MAFES ENGINEERING SUPPORT GUIDELINES FOR BUILDINGS AND STRUCTURES

Updated: June 15, 2022

If you are unsure of procedures, policies, or technical requirements on any project, call the MAFES Engineer for guidance:

MAFES Engineer: David Howell, PE Phone: (662) 325-0921

Email: <u>davidh@mafes.msstate.edu</u>

Mail: MAFES Engineering

Mail Stop 9621

Mississippi State, MS 36762

Deliveries: Room 202

500 Technology Drive

Mississippi State, MS 39762

Projects Required to Engage the MAFES Engineer

- Demolition of ANY building or structure, regardless of the condition or size of the structure.
- Construction of ANY building or structure, regardless of the size of the structure.
- ANY project that is over \$50,000, excluding equipment purchases.
- Renovation or significant repairs/modifications to an existing building or structure that might move walls, egress, or change room/building dimensions.
- Exterior painting of buildings. Colors need to be approved by MAFES administration.

Projects that Could Engage the MAFES Engineer

- Adding/repairing/replacing utility lines, including water, sewer, electrical, gas. Check local codes.
- Adding gravel for roads or parking, replacing culverts. Check local codes.
- Any project that you may lack expertise and need additional guidance.
- Projects (construction or routine operations) between \$5,000 and \$50,000, that you would like help reviewing quotes.
- Any construction project involving multiple vendors, to help ensure that it will flow through Procurement & Contracts.

Projects Not Required to Engage the MAFES Engineer

- Normal repairs/routine maintenance to buildings or structures.
- Any items on equipment inventory should go through Property Control.

Notes:

- **Construction** is the process of building, altering, improving, renovating, or demolishing a structure, building, or other real property. It does not include routine operation, routine repair, or regularly scheduled maintenance.
- The MAFES Engineer sends out a building inventory each year. You should be aware of EVERY building that is on you building inventory.