

Office Building, 2 Story

Building Use:	Office	
Gross Square Feet (GSFT):	83,000	Benchmark Bldg
Replacement Cost (PRV):	\$15,256,565	
Occupancy:	740	
Pavement Sqft:	66,400	
Grounds Sqft:	49,800	
Floors:	2	

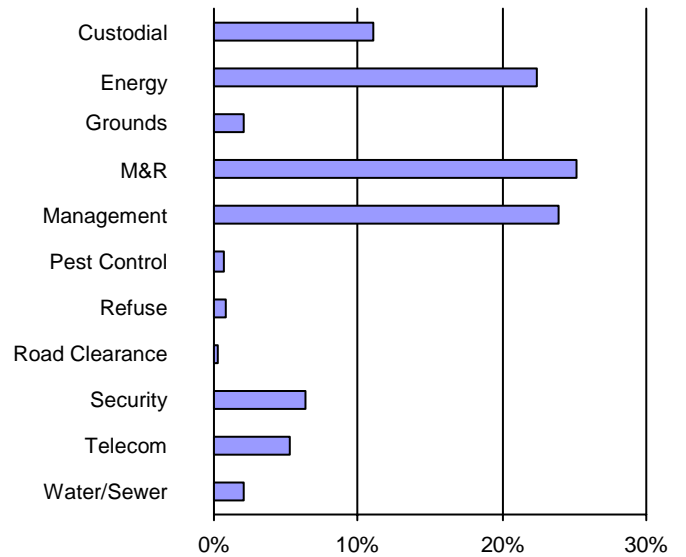
Service Levels

Custodial	Clean floors 3 times per week, remove trash 3 times per week; clean, dust and polish surfaces and window coverings once per week. dust and polish furniture once per week. Clean windows once every 4 weeks. Common Areas: Clean floors and remove trash 3 times per week, clean furniture and seating areas once every 2 weeks. Complete restroom service 3 times per week.
Energy	54.2 kBtu per square foot per year.
Grounds	Mow once per week, fertilize every 14 weeks, clean and trim walks every 2 weeks.
M&R	50-year average annual cost, utilization rate between 41 and 80 hours per week.
Management	Commercial management, facility data, real estate, and engineering services.
Pest Control	Rodent control and insect abatement procedures performed every 2 weeks, and inspections every 26 weeks.
Refuse	Average annual refuse production of 0.55 lbs per square foot.
Road Clearance	Sweeping of paved areas once every 2 weeks, and snowclearing once per snowday.
Security	Electronic locks, and system monitoring.
Telecom	Local and long distance phone services, and data subscriptions.
Water/Sewer	59 gallons of water per square foot per year.

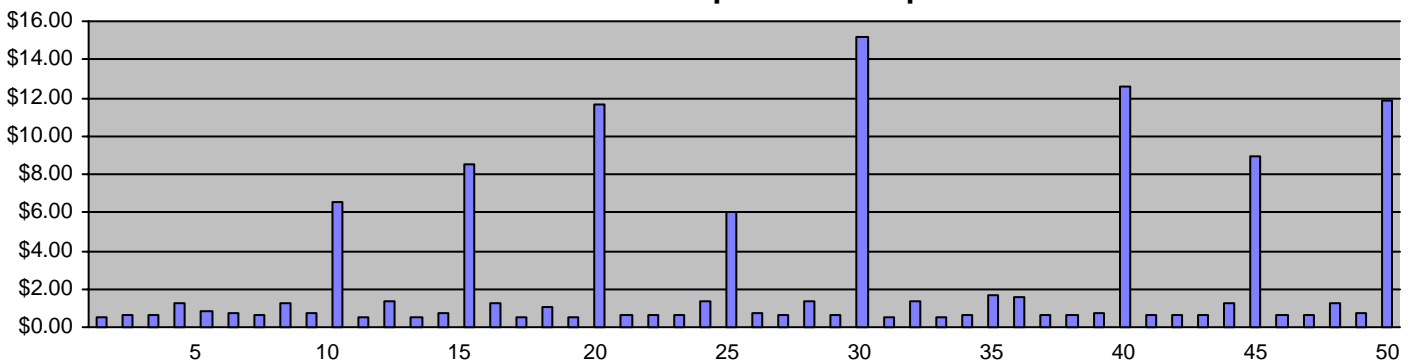
Annual Cost Summary

Operation	Per GSFT	Per PRV	Per Occupant	Total
Custodial	\$1.02	.56%	\$115	\$84,826
Energy	\$2.06	1.12%	\$231	\$171,113
Grounds	\$.19	.10%	\$22	\$15,936
M&R (Average)	\$2.32	1.26%	\$260	\$192,460
Management	\$2.21	1.20%	\$247	\$183,079
Pest Control	\$.07	.04%	\$8	\$5,810
Refuse	\$.08	.04%	\$9	\$6,300
Road Clearance	\$.02	.01%	\$2	\$1,660
Security	\$.58	.32%	\$65	\$48,389
Telecom	\$.48	.26%	\$54	\$40,180
Water/Sewer	\$.20	.11%	\$22	\$16,260
Total	\$9.23	5.02%	\$1,035	\$766,013

Annual Cost Distribution



50-Year M&R Cost Profile per Gross Square Foot



Note: Adjust for alternative service levels shown in Chapter 5. For alternative locations use the Local Indexes shown in Chapter 3.