

University Contact: Project Manager on said project

## SECTION 3: CONCRETE

**This section of the Standards establishes minimum requirements only and is to be used to guide, and not replace, the complete project specification section. The Architect and/or Engineer shall further produce project specifications in line with industry standards that incorporate these University requirements.**

### ➤ PROJECT GUIDELINES

- **Structural Elements:** The University requires the standard ACI 318, designed for calculated structural requirements. A/E's may use their own office standards for details such as chamfered vs. square edges.
- **Floor Flatness:** The University requires the use of floor flatness and levelness “F-numbers” as described in ASTM E 1155-87 and ACI 117, unless specified otherwise based on project type. Job-site quality control shall be provided by a testing firm engaged and paid for by the Owner, unless otherwise determined.
- **Slab Thickness - Comply with the following:**
  - General: 4 inches, or greater if required by expected live load.
  - Mechanical Rooms: 5 inches, or greater if required by expected live loads.
  - Strength: As required, but not less than 3000 psi at 28 days
  - Equipment Bases and Foundations: Minimum Compressive Strength: 4000 psi at 28 days.
- **Finishing**
  - Chamfer exterior corners and edges of permanently exposed concrete.
  - Rooms that are typically unoccupied and have an exposed concrete floor, such as mechanical, electrical and storage rooms, shall be sealed for easier maintenance.
  - Include moisture, alkalinity and adhesion testing in specifications to verify concrete is cured appropriately to accept finishes.
- **Floor and Trench Drains:** Design professional shall provide details, of sufficient scale, for each type of floor or trench drain. Detail shall include termination of surface finish materials, crack isolation membranes, and waterproofing materials.
- Vapor retarder or moisture barrier shall be required for all below grade work.

❖ END OF SECTION