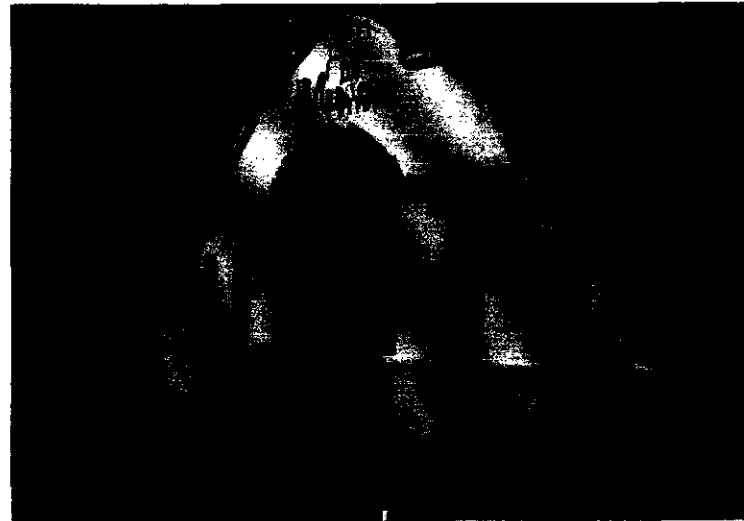


The Village at Hayden Painting Contract



DATE 1/15/05
INITIALS [Signature]
APPROVED [Signature]

SDM

Silagi Development and Management – Owner
101 Hodencamp Road Suite #200
Thousand Oaks, Ca. 91360
805-494-7704



SCOPE OF SERVICES

THE VILLAGE AT HAYDEN

PAINTING CONTRACT

The Village at Hayden consists of eleven individual buildings, two parking garages, and one open central plant. The project contains a series of interconnects walls, terraces and signage features all of which will be part of this Repainting Contract. Your scope of work will consist of the following:

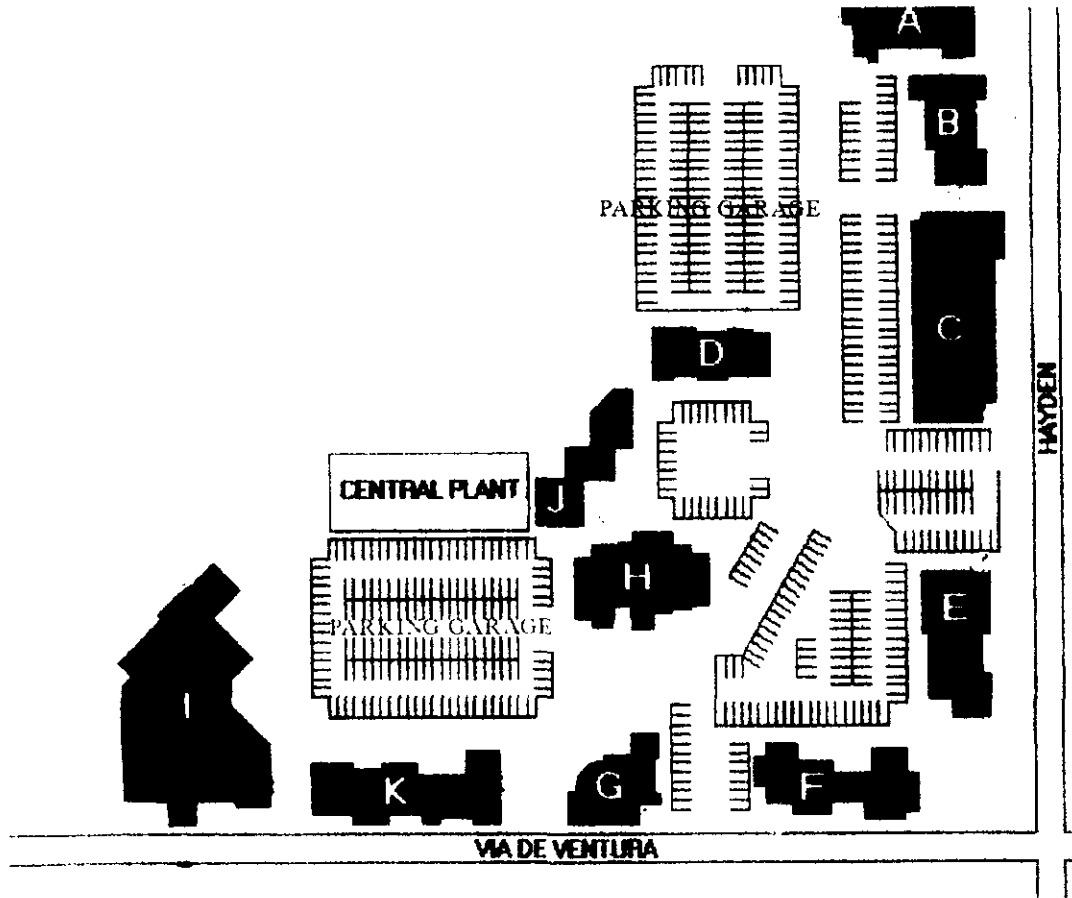
- 1) **Site Features:** Please see attached photos SF-1 through SF-4, which indicate most of the site features that will require painting. These features consist of monument signage, landscape walls, retaining walls, wrought iron fences & gates, free standing parking lot lighting, signage arcades at entrance to parking structures, support columns, a small gazebo, trash enclosures, gates and central plant wall and louvers.
- 2) **Parking Garages:** Please see attached photo of PG-1 and PG-2 indicating typical parking garage conditions and their paint requirements. This contract is for painting only the exterior portions of the parking garage and not the interior portions of the underground level. The exterior portion of the parking garages includes retaining walls, parapets, stairs, railings at stairs, entrance arches at the top of the stairs, signage, and miscellaneous planters at the parking garage.
- 3) **Buildings:** There are eleven buildings in the complex to be repainted, this includes all related site walls, exterior building walls and parapets, chimneys, towers, arcades, terraces walls, both masonry and wrought – iron fences, gates, exterior promenade walls, window castings, window frames, back side of parapets, and feature walls. The open exterior tower must be repainted on the inside as well as the exterior, and all stairs must be repainted with associated stair walls, and railings but not treads and risers. There are also numerous light fixtures attached to the building walls that require painting. Building numbers and building letter identification will be repainted with the exterior walls, although tenant signage will not be repainted. Metal frames and support for soft canopy will be repainted. Please see the attached photos A1 through K1 indicating the building repainting requirements.

All the items above, 1 through 3, will be issued as one contract. The owner has requested, however, that the building and parking garages be done individually, one at a time and completed before starting the next building, in order to minimize overall obstruction and confusion in the center. Please see the attached specification for the painting and note that all cracks, chips, and visual deformities must be patched and repaired before the painting can proceed.

SEE ATTACHED PAINTING SPECIFICATION

The Village at Hayden

Location Map of Buildings





All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

SF-1 Site Features

The Village at Hayden

Painting Contract



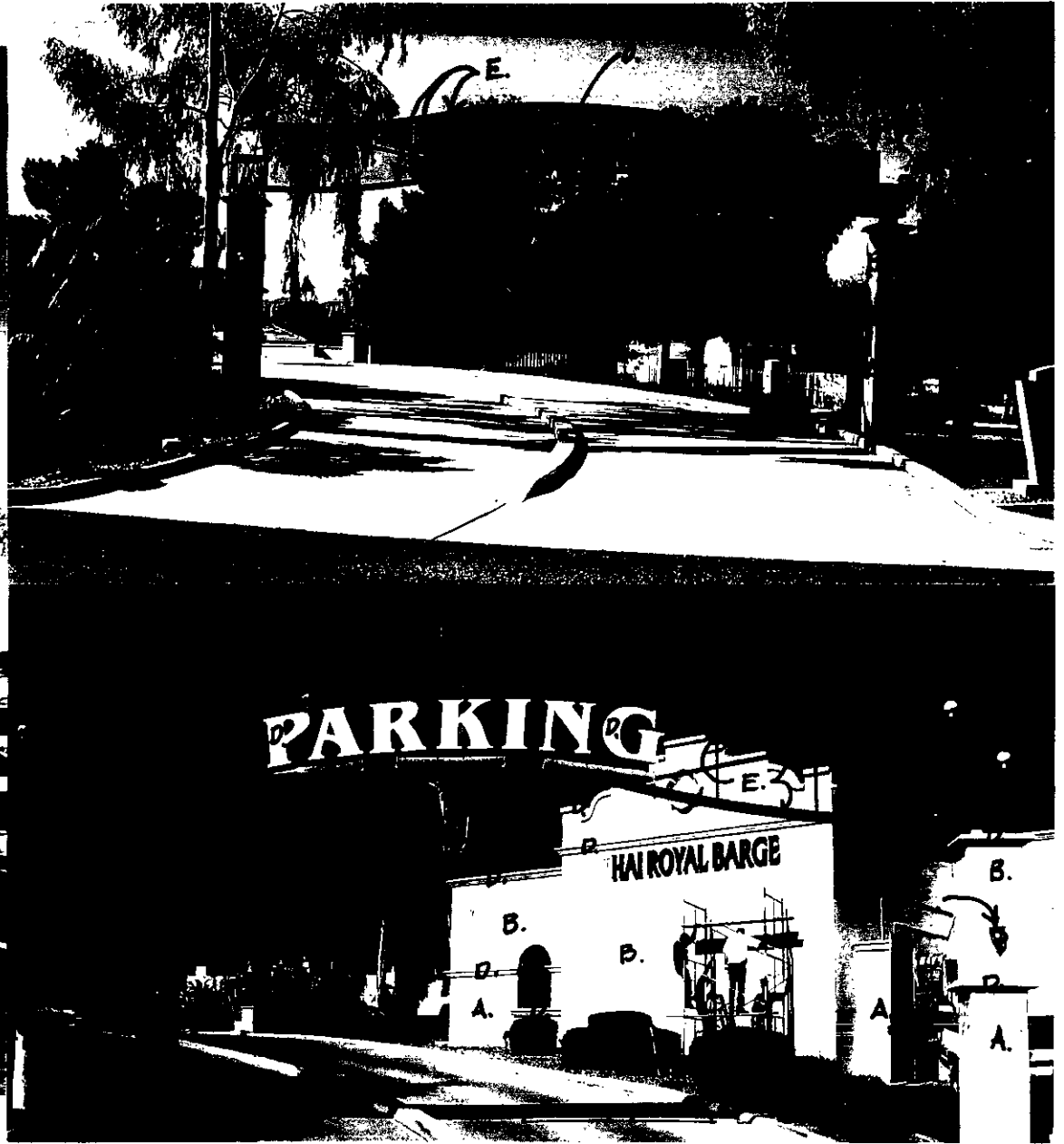
All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 8733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

SF-2 Site Features

The Village at Hayden

Painting Contract



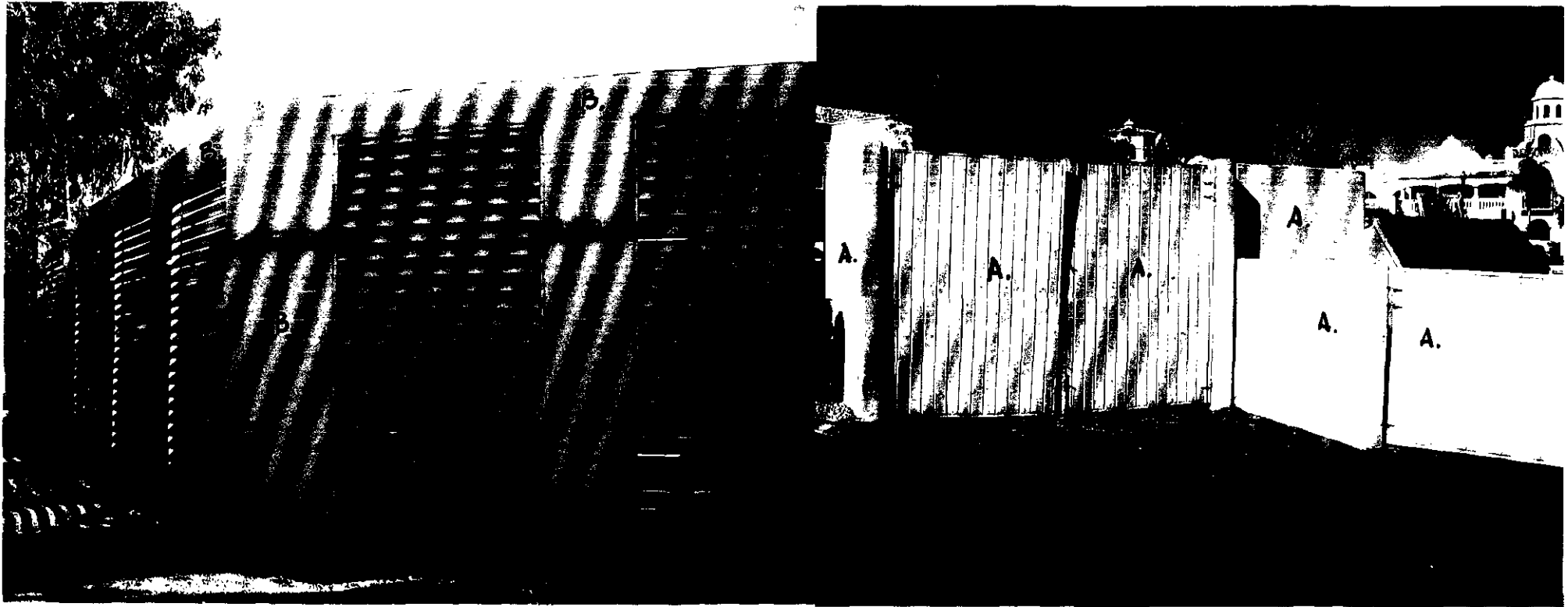
All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

SF-3 Site Features

The Village at Hayden

Painting Contract



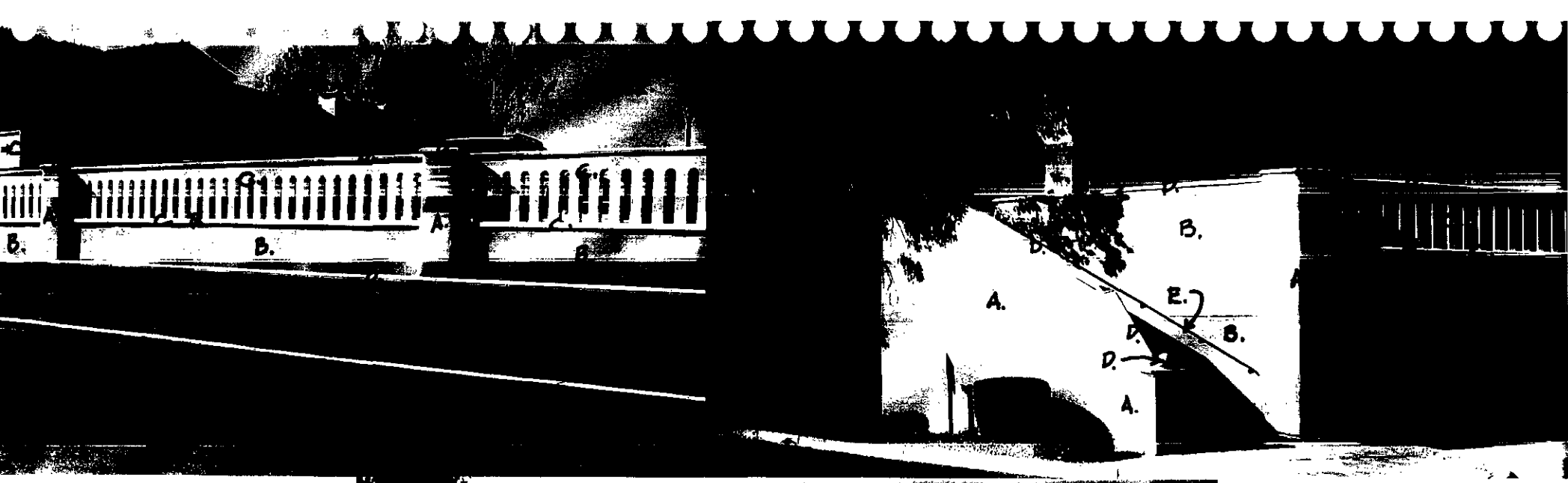
All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

SF-4 Site Features

The Village at Hayden

Painting Contract



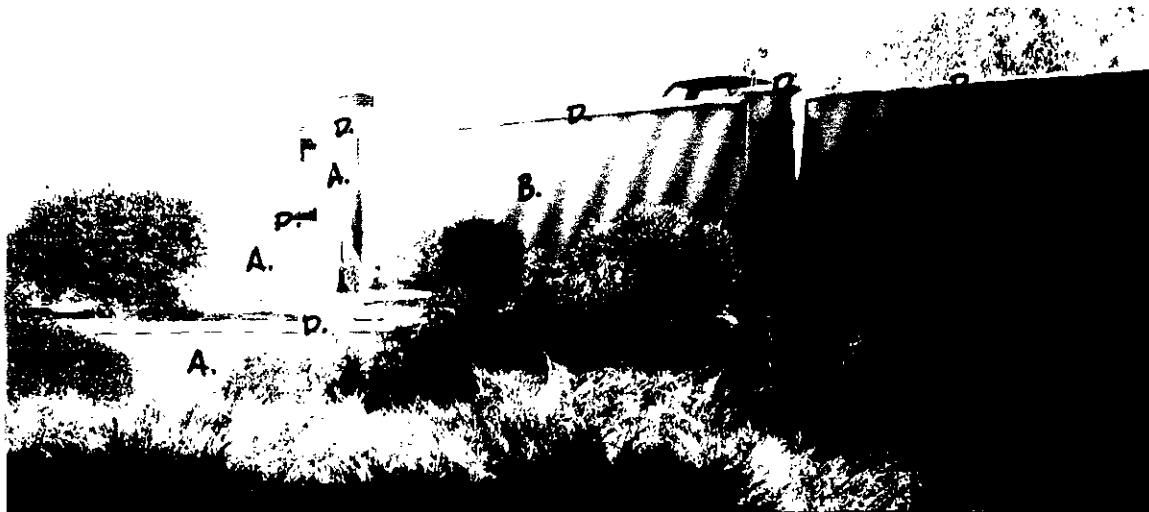
All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

PG-1 Parking Garages

The Village at Hayden

Painting Contract



All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

PG-2 Parking Garages

The Village at Hayden

Painting Contract



All Paint Colors are Frazee Paints

A. 8755A Spicnut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

A-1 Building A

The Village at Hayden

Painting Contract



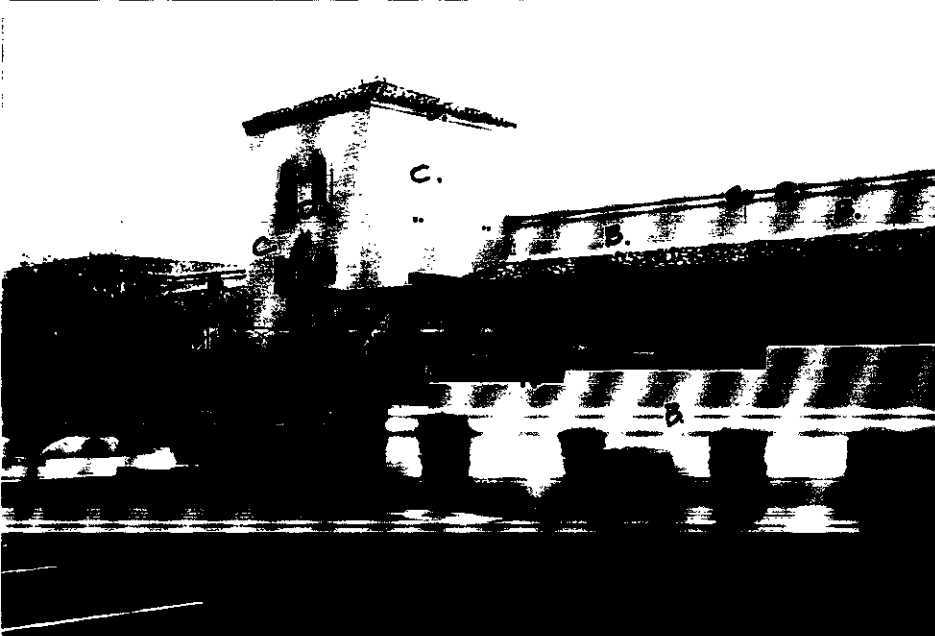
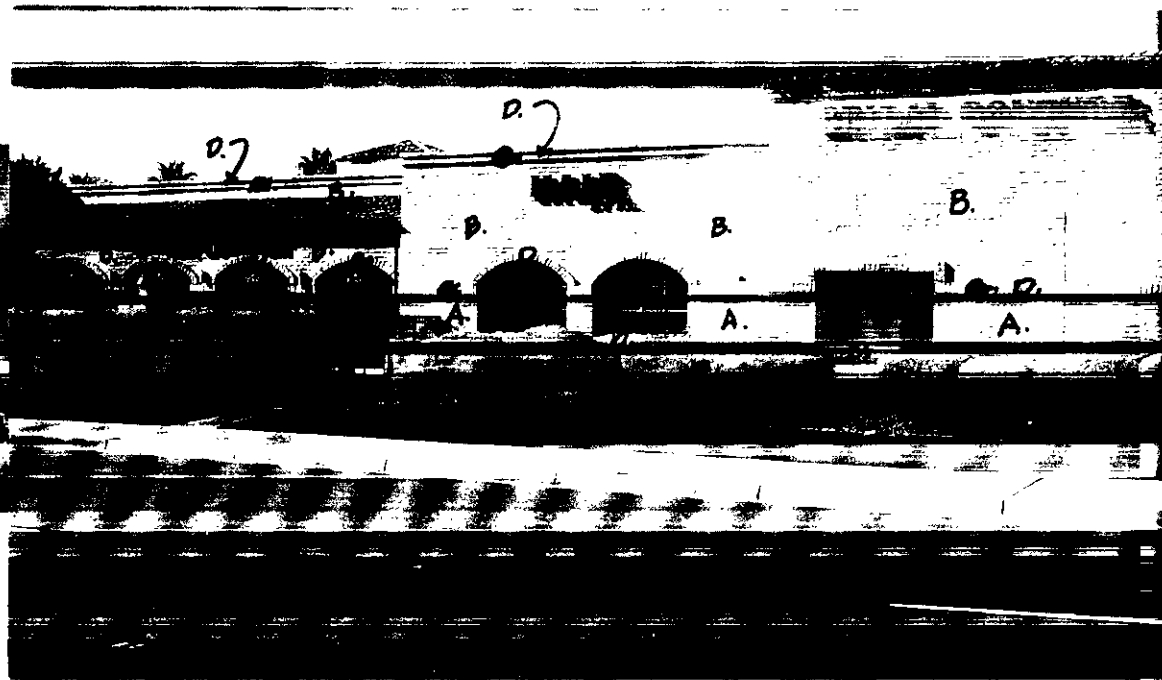
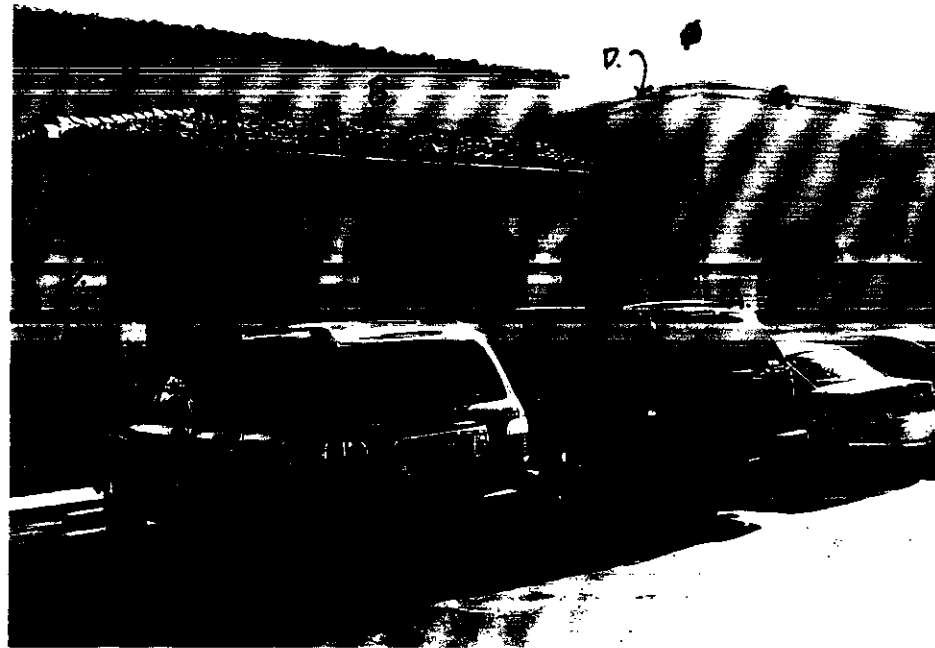
All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

B-1 Building B

The Village at Hayden

Painting Contract



All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

C-1 Building C

The Village at Hayden

Painting Contract



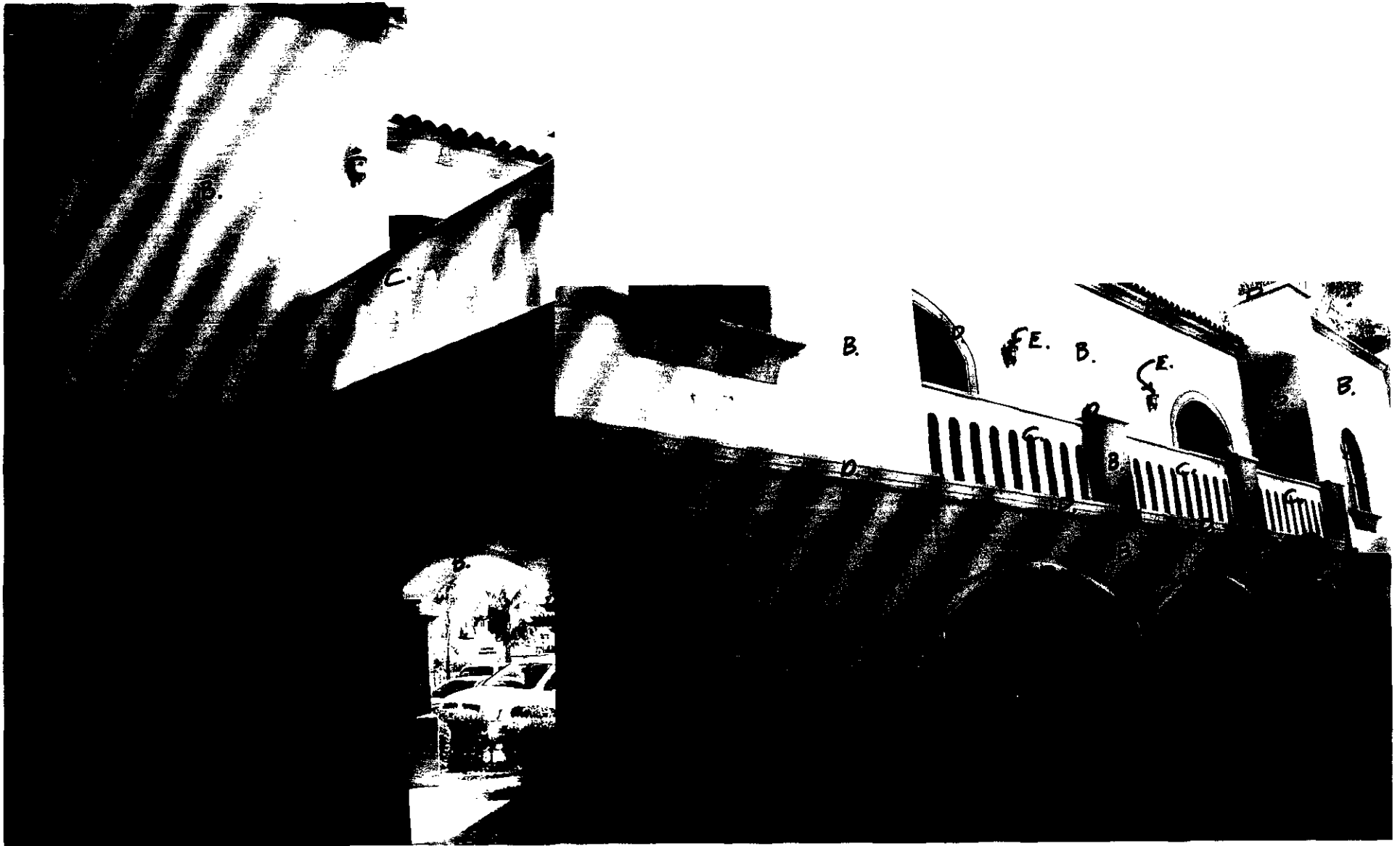
All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

D-1 Building D

The Village at Hayden

Painting Contract



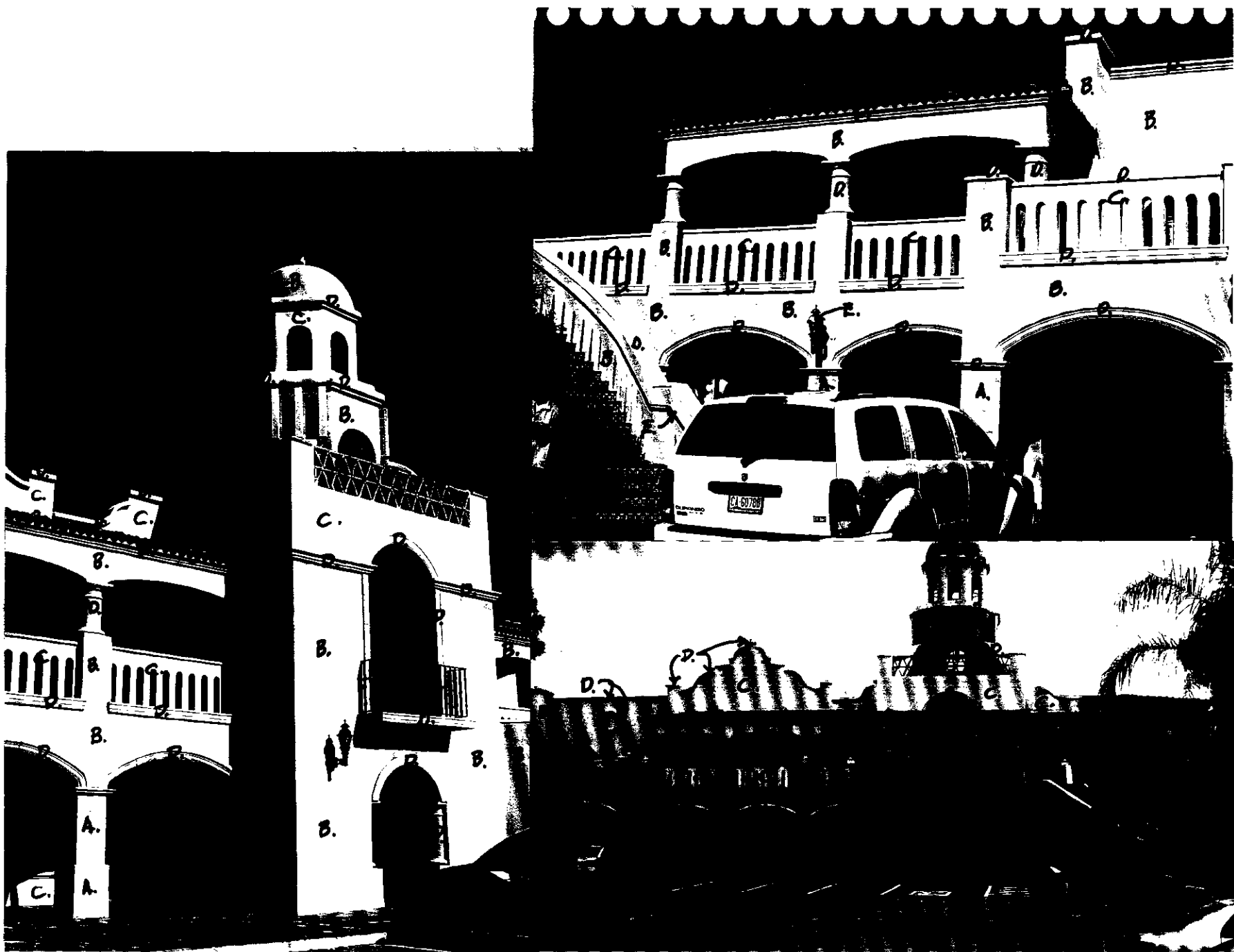
All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

D-2 Building D

The Village at Hayden

Painting Contract



All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

D-3 Building D

The Village at Hayden

Painting Contract



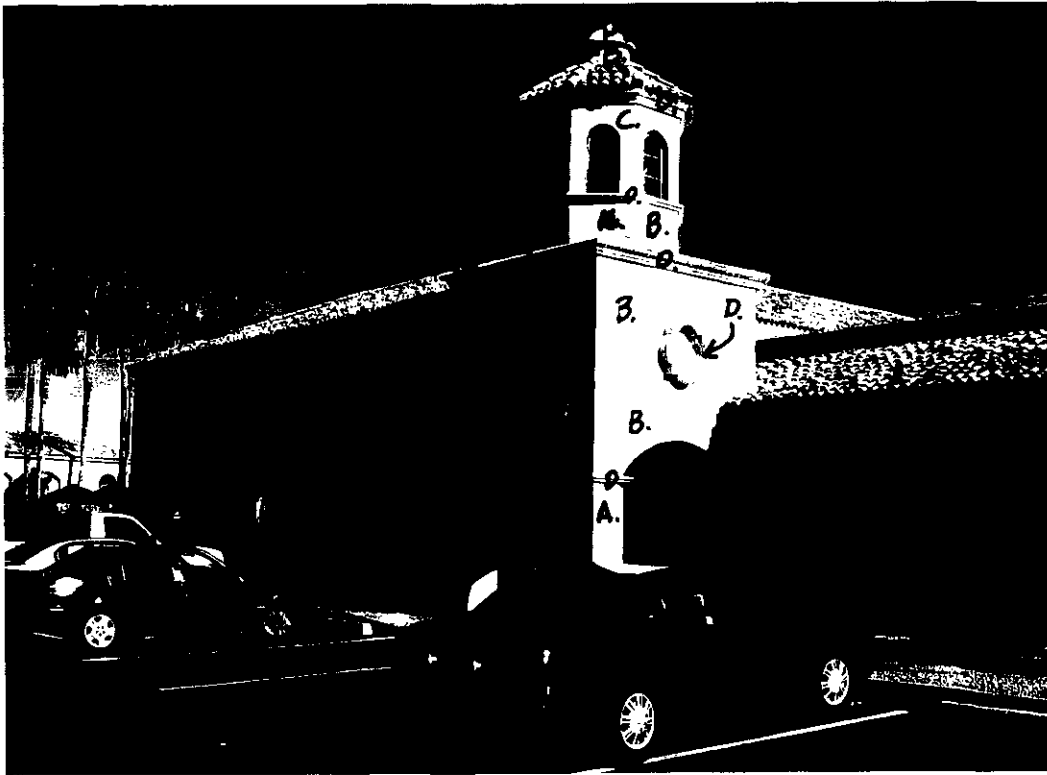
All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

E-1 Building E

The Village at Hayden

Painting Contract



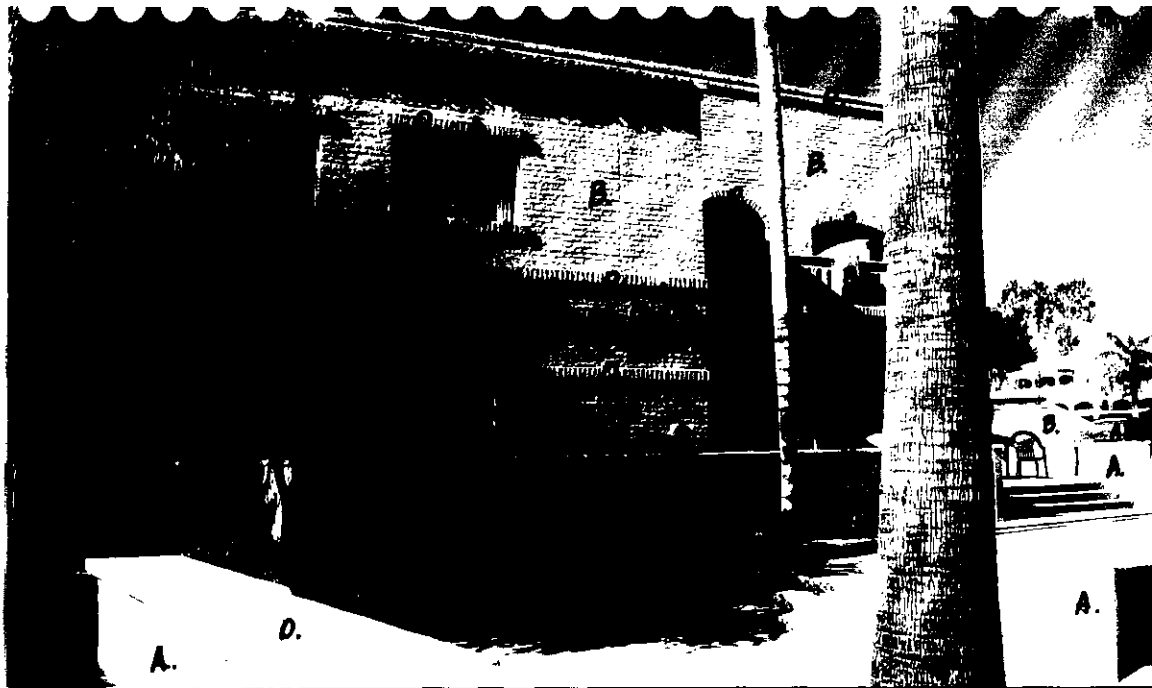
All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

E-2 Building E

The Village at Hayden

Painting Contract



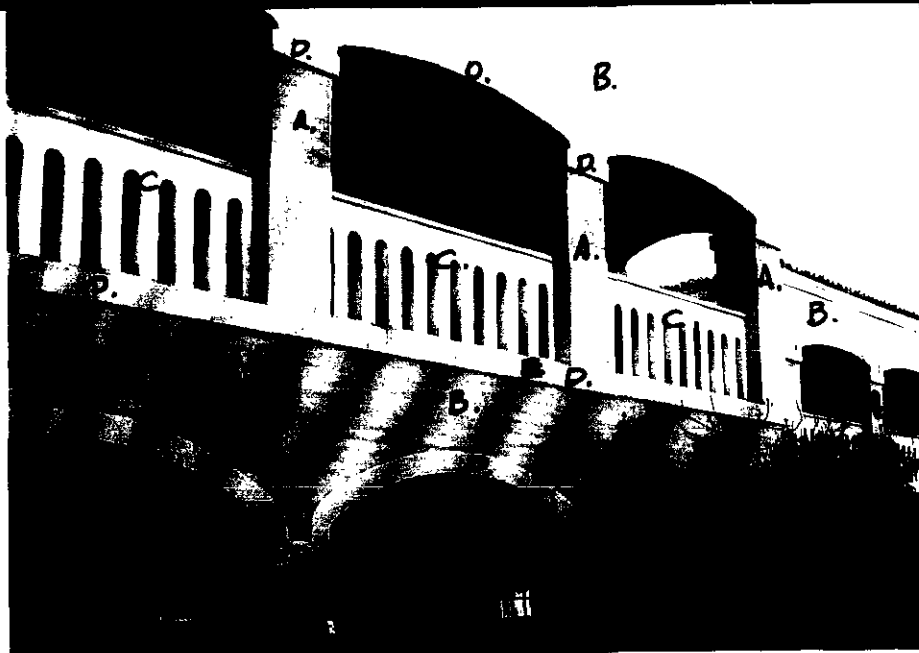
All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

F-1 Building F

The Village at Hayden

Painting Contract



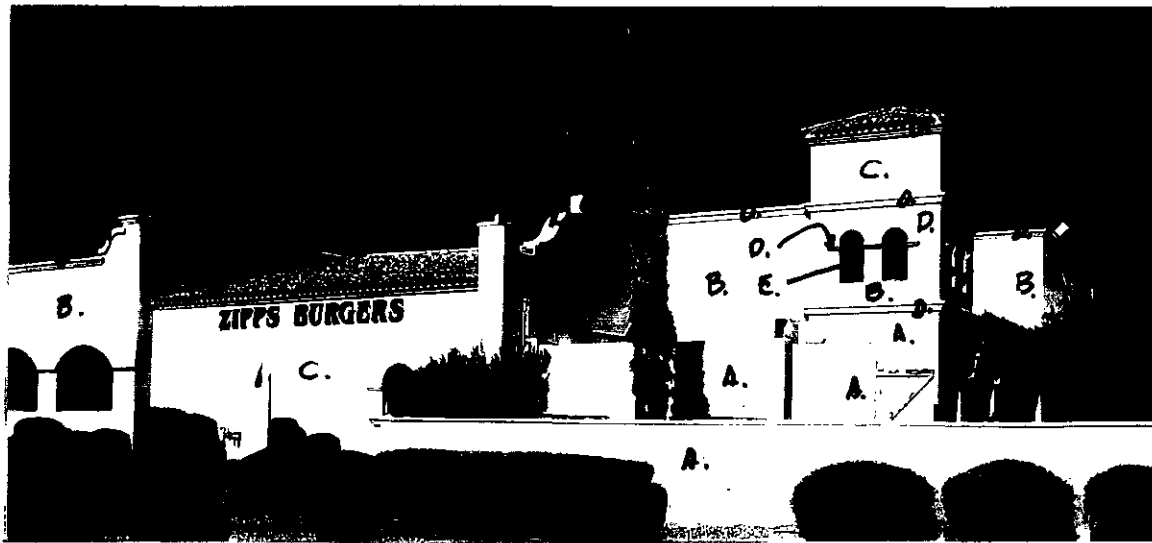
All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

F-2 Building F

The Village at Hayden

Painting Contract



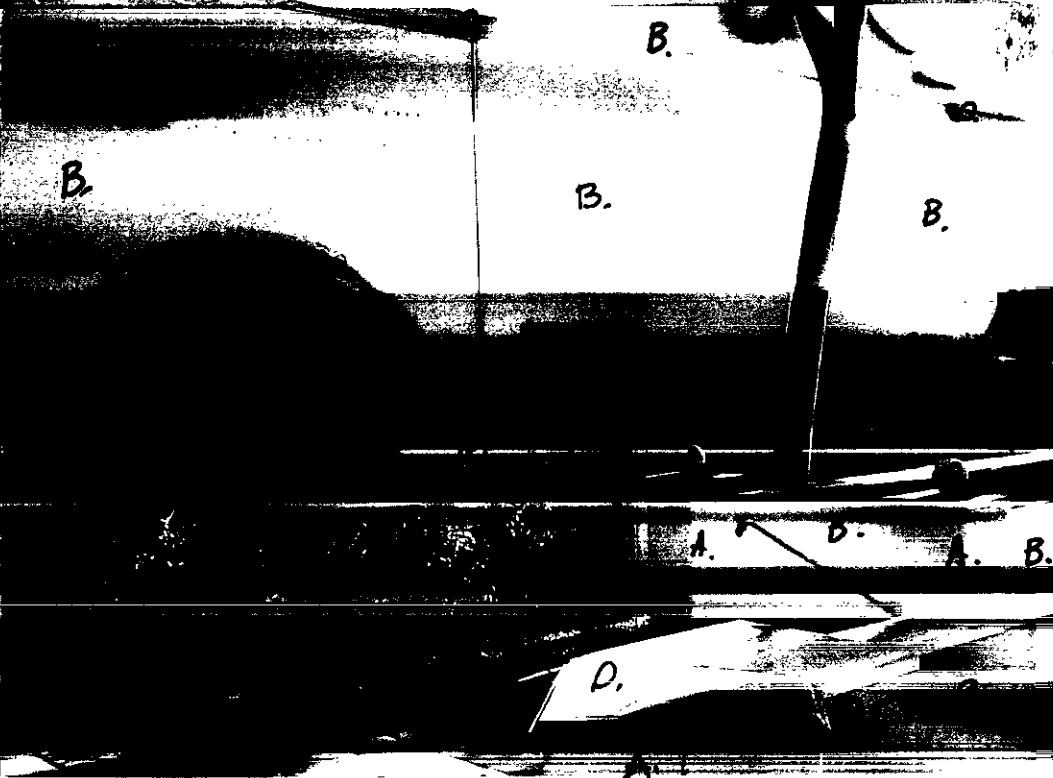
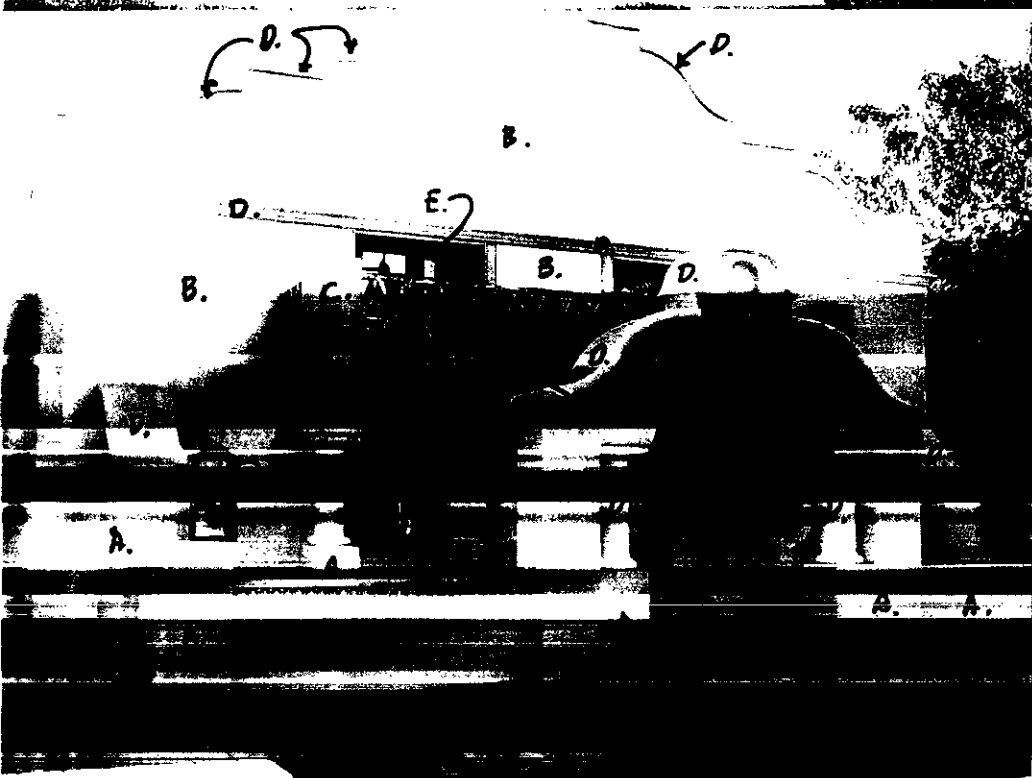
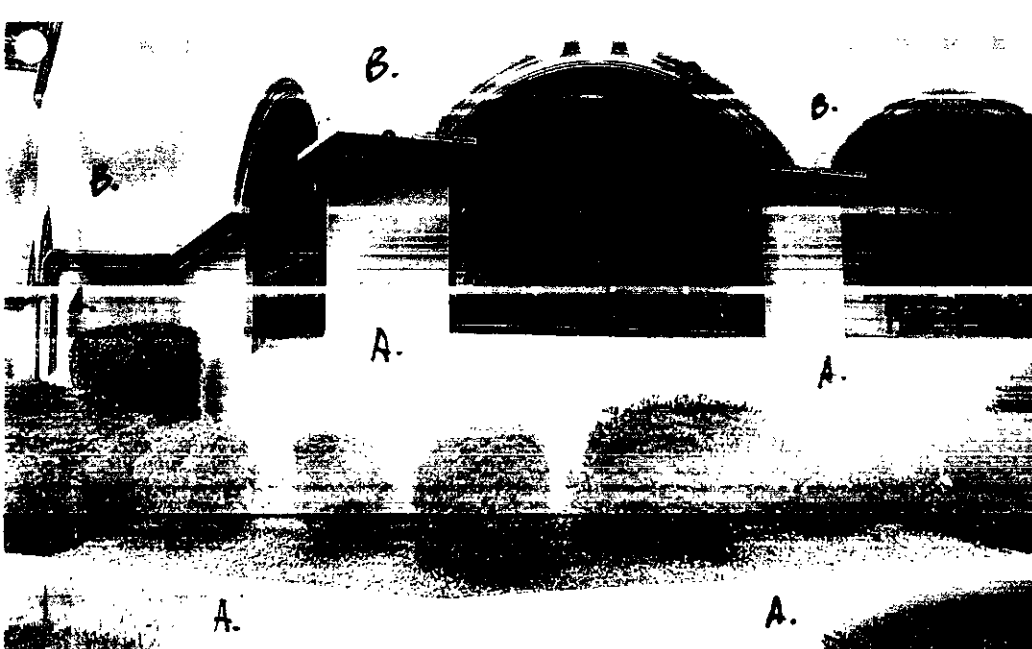
All Paint Colors are Frazee Paints

A. 8755A Spicentut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

G-1 Building G

The Village at Hayden

Painting Contract



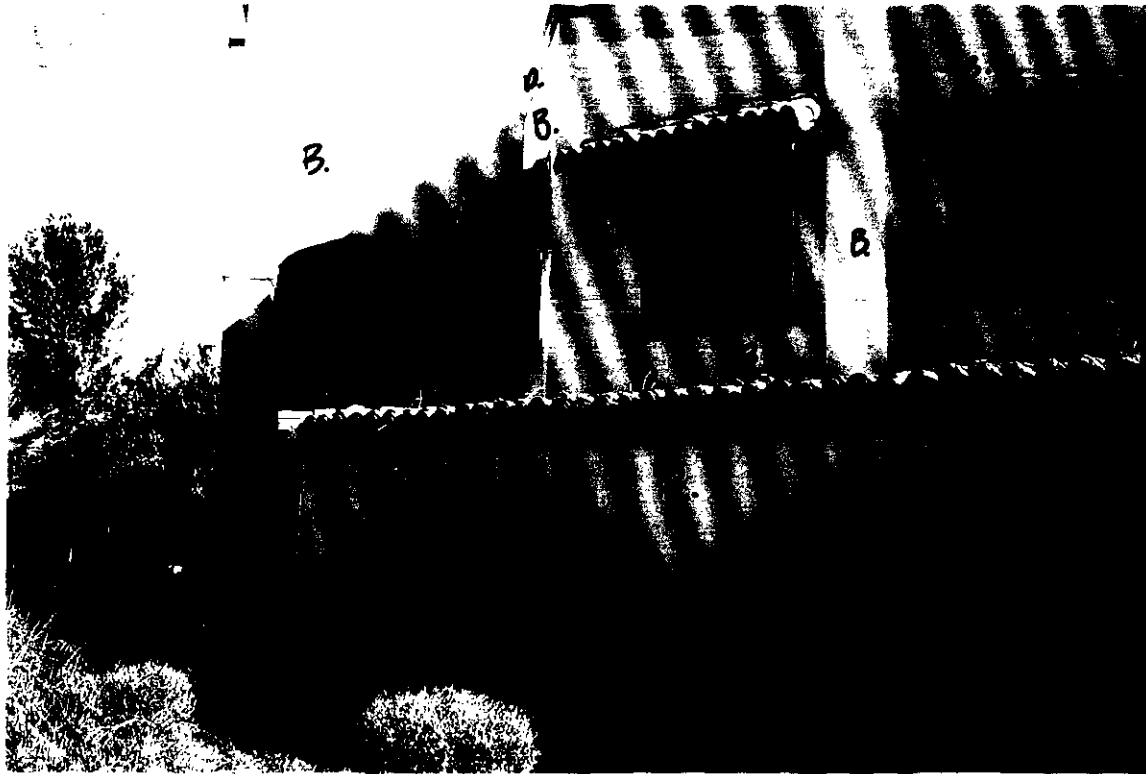
All Paint Colors are Frazee Paints

A. 8755A Spicnut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

H-1 Building H

The Village at Hayden

Painting Contract



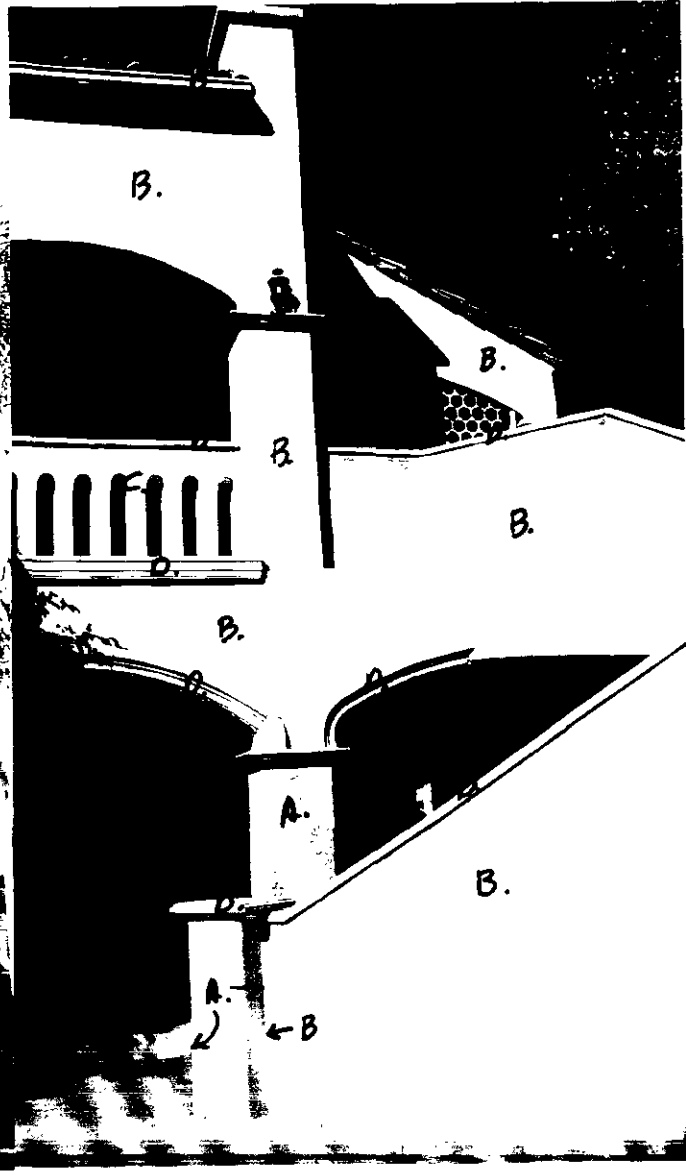
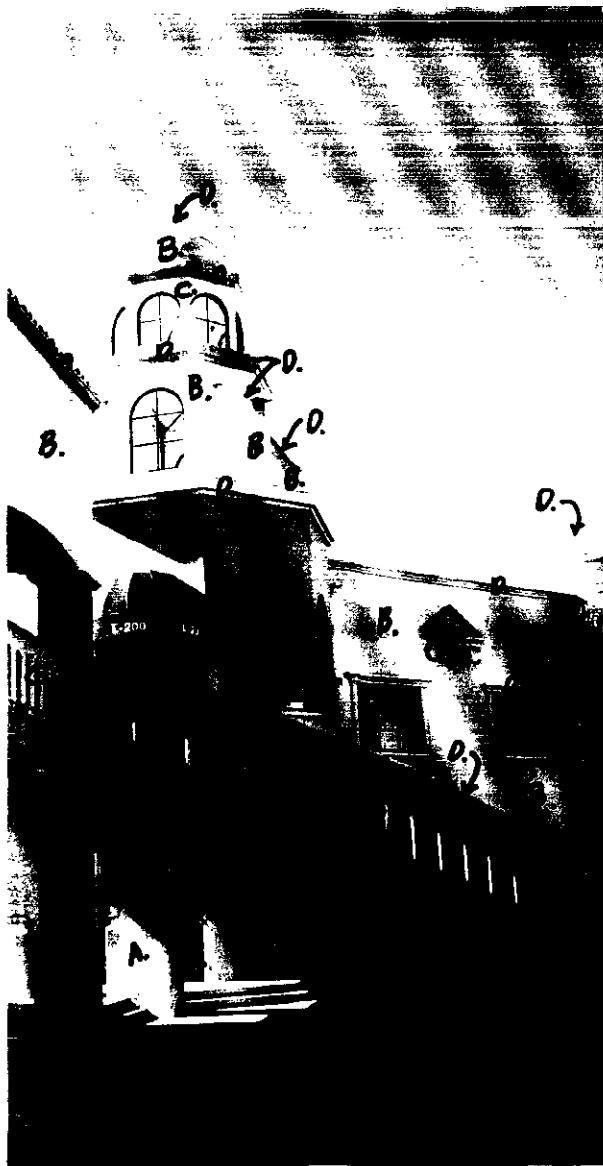
All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

I-1 Building I

The Village at Hayden

Painting Contract



All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

I-2 Building I

The Village at Hayden

Painting Contract



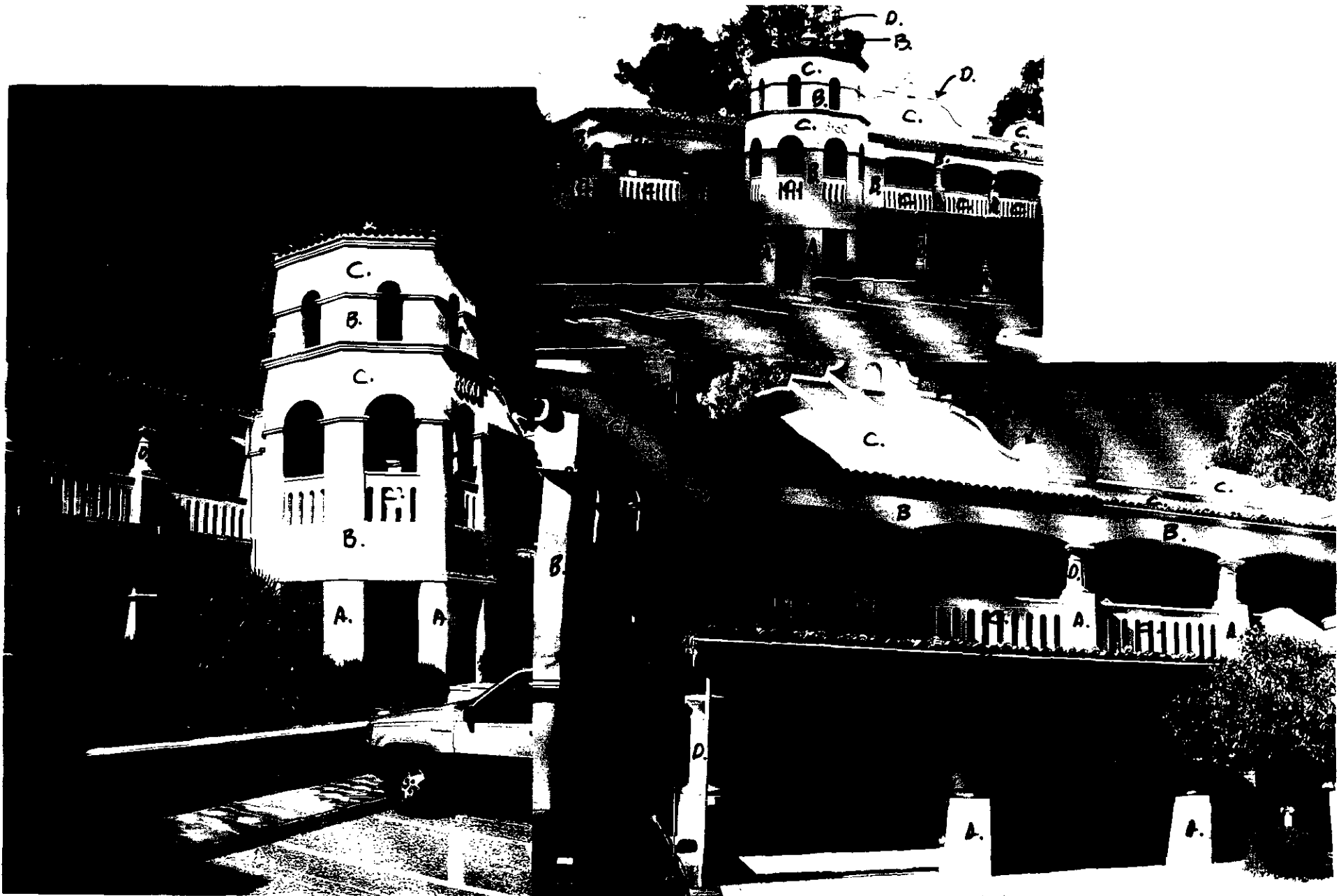
All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

I-3 Building I

The Village at Hayden

Painting Contract



All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

J-1 Building J

The Village at Hayden

Painting Contract



All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

J-2 Building J

The Village at Hayden

Painting Contract



All Paint Colors are Frazee Paints

A. 8755A Spicenut; B. 8754D Tomorrows Taupe; C. 9733M Walnut Wash; D. 8730W Loggia; E. 8606N Spruce Island

K-1 Building K

The Village at Hayden

Painting Contract

SECTION 09900

PAINTING

PART 1 - GENERAL

Work Specified Herein

All labor, materials, equipment and services necessary to complete all painting and finishing required for surfaces as indicated or specified.

Acceptable Manufacturer

Frazer or Approved equivalent

Submittals

Prepare samples at the job as required until colors are satisfactory. Paint colors will be as specified by the Architect, who, before any work is done, will furnish color chips and a schedule showing where the various colors shall go.

Before supplying any material to site, the painting subcontractor and the paint manufacturer's area representative shall prepare a complete schedule showing the materials proposed to be used for each treatment specified, and submit same to Architect for review/approval.

Product Delivery, Storage and Handling

Deliver all paint to site in manufacturer's labeled and sealed containers. Labels shall give manufacturer's name, brand, type, batch number, color of paint and instructions for reducing. Thin only in accordance with printed directions of manufacturer.

Store all materials used on the job in a single designated space. Such storage place shall be kept clean. Make good any damage to it or to its surroundings. Remove any oily rags, waste, etc., from the building every night and take every precaution to avoid any danger of fire. In no case shall amount of materials stored exceed that permitted by local ordinances, state laws, or fire underwriter regulations.

Environmental Conditions

Do not apply exterior paint in damp, rainy weather or until the surface has dried thoroughly from the effects of such weather. Do not apply varnish or paint when temperature is below 50^o F. Avoid painting surfaces when exposed to hot sunlight.

Protection

Before painting, remove hardware, accessories, plates, lighting fixtures and similar items or provide ample protection of such items. On completion of each space, replace above items. Protect adjacent surfaces as required or directed. The painting contractor at his expense shall repair any damage done. A sufficient supply of clean drop cloths and other protective covering shall be properly distributed and maintained.

Finishing of the following listed items and materials will not be required and shall be protected:

Stainless steel, brass, bronze, copper, monel, chromium, anodized aluminum; specially finished articles such as porcelain enamel, plastic coated fabrics, and baked enamel.

Finished products such as ceramic tile, windows, glass, brick, resilient flooring, acoustical tiles, board and metal tees; other architectural features, such as "finish" hardware, furnished in aluminum, bronze or plated ferrous metal, prefinished panels, or other items that are installed prefinished.

Color Schedule

The Architect will provide a complete schedule of colors. Colors may be selected from various manufacturer's standards. The paint manufacturer supplying this project shall match these colors. Well in advance of commencing work, the painting Contractor shall obtain the schedule from the Architect, and proceed to prepare duplicate sets of samples of treatments for all major surfaces.

PART 2 - EXECUTION

Preparation of Surfaces

Inspection of Surfaces: Do not begin painting on any surface until it has been inspected and is in proper condition to receive the paint as specified. Should any surface be found unsuitable to produce a proper paint finish, notify the Architects in writing. Apply no material until the unsuitable surfaces have been made satisfactory. After acceptance of surface, by application of first coat of paint, assume responsibility for and rectify any unsatisfactory finish resulting.

If, after treatment, the completed finish (or any portion thereof) blisters, checks, peels, or otherwise shows indication of dampness or other irregular condition of surface the painting contractor shall, at his own expense, remove the applied treatment and refinish the part affected to the satisfaction of the Architect. (The painting contractor should determine dryness of all moisture-holding materials by use of a reliable electronic moisture meter.)

Wood: Sandpaper to smooth and even surface and then dust off. After priming or stain coat has been applied, thoroughly fill all nail holes and other surface imperfections with putty tinted with primer or stain to match wood color. Sand all woodwork between coats to a smooth surface. Cover knots and sap streaks with a thin coat of shellac.

Steel and Iron: Remove grease, rust and rust scale and touch-up any chipped or abraded places on items that have been shop coated. Where steel or iron have a heavy coating of scale, remove by descaling, or wirebrushing, as necessary to produce a satisfactory surface for painting. When area will be exposed to view, sandpaper the entire treated area smooth, feather the edge of surrounding undamaged prime coat and spot prime in a manner to eliminate evidence of repair.

Galvanized Metal: Thoroughly clean by wiping surfaces with surface conditioner and prime with galvanized iron primer as recommended by paint manufacturer.

Concrete and Concrete Masonry: Prepare surfaces to be painted by removing all dirt, dust, oil and grease stains and efflorescence. The method of surface preparation shall be left to the discretion of the painter provided the results are satisfactory to the Architect. Before first paint coat is applied, spot prime any nails and other exposed metal occurring in the surfaces with an oil-base masonry primer as recommended by paint manufacturer.

Plaster Surfaces: Fill cracks, holes or imperfections in plaster with patching plaster and smooth off to match adjoining surfaces. Before painting any plaster, surfaces shall be first tested for dryness with moisture testing device. Apply no paint or sealer on plaster when the moisture content exceeds 12% as determined by the testing device. Test sufficient areas in each space and as often as necessary to determine the proper moisture content for painting. If the moisture content is between 8% and 12%, prime with alkali resistant primer. If 8% or less, prime with specified primer. Remove the dry salt deposits from all plaster surfaces by brushing with a stiff brush before painting.

Workmanship

Perform all work using only experienced, competent painters in accordance with the best standards of practice in the trade. Hand brush or roll work except where otherwise permitted or directed. When completed, the painting shall represent a first-class workmanlike appearance. Apply all paint materials under adequate illumination.

Tint all primers and undercoats to approximately the color of the finish coat with each coat being sufficiently different from the work in place to permit easy identification.

Finish edges, tops and bottoms of all doors the same as door faces. Both sides and all edges of doors to be finished simultaneously.

Prime coats specified herein will not be required on items delivered with prime or shop coats already applied, unless otherwise specified.

All exposed, water, gas, waste piping, exposed conduit, lighting panels, telephone terminal boxes and galvanized or insulated ducts, shall be painted in all areas other than mechanical rooms, unless otherwise scheduled.

Application

Stain or paint only when surfaces are clean, dry, smooth and adequately protected from dampness. Each coat of paint shall be well brushed on, worked out evenly and allowed to dry at least 24 hours before the subsequent coat is applied.

Finished work shall be uniform, of approved color, smooth and free from runs, sags, clogging or excessive flooding. Make edges of paint adjoining other materials or colors sharp and clean, without overlapping. Where high gloss enamel is used, lightly sand undercoats to obtain a smooth finish coat.

Each coat of material applied must be inspected and approved by the Architect before the application of the succeeding specified coat; otherwise no credit for the concealed coat will be given, and the Contractor shall assume the responsibility to recoat the work in question. Painting Contractor shall notify the Architect when each coat is completed.

At completion, touch-up and restore finish where damaged and leave finish surfaces in good condition.

EXTERIOR

Exterior Materials	Primer or First Coat	Second Coat	Third Coat
Galv Metal	661 Metal Prime	628 or 648 Aroplate	628 or 648 Aroplate
Galv Metal	661 Metal Prime	206 Acritec	206 Acritec
Ferrous Metal	661 Metal Prime	206 Acritec	206 Acritec
Masonry	262Acrylic Filler	Block 206 Acritec	206 Acritec
Concrete	266 Epotilt	206 Acritec	206 Acritec