Regeneration-Based Checklist for Design and Construction

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_	Project:										
	degenerat	ion	ion sustai					ty		reç	generation
		-100 always	-75 usually	-50 sometimes	-25 a bit	0 balances	25 a bit	50 sometimes	75 usually	100 always	
_	pollutes air										cleans air
	pollutes water										cleans water
	wastes rainwater										stores rainwater
_	consumes food										produces food
_	destroys rich soil										creates rich soil
_	dumps wastes unused										consumes wastes
the site	destroys wildlife habitat										provides wildlife habitat
	imports energy										exports energy
	requires fuel-powered transportation										requires human-powered transportation
	intensifies local weather										moderates local weather
_	excludes daylight										uses daylight
_	uses mechanical heating										uses passive heating
the building	uses mechanical cooling										uses passive cooling
	needs cleaning and repair										maintains itself
	produces human discomfort										provides human comfort
	uses fuel-powered circulation										uses human-powered circulation
	pollutes indoor air										creates pure indoor air
	is built of virgin materials									-	is built of recycled materials
	cannot be recycled										can be recycled
	serves as an icon for the apocalypse	_		_							serves as an icon for regeneration
	is a bad neighbor									<u> </u>	is a good neighbor
-	is ugly										is beautiful
	negative score						positive score				
		2200 possible				2200 possible					

negative score 2200 possible	positive score 2200 possible
final score:	