor has been exposed to substantial saturation or damage due to water, mold, or mildew. Visible cracks, mold, and flaking are evident. The floor surface may have failed.

Comments

Level 3: If condition is a health and safety concern, it must be recorded manually. (Includes but is not limited to “Air Quality”, “Hazards”.)
Gas Fired Unit - Missing/Misaligned Chimney (Hot Water Heater)
The exhaust system on a gas/oil fired unit is misaligned.

Level Defined

Level 1: N/A
Level 2: N/A
Level 3: Any misalignment which causes improper or dangerous venting of gases.

THIS ITEM HAS NOT BEEN CHANGED
**Pressure Relief Valve Missing (Hot Water Heater)**
Valve that regulates the temperature and pressure of the water heater is missing.

**Level Defined**

**Level 1:** N/A

**Level 2:** N/A

**Level 3:** No pressure relief valve is present.

---

**Pressure Relief Valve Missing (Hot Water Heater)**
Pressure relief valve on unit water heating system is not present and/or does not extend to the floor.

**Level Defined**

**Level 1:** N/A

**Level 2:** N/A

**Level 3:** Pressure relief valve on unit water heating system is not present and/or does not extend to the floor.
Rust/Corrosion (Hot Water Heater)
The material condition of the equipment and/or associated piping shows evidence of flaking, discoloration, reduction in wall thickness, pitting, or crevices.

Level Defined

Level 1: Patches of noticeable formations of metal oxides.

Level 2: Significant formations of metal oxides are visible and a noticeable pit or crevice has developed.

Level 3: Equipment and/or piping integrity has been compromised, (e.g. leaks are visible).

---

Rust/Corrosion (Hot Water Heater)
The material condition of the equipment and/or associated piping/ducting shows evidence of flaking, oxidation, discoloration, pitting, or crevices.

Level Defined

Level 1: Superficial surface rust.

Level 2: Significant formations of metal oxides, significant flaking, or discoloration are visible or a noticeable pit or crevice has developed.

Level 3: Condition has rendered equipment and/or piping inoperable.
Gas Fired Unit - Missing/Misaligned Chimney (HVAC)
The exhaust system on a gas fired unit is misaligned.

Level Defined

Level 1:  N/A
Level 2:  N/A
Level 3:  Any misalignment which causes improper or dangerous venting of gases.

THIS ITEM HAS NOT BEEN CHANGED
Inoperable (HVAC)
The heating or cooling system is inoperable in the unit.

**Level Defined**

<table>
<thead>
<tr>
<th>Level</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>N/A</td>
</tr>
<tr>
<td>Level 2</td>
<td>N/A</td>
</tr>
<tr>
<td><strong>Level 3</strong>:</td>
<td>The HVAC in the unit does not function, providing neither necessary heating or cooling as designed. System does not respond when the unit controls are engaged.</td>
</tr>
</tbody>
</table>

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Inoperable (HVAC)
The heating, cooling, or ventilation system is inoperable.

**Note:**
1. HVAC system may not operate due to seasonal conditions. In such cases do not record a deficiency.
2. Statement may be validated by resident survey process.

**Level Defined**

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<tr>
<td><strong>Level 3</strong>:</td>
<td>The HVAC does not function, providing neither necessary heating or cooling as designed. System does not respond when the controls are engaged.</td>
</tr>
</tbody>
</table>

**Comments**

| Level 3: | If condition is a health and safety concern, it must be recorded manually. (Includes but not limited to “Hazards”.) |
Noisy/Vibrating/Leaking (HVAC)
The HVAC distribution components in the unit, including fans, are the source of abnormal noise, unusual vibration, or leaks.

Level Defined

Level 1: N/A

Level 2: The HVAC system in the unit exhibits or shows signs of abnormal vibration, other noise or leaks when engaged. The condition does not prevent the system from providing heating or cooling sufficient to maintain a minimum temperature range in the major living areas of the unit.

Level 3: N/A

Noisy/Vibrating/Leaking (HVAC)
The HVAC distribution components, including fans, are the source of abnormal noise, unusual vibration, or leaks.

Level Defined

Level 1: The HVAC system exhibits or shows signs of abnormal vibration, other noise or leaks when engaged. The condition does not prevent the system from providing heating or cooling sufficient to maintain a minimum temperature range in the major living areas of the area.

Level 2: N/A

Level 3: N/A
Convection/Radiant Heat System Covers Missing/Damaged (HVAC)
Convection/Radiant heat system cover is missing or damaged.

Level Defined

Level 1: N/A

Level 2: One or more covers are damaged, impeding proper heating, but not creating any type of safety hazard.

Level 3: One or more covers are missing, or substantially not installed, enabling exposure to burn, fan or other potentially serious hazards.

Convection/Radiant Heat System Covers Missing/Damaged (HVAC)
Convection/Radiant heat system cover is missing or damaged thereby producing a potential for a burn or related injury.

Level Defined

Level 1: N/A

Level 2: N/A

Level 3: One or more covers are missing, or substantially damaged so as to allow contact with heating/surface elements or associated fans.

Comments

Level 3: When system is operational during an inspection and a level 3 condition is observed, i.e. a real time hazard exists, it must be recorded manually (includes but is not limited to “Hazards”).
Rust/Corrosion (HVAC)
A component(s) of the system show visible deterioration due to oxidation or corrosion of system parts.

Level Defined

Level 1:  N/A

Level 2:  Deterioration from rust and corrosion is observed on the HVAC units. The condition does not prevent the system from providing sufficient heating or cooling.

Level 3:  N/A
Cabinets - Missing/Damaged (Kitchen)
A case, box or piece of furniture with sets of drawers or shelves, with doors, primarily used for storage, mounted on walls or mounted on floors.

Level Defined

**Level 1:** Cabinet is discolored; materials have begun to separate or level 1 scratching and chipping is present. Cabinet assembly is present; up to two cabinets may be only marginally functional.

**Level 2:** Several (up to 50%) cabinets are either missing, damaged, or lacking adequate doors and/or shelves.

**Level 3:** A significant number (more than 50%) of cabinets are either missing, damaged, or lacking adequate doors and/or shelves.

---

Cabinets - Missing/Damaged (Kitchen)
A case, box or piece of furniture with sets of drawers or shelves, with doors, primarily used for storage, mounted on walls or mounted on floors.

Level Defined

**Level 1:** N/A

**Level 2:** Between 10% and 50% of cabinets, doors, and/or shelves are either missing or laminate is separating.

**Level 3:** More than 50% of cabinets, doors, and/or shelves are either missing or laminate is separating.
Countertops - Missing/Damaged (Kitchen)
A flat work surface in a kitchen often integral to lower cabinet space is missing or deteriorated.

Level Defined

Level 1: Counter-top surface is discolored; materials have begun to separate or level 1 scratching and chipping is present.

Level 2: Surface shows advanced stage of deterioration and/or scratching, chipping.

Level 3: Countertop working surface is missing or deteriorated and/or damaged and does not provide a sanitary surface to prepare food.

Countertops - Missing/Damaged (Kitchen)
A flat work surface in a kitchen often integral to lower cabinet space is missing or deteriorated.

Level Defined

Level 1: N/A

Level 2: 20% or more of the countertop working surface is missing or deteriorated and damaged through to and including the level below the laminate and thus does not provide a sanitary surface to prepare food.

Level 3: N/A
Plumbing - Clogged Drains (Kitchen)
Water does not drain adequately.

Level Defined

Level 1: Basin does not drain freely when stopper is disengaged.

Level 2: N/A

Level 3: Drain is completely clogged or has suffered extensive deterioration
**Inoperable/Not Lockable (Windows)**
Window cannot be opened or closed due to frame damage, faulty hardware, or other reason.

**Level Defined**

**Level 1:** Window is inoperable, but can be secured. Other operable windows are present in the immediate area.

**Level 2:** N/A

**Level 3:** Window is inoperable and cannot be secured. No operable windows are present in the immediate area.

---

**Inoperable/Not Lockable (Windows)**
Window cannot be opened or closed due to frame damage, faulty hardware, or other reason.

**Note:**
1. Windows not designed to lock would not be deficient for non-lockability.
2. Windows that are accessible from the outside, i.e. ground level window, must be lockable.

**Level Defined**

**Level 1:** Window is inoperable, but can be secured. Other operable windows are present in the immediate area.

**Level 2:** N/A

**Level 3:** Window is inoperable and cannot be secured. No operable windows are present in the immediate area.
Cracked/Broken/Missing Panes (Windows)
Glass or pane is cracked, broken or missing.

Level Defined

Level 1: Cracked window pane is observed.
Level 2: N/A
Level 3: Glass pane is broken or missing.

Cracked/Broken/Missing Panes (Windows)
Glass or pane is cracked, broken or missing from window sash.

Level Defined

Level 1: Cracked window pane is observed.
Level 2: N/A
Level 3: Glass pane is broken or missing from window sash.
Damaged Window Sill (Windows)
The horizontal member of the window that bears the upright portion of the frame is damaged.

**Level Defined**

**Level 1:** Sill is damaged in the unit, but still present. The inside of the surrounding wall is not exposed. No impact to window operation or weather tightness is visually apparent.

**Level 2:** Sill is missing, or damaged enough to expose the inside of the surrounding walls and/or compromise its weather tightness.

**Level 3:** N/A

---

**Damaged Window Sill (Windows)**
The horizontal member of the window that bears the upright portion of the frame is damaged.

**Note:** Damage does not include scratches and cosmetic deficiencies.

**Level Defined**

**Level 1:** Sill is damaged in the unit, but still present. The inside of the surrounding wall is not exposed. No impact to window operation/functionality or weather tightness is visually apparent.

**Level 2:** Sill is missing, or damaged enough to expose the inside of the surrounding walls and/or compromise its weather tightness.

**Level 3:** N/A
Plumbing - Leaking Faucets/Pipes (Kitchen)
Basin faucet or drain connections leak.

Level Defined

**Level 1:** Leak or drip that is contained by basin/pipes. Faucet is usable.

**Level 2:** N/A

**Level 3:** Leak is steady. Surrounding area is adversely affected. Water supply must be turned off. The faucet/pipe is not usable.
Range/Stove - Missing/Damaged/Inoperable (Kitchen)
Unit is missing or damaged.

Level Defined

Level 1: Unit's surface is dented, chipped or scratched. Operation of doors or drawers is impeded but stove is operational. Burner is misaligned and flame is not distributed equally. Pilot light is out on one or more burners.

Level 2: N/A

Level 3: Unit is missing, or any burners and/or oven is inoperable.

Comments

Level 3: If condition is a health and safety concern, it must be recorded manually. (Includes but is not limited to “Hazards”.)

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Range/Stove - Missing/Damaged/Inoperable (Kitchen)
Unit is missing or damaged.

Note: List of units relative to 504/FH/ADA should be provided to the inspector prior to the start of the inspection. In these cases disconnected or partially disconnected ranges/stoves should not be recorded as a deficiency.

Level Defined

Level 1: Operation of doors or drawers is impeded but stove is operational. On gas ranges, flames are not distributed equally. Pilot light is out on one or more burners.

Level 2: 1 burner is inoperable.

Level 3: Unit is missing, or 2 or more burners and/or oven is inoperable.

Comments

Level 3: If condition is a health and safety concern, it must be recorded manually. (Includes but is not limited to “Hazards”.)
Refrigerator - Missing/Damaged/Inoperable (Kitchen)
The refrigerator is not present or does not cool adequately for the safe storage of food.

Level Defined

Level 1: Refrigerator has excessive accumulation of ice.
-OR-
Seals around doors are deteriorated.
-OR-
Operation of doors or drawers is impeded but refrigerator is operational.

Level 2: N/A

Level 3: Refrigerator is missing or does not cool or work at all.

Refrigerator - Missing/Damaged/Inoperable (Kitchen)
The refrigerator is not present or does not cool adequately for the safe storage of food.

Level Defined

Level 1: Refrigerator has excessive accumulation of ice.
-OR-
Seals around doors are deteriorated.

Level 2: N/A

Level 3: Refrigerator is missing or does not cool or work adequately for the safe storage of food.
Sink - Missing/Damaged (Kitchen)
Sink, faucet or accessories are missing, damaged, or inoperable.

Level Defined

**Level 1:** Presence of extensive discoloration and/or cracks in the basin. Sink & hardware are still usable for food preparation.

**Level 2:** N/A

**Level 3:** Sink or hardware is missing or is totally unusable.

---

Sink - Missing/Damaged (Kitchen)
Sink, faucet or accessories are missing, damaged, or inoperable.

**Note:** A missing stopper should not be recorded as a deficiency.

Level Defined

**Level 1:** Presence of extensive discoloration and/or cracks in 50% or more of the basin. Sink & hardware are still usable for food preparation.

**Level 2:** N/A

**Level 3:** Sink or hardware is missing or is totally unusable.
Missing/Inoperable Fixture (Lighting)
Lighting fixture is missing, or does not operate normally. Malfunction may be with the total system or with individual components.

Level Defined

Level 1: Permanent lighting fixture is missing or inoperable, in one room in a unit, and switched outlet exists in the room.

Level 2: Permanent lighting fixture is missing or inoperable in two rooms, and no switched outlet exists in the room.

Level 3: More than two rooms have missing or inoperable permanent light fixtures, and do not have switched outlets within the rooms.

Missing/Inoperable Fixture (Lighting)
Lighting fixture is missing, or does not operate normally. Malfunction may be with the total system or with individual components excluding light bulbs.

Level Defined

Level 1: Permanent lighting fixture is missing or inoperable, in one room in a unit, and no switched, operable light source exists in the room.

Level 2: Permanent lighting fixture is missing or inoperable in two rooms, and no switched, operable light source exists in the room.

Level 3: More than two rooms have missing or inoperable permanent light fixtures, and do not have a switched, operable light source within the rooms.
Missing/Broken Cover Plates (Outlets/Switches)
The flush plate used to cover the opening surrounding a switch or outlet is damaged or does not exist.

Level Defined

Level 1: Outlets/switches has broken cover plate. The condition does not result in exposed wiring.

Level 2: N/A

Level 3: A broken or missing cover plate results in exposed wiring.

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Missing/Broken Cover Plates (Outlets/Switches)
The flush plate used to cover the opening surrounding a switch or outlet is damaged or does not exist.

Level Defined

Level 1: Outlets/switches has a broken cover plate over a junction box. The condition does not result in exposed wiring.

Level 2: N/A

Level 3: A missing cover plate results in exposed wiring.
**Missing/Inoperable (Smoke Detector)**

Smoke detector will not activate, or is missing.

**Note:** At least one smoke detector is required on each level.

**Level Defined**

- **Level 1:** N/A
- **Level 2:** N/A
- **Level 3:** A single missing or inoperable smoke detector.

---

**Missing/Inoperable (Smoke Detector)**

Smoke detector will not activate, or is missing.

**Note:**

1. At least one smoke detector is required on each level.
2. If 2 or more smoke detectors are on the same level and are in a visible proximity, at least one of the smoke detectors must operate.

**Level Defined**

- **Level 1:** N/A
- **Level 2:** N/A
- **Level 3:** A single missing or inoperable smoke detector is level 3 as reflected in notes above.
**Broken/Damaged/Missing Steps (Stairs)**
The horizontal tread or stair surface is damaged or non-existent.

**Level Defined**

- **Level 1:** N/A
- **Level 2:** N/A
- **Level 3:** Step is broken, damaged or missing.

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**Broken/Damaged/Missing Steps (Stairs)**
The horizontal tread or stair surface is damaged or non-existent.

**Level Defined**

- **Level 1:** N/A
- **Level 2:** N/A
- **Level 3:** Step is broken or missing.
Damaged/Deteriorated Trim (Walls)
Cove molding, chair rail, base molding or other decorative trim is damaged or has decayed.

**Level Defined**

**Level 1:** Small areas of deterioration in the trim surfaces.

**Level 2:** Large areas of deterioration in the trim surfaces.

**Level 3:** Significant areas of deterioration in the trim surfaces.

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**Note:** List of 504/FH/ADA buildings/units should be provided to the inspector prior to the start of the inspection. In these cases superficial surface/paint damage caused by wheelchairs, walkers, or medical devices should not be recorded as a deficiency.

**Level Defined**

**Level 1:** Small areas of deterioration in the trim surfaces. Visual observations estimate that between 5% and 10% of the wall area surveyed is affected.

**Level 2:** Large areas of deterioration in the trim surfaces. Visual observation estimate that 10% to 50% in any of the wall area surveyed is affected.

**Level 3:** Significant areas of deterioration in the wall surfaces. Visual observations estimate that more than 50% of the wall area surveyed is affected.
**Damaged (Walls)**

Punctures in the wall surface. May or may not penetrate completely. Panels or tiles may be missing or damaged. Does not include small holes created by hanging pictures, etc.

**Level Defined**

**Level 1:** A hole, missing tile/panel, or other damage found in a wall, visually estimated at no larger than 8 1/2 x 11 inches. Hole does not fully penetrate into the adjoining room (cannot see through it).

**Level 2:** A hole, missing tile/panel or other damage is found in a wall that is larger than a sheet of paper (8 1/2 X 11).

-OR-

A crack greater than 1/8” in wide and a minimum of 11” long.

**Level 3:** A hole of any size is found which fully penetrates into an adjoining room, (can see through the hole).

-OR-

Two or more walls have level 2 holes.
**Needs Paint (Walls)**

Paint is peeling, cracking, flaking, otherwise deteriorated, or surface is not painted.

**Level Defined**

**Level 1:** Area affected is less than 4 square feet.

**Level 2:** Area affected is greater than 4 square feet.

**Level 3:** N/A

---

**Needs Paint (Walls)**

Paint is peeling, cracking, flaking, otherwise deteriorated, or surface is not painted.

**Note:** List of 504/FH/ADA buildings/units should be provided to the inspector prior to the start of the inspection. In these cases superficial surface/paint damage caused by wheelchairs, walkers, or medical devices should not be recorded as a deficiency.

**Level Defined**

**Level 1:** Area affected is more than 1 but less than 4 square feet.

**Level 2:** Area affected is greater than 4 square feet.

**Level 3:** N/A
Water Stains/Water Damage/Mold/Mildew (Walls)
Walls are not watertight. Visible evidence of water infiltration, mold, or mildew exists. Damage such as saturation or surface failure may have occurred.

Level Defined

Level 1: For a single wall, visible indication of a leak, mold, or mildew, such as darkened area, exists over a small area. (less than 4 sq. ft. by visual estimate). Water may or may not be evident.

Level 2: For a single wall, visible indication of a leak exists over a large area (visually estimated at more than 4 sq. ft.). Water is probably evident.

Level 3: Visual observation estimates that a large portion (more than 50% of the surface) of one or more walls have been exposed to substantial saturation or damage due to water, mold, or mildew. Visible cracks, moisture area, mold and flaking are evident. The wall surface may have failed. One occurrence of this condition is sufficient to classify the wall systems as level 3.

-OR-

Visual observations estimate that more than 50% of the wall surface in any one unit show signs of water damage, stains, mold, or mildew.

Water Damage/Mold/Mildew (Walls)
Walls are not watertight. Visible evidence of water infiltration, mold, or mildew exists. Damage such as saturation or surface failure may have occurred.

Level Defined

Level 1: Visible indication of a leak, mold, or mildew, such as darkened area, exists over a small area. (more than 1 but less than 4 sq. ft. by visual estimate). Water may or may not be evident.

Level 2: Visible indication of a leak exists over a large area (visually estimated at more than 4 sq. ft.). Water is probably evident.

Level 3: Visual observation estimates that a large portion (more than 50% of the surface) of one or more walls have been exposed to substantial saturation or damage due to water, mold, or mildew. Visible cracks, moisture area, mold and flaking are evident. The wall surface may have failed. One occurrence of this condition is sufficient to classify the wall systems as level 3.

-OR-

Visual observations estimate that more than 50% of the wall surface in any one unit show signs of water damage, stains, mold, or mildew.
Deteriorated/Missing Caulking/Seals (Windows)
The caulking or seal is missing, poorly installed, or deteriorated.

Note: This also includes Thermopane or insulated windows that have failed.

Level Defined

Level 1: Missing or deteriorated caulk or seals are observed. No evidence of damage to window or surrounding structure exists.

Level 2: Missing or deteriorated caulk or seals are observed, with some evidence of leaks or damage to the window or surrounding structure visible.

-OR-

A Thermopane or insulated window has failed. (Typically indicated by being fogged up.)

Level 3: Missing or deteriorated caulk or seals are observed and the window is not weather-tight. Evidence of leaks or damage to the window or surrounding structure is readily apparent.

Deteriorated/Missing Caulking/Seals (Windows)
The caulking or seal is missing, poorly installed, or deteriorated.

Note: Deteriorated caulk or seals is defined when 2 or more seals for any given window have lost their elasticity. Crumbling and flaking of the seal when touched would be an indication of inelasticity. This also includes Thermopane or insulated windows that have failed.

Level Defined

Level 1: N/A

Level 2: Missing or deteriorated caulk or glazing compound is consistently evident for the majority of the window with no evidence of damage to the window and/or surrounding structure.

Level 3: Missing or deteriorated caulk or seals are observed and the window is not weather-tight. Evidence of leaks or damage to the window or surrounding structure is readily apparent.
**Security Bars Prevent Egress (Windows)**

Security bars are damaged, constructed or installed, such that egress is severely limited or impossible.

**Note:** This does not include windows not designed or intended for egress.

**Level Defined**

**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.

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**NO CHANGE TO DEFINITION- DATABASE CORRECTION**