CENTURY COMMUNITIES at HALCYON General Specs

Prospective tenant that just completed at test fit exercise in the interest of taking 3 of 4 levels of our latest office building at Halcyon that Winter is constructing.

Here are a few high-level notes that may help the contractors to clarify scope:

- Slab to slab walls w/ SAB @ Conference/Meeting Rooms, IT Rooms
- Full height glazing in top and bottom U channels as indicated throughout; window film at Conference/Meeting Rooms
- Building standard doors throughout; locks at all private Offices
- Include appliances as separate line item
- Include low voltage scope as separate line item
- Glass doors @ Conference/Meeting Rooms and Entries
- Ceiling grid/tile throughout; ceiling height changes as indicated by dash lines on plans
- Price open ceiling concept throughout open offices, corridors and break room as separate line item
- New LED lighting throughout; upgraded/decorative lighting @ Receptions, Open Collaboration, Exec RR, Conference/Meeting Rooms & Break
- GWB ceiling/soffits @ Receptions, Conference/Meeting Rooms ceiling height changes as indicated by dash lines on plans
- Assume supplemental cooling @ one IT room; separate line item
- Blocking/Power/Data/Cable/Conduit at various TV locations shown
- Floor cores @ Conference/Meeting Rooms
- Floor cores @ Open Offices where workstations cannot be powered from adjacent walls
- Convenience outlets throughout; standard power/data at offices, dedicated outlets for appliances, equipment, etc. shown several plotters, printers, etc.
- Upgraded finishes & lighting @ Receptions, Conference/Meeting Rooms, Break, Exec RR (\$35/syd installed carpet, LVT @ Break, vinyl wallcovering)
- Standard finishes throughout balance of space (\$25/syd installed carpet, general and accent paints)
- Rubber base throughout; wood base @ Reception & Conference/Meeting Rooms
- Solid surface countertops w/ tile backsplash @ Reception, Conference & Break
- Plastic laminate cabinets throughout; all other countertops to be plastic laminate