

LEED for Homes Mid-rise Simplified Project Checklist

for Homes

Builder Name:	
Project Team Leader (if different):	<i>Sursum Corda</i>
Home Address (Street/City/State):	<i>Sursum Corda, Washington, DC, Washington, DC</i>

Project Description:

Adjusted Certification Thresholds

Building type: **Mid-rise multi-family** # of stories: **11** Certified: **39.5** Gold: **69.5**
 # of units: **373** Avg. Home Size Adjustment: **-5.5** Silver: **54.5** Platinum: **84.5**

Project Point Total	Final Credit Category Total Points			
Prelim: <i>49.5 + 23.5 maybe pts</i> Final: 12	ID: 0	SS: 7	EA: 5	EQ: 0
Certification Level	LL: 0	WE: 0	MR: 0	AE: 0
Prelim: <i>Not Certified</i> Final: <i>Not Certified</i>	<i>Min. Point Thresholds Not Met for Prelim. OR Final Rating</i>			

date last updated :
last updated by :

Max **Project Points**
Pts **Preliminary** **Final**

Innovation and Design Process (ID)		(No Minimum Points Required)		Max	Y/Pts	Maybe	No	Y/Pts	
1. Integrated Project Planning	1.1	Preliminary Rating		Prereq	Y			Y	
	1.2	Energy Expertise for MID-RISE		Prereq	Y				
	1.3	Professional Credentialed with Respect to LEED for Homes		1	0	1		0	
	1.4	Design Charrette		1	0	1		0	
	1.5	Building Orientation for Solar Design		1	0	0		0	
	1.6	Trades Training for MID-RISE		1	1	0		0	
2. Durability Management Process	2.1	Durability Planning		Prereq	Y				
	2.2	Durability Management		Prereq	Y				
	2.3	Third-Party Durability Management Verification		3	3	0		0	
3. Innovative or Regional Design	<input checked="" type="checkbox"/> 3.1	Innovation #1 _____		1	1	0		0	
	<input checked="" type="checkbox"/> 3.2	Innovation #2 _____		1	1	0		0	
	<input checked="" type="checkbox"/> 3.3	Innovation #3 _____		1	0	1		0	
	<input checked="" type="checkbox"/> 3.4	Innovation #4 _____		1	0	1		0	
<i>Sub-Total for ID Category:</i>				11	6	4		0	
Location and Linkages (LL)		(No Minimum Points Required)		OR	Max	Y/Pts	Maybe	No	Y/Pts
1. LEED ND	1	LEED for Neighborhood Development	LL2-6		10	0	0		0
	<input checked="" type="checkbox"/> 2. Site Selection	2	Site Selection		2	2	0		0
		3.1	Edge Development		1	0	0		0
3.2			Infill	LL 3.1	2	2	0		0
3. Preferred Locations	3.3	Brownfield Redevelopment for MID-RISE		1	0	0		0	
	4. Infrastructure	4	Existing Infrastructure		1	1	0		0
5. Community Resources/ Transit	5.1	Basic Community Resources for MID-RISE		1	0	0		0	
	5.2	Extensive Community Resources for MID-RISE	LL 5.1, 5.3	2	0	0		0	
	5.3	Outstanding Community Resources for MID-RISE	LL 5.1, 5.2	3	3	0		0	
6. Access to Open Space	6	Access to Open Space		1	1	0		0	
<i>Sub-Total for LL Category:</i>				10	9	0		0	
Sustainable Sites (SS)		(Minimum of 5 SS Points Required)		OR	Max	Y/Pts	Maybe	No	Y/Pts
1. Site Stewardship	1.1	Erosion Controls During Construction		Prerequisite	Y				
	1.2	Minimize Disturbed Area of Site for MID-RISE		1	1	0		0	
<input checked="" type="checkbox"/> 2. Landscaping	2.1	No Invasive Plants		Prerequisite	Y				
	<input checked="" type="checkbox"/> 2.2	Basic Landscape Design	SS 2.5	1	1	0		0	
	<input checked="" type="checkbox"/> 2.3	Limit Conventional Turf for MID-RISE	SS 2.5	2	1	1		2	
	<input checked="" type="checkbox"/> 2.4	Drought Tolerant Plants for MID-RISE	SS 2.5	1	1	0		1	
	<input checked="" type="checkbox"/> 2.5	Reduce Overall Irrigation Demand by at Least 20% for MID-RISE		3	0	0		0	
<input checked="" type="checkbox"/> 3. Local Heat Island Effects	3.1	Reduce Site Heat Island Effects for MID-RISE		1	1	0		0	
	3.2	Reduce Roof Heat Island Effects for MID-RISE		1	1	0		0	
<input checked="" type="checkbox"/> 4. Surface Water Management	4.1	Permeable Lot for MID-RISE		2	0	1.5		0	
	4.2	Permanent Erosion Controls		1	0	1		0	
	4.3	Stormwater Quality Control for MID-RISE		2	0	2		0	
5. Nontoxic Pest Control	5	Pest Control Alternatives		2	2	0		0	
6. Compact Development	6.1	Moderate Density for MID-RISE		2	0	0		0	
	6.2	High Density for MID-RISE	SS 6.1, 6.3	3	0	0		0	
	6.3	Very High Density for MID-RISE	SS 6.1, 6.2	4	4	0		4	
7. Alternative Transportation	7.1	Public Transit for MID-RISE		2	2	0		0	
	7.2	Bicycle Storage for MID-RISE		1	1	0		0	
	7.3	Parking Capacity/Low-Emitting Vehicles for MID-RISE		1	0	1		0	
<i>Sub-Total for SS Category:</i>				22	15	6.5		7	

LEED for Homes Mid-rise Pilot Simplified Project Checklist (continued)

				Max Pts	Project Points				
					Y/Pts	Maybe	No	Y/Pts	
				OR					
Water Efficiency (WE)				(Minimum of 3 WE Points Required)				OR	
				Max	Y/Pts	Maybe	No	Y/Pts	
1. Water Reuse	☑	1	Water Reuse for MID-RISE	5	0	0		0	
2. Irrigation System	☑	2.1	High Efficiency Irrigation System for MID-RISE	2	1	1		0	
	☑	2.2	Reduce Overall Irrigation Demand by at Least 45% for MID-RISE	2	0	0		0	
3. Indoor Water Use		3.1	High-Efficiency Fixtures and Fittings	3	1	0		0	
		3.2	Very High Efficiency Fixtures and Fittings	6	4	0		0	
		3.3	Water Efficient Appliances for MID-RISE	2	2	0		0	
<i>Sub-Total for WE Category:</i>				15	8	1		0	
Energy and Atmosphere (EA)				(Minimum of 0 EA Points Required)				OR	
				Max	Y/Pts	Maybe	No	Y/Pts	
1. Optimize Energy Performance		1.1	Minimum Energy Performance for MID-RISE	Prereq	Y				
		1.2	Testing and Verification for MID-RISE	Prereq	Y				
		1.3	Optimize Energy Performance for MID-RISE	34	5	0		5	
7. Water Heating	☑	7.1	Efficient Hot Water Distribution	2	0	0		0	
		7.2	Pipe Insulation	1	0	1		0	
11. Residential Refrigerant Management		11.1	Refrigerant Charge Test	Prereq	Y				
		11.2	Appropriate HVAC Refrigerants	1	1	0		0	
<i>Sub-Total for EA Category:</i>				38	6	1		5	
Materials and Resources (MR)				(Minimum of 2 MR Points Required)				OR	
				Max	Y/Pts	Maybe	No	Y/Pts	
1. Material-Efficient Framing		1.1	Framing Order Waste Factor Limit	Prereq	Y				
		1.2	Detailed Framing Documents	1	0	0		0	
		1.3	Detailed Cut List and Lumber Order	1	0	0		0	
		1.4	Framing Efficiencies	3	0	0		0	
		1.5	Off-site Fabrication	4	0	0		0	
2. Environmentally Preferable Products	☑	2.1	FSC Certified Tropical Wood	Prereq	Y				
	☑	2.2	Environmentally Preferable Products	8	1.5	1.5		0	
3. Waste Management		3.1	Construction Waste Management Planning	Prereq	Y				
		3.2	Construction Waste Reduction	3	2	0.5		0	
<i>Sub-Total for MR Category:</i>				16	3.5	2		0	
Indoor Environmental Quality (EQ)				(Minimum of 6 EQ Points Required)				OR	
				Max	Y/Pts	Maybe	No	Y/Pts	
2. Combustion Venting		2	Basic Combustion Venting Measures	Prereq	Y				
3. Moisture Control		3	Moisture Load Control	1	0	0		0	
4. Outdoor Air Ventilation	☑	4.1	Basic Outdoor Air Ventilation for MID-RISE	Prereq	Y				
		4.2	Enhanced Outdoor Air Ventilation for MID-RISE	2	0	0		0	
		4.3	Third-Party Performance Testing for MID-RISE	1	0	1		0	
5. Local Exhaust	☑	5.1	Basic Local Exhaust	Prerequisite	Y				
		5.2	Enhanced Local Exhaust	1	0	1		0	
		5.3	Third-Party Performance Testing	1	0	1		0	
6. Distribution of Space Heating and Cooling	☑	6.1	Room-by-Room Load Calculations	Prereq	Y				
		6.2	Return Air Flow / Room by Room Controls	1	0	0		0	
		6.3	Third-Party Performance Test / Multiple Zones	2	0	0		0	
7. Air Filtering		7.1	Good Filters	Prereq	Y				
		7.2	Better Filters	1	0	1		0	
		7.3	Best Filters	2	0	0		0	
8. Contaminant Control	☑	8.1	Indoor Contaminant Control during Construction	1	0	1		0	
		8.2	Indoor Contaminant Control for MID-RISE	2	0	0		0	
	☑	8.3	Preoccupancy Flush	1	0	0		0	
9. Radon Protection	☑	9.1	Radon-Resistant Construction in High-Risk Areas	Prereq	N/A				
	☑	9.2	Radon-Resistant Construction in Moderate-Risk Areas	1	0	0		0	
10. Garage Pollutant Protection		10.1	No HVAC in Garage for MID-RISE	Prereq	Y				
		10.2	Minimize Pollutants from Garage for MID-RISE	2	2	0		0	
		10.3	Detached Garage or No Garage for MID-RISE	3	0	0		0	
11. ETS Control		11	Environmental Tobacco Smoke Reduction for MID-RISE	1	0	1		0	
12. Compartmentalization of Units		12.1	Compartmentalization of Units	Prereq	Y				
		12.2	Enhanced Compartmentalization of Units	1	0	0		0	
<i>Sub-Total for EQ Category:</i>				21	2	6		0	
Awareness and Education (AE)				(Minimum of 0 AE Points Required)				OR	
				Max	Y/Pts	Maybe	No	Y/Pts	
1. Education of the Homeowner or Tenant	☑	1.1	Basic Operations Training	Prereq	Y				
	☑	1.2	Enhanced Training	1	0	1		0	
		1.3	Public Awareness	1	0	1		0	
2. Education of Building Manager	☑	2	Education of Building Manager	1	0	1		0	
<i>Sub-Total for AE Category:</i>				3	0	3		0	