

FMW Renovation Update

September 8, 2019

That time of year thou mayst in me behold When yellow leaves, or none, or few, do hang...

— **S**hakespeare

Hints of autumn are in the air, as the project enters the slow clean-up stage when the number of workers on site are none or few and a long list of residual tasks is gradually reduced.

Monday 💥

Labor Day, so . . .

No labor today.

Tuesday 🔆



Nothing much.

Maybe a little work on the maple window trim

Wednesday 🔉

The floor of the lower corridor is plain concrete.

Did you know that it is possible to polish plain concrete?

So now it looks like wet, plain concrete.



A major event today. Three architects come to walk though the project and compile a "punch list" of all the little details that still need taking care of.

We are presently holding about \$140 thousand in remaining contract payments — about 3½% of the total contract — as a guarantee that all these things will be accomplished. It looks like the punch list will have upwards of 200 items on it, so this may take a while.

A couple of well-armed carpenters go to work to realize the architects'

vision
for that
turning
detail in
the
Lobby
stairs.



Thursday 🔌

Nice, black, squishy new topsoil is added to the restored brick planter, and to the moon-shaped tree "box" at the front entrance. No weeds so far, except for one hardy drainage cleanout.



Friday 🛖

The Library
fluorescents are
replaced by
something more
traditional.

This is actually a post-renovation improvement by the Property
Committee
crew, which is starting to reassert their ongoing mission as the renovation chaos recedes.



As shadows deepen, the garden stair lights come on, along with the tree lights on the white oak above.



Looking Ahead

The punch list will decrease in size — faster than our mortgage balance.

The main things we need to start using the space properly are the landscaping and the phone access system and final approval of our egress plan — presently under discussion. Anybody have a friend on the DC Council?