

**DESIGN STANDARDS**

1. **GENERAL:** This section provides standards for both temporary and permanent fencing and gates.
2. **Temporary Fencing:**
  - 2.1 Temporary fencing shall be required for all construction projects for safety concerns, access to a construction yard, staging area, or unusual construction is needed.
    - 2.1.1 The Contractor shall clearly indicate the extent of temporary fencing and gate locations on the construction staging plan as required in paragraph 2.3 of Section 01500 – Temporary Services and Facilities.
    - 2.1.2 For temporary fencing, use 6' min. height chain-link fencing designed to meet City of Houston minimum standards for gravity and wind loads. Provide main gates and vehicular gates that are stable, easy to operate, and lockable.
    - 2.1.3 Where required by the University's Project Manager, Contractor to provide a visual screen material as a part of temporary fencing. Visual screen may be fiberglass or similar mesh or slat insert type of a color as approved by the University's Project Manager.
3. **Permanent Fencing and Gates:**
  - 3.1 Use of permanent fencing and lockable gates is discouraged on the campus except where considered prudent or required by a governmental agency for safety concerns.
    - 3.1.1 The use of permanent fencing shall be required for areas such as: High voltage transformers.
    - 3.1.2 The use of permanent fencing shall be considered for areas such as: Mechanical yards.
  - 3.2 Permanent Fencing and Gate Construction:
    - 3.2.1 Chain-link fencing and gates may be used for area enclosures in largely non-public areas.
    - 3.2.2 For all fencing and gate applications in public areas, provide welded steel or aluminum ornamental construction with a factory applied finish as approved by the University's Project Manager.
    - 3.2.3 Architect shall review locking requirements with the University's Project Manager and provide for the lock type approved which may include: Manual latch, padlock, or deadbolt. Lock choice shall comply with the local codes for required exiting.

End of Division 2 – Fences and Gates