

UCA Feature	Considerations	Planned Cost	UCA Cost
Equipment Rigging or permits Required	<ul style="list-style-type: none"> ■ Permit costs ■ Equipment rental ■ Additional shipping ■ Rigging and labor 		\$ 0.0
Pads or Outdoor Space Required	<ul style="list-style-type: none"> ■ Site preparation ■ Pad/curb material costs ■ Building modification costs 		\$ 0.0
Roofcurbs or Penetrations Required	<ul style="list-style-type: none"> ■ Material costs ■ Building alteration labor costs ■ Long term building maintenance 		\$ 0.0
Field piping, evacuation & charging	<ul style="list-style-type: none"> ■ Contractor modification labor costs ■ Cost of time due to delays ■ Unit maintenance 		\$ 0.0
Calculated downtime replacing old systems	<ul style="list-style-type: none"> ■ Calculated business loss due to prolonged business downtime 		\$ 0.0
Architectural Damage and/or Alterations to Building	<ul style="list-style-type: none"> ■ Estimated code approvals costs ■ Building alteration ■ Building renovations 		\$ 0.0
Compromise in performance with built-to-order design	<ul style="list-style-type: none"> ■ Additional cost for excess capacity ■ Additional engineering costs 		\$ 0.0
Equipment Damage due to Weather	<ul style="list-style-type: none"> ■ Non-planned maintenance cost ■ Estimated loss from premature failure 		\$ 0.0
Potential Theft or Vandalism costs	<ul style="list-style-type: none"> ■ Non-planned repairs and replacements due to theft and vandalism 		\$ 0.0
Field Testing of Installed Product	<ul style="list-style-type: none"> ■ Additional labor & time cost for commissioning 		\$ 0.0
Outdoor Product Servicing Premium	<ul style="list-style-type: none"> ■ Additional cost for outdoor/premium service contract 		\$ 0.0
Ductwork and/or Electrical Modifications Required	<ul style="list-style-type: none"> ■ Ductwork manufacturing cost ■ Installation cost ■ Utility modification cost 		\$ 0.0
Demolition of existing equipment	<ul style="list-style-type: none"> ■ End of life cycle removal of equipment 		\$ 0.0
COMBINED COST/SAVINGS			\$ 0.0