

ZUCKERBERG SAN FRANCISCO GENERAL Hospital and Trauma Center

Rebuild Progress Review

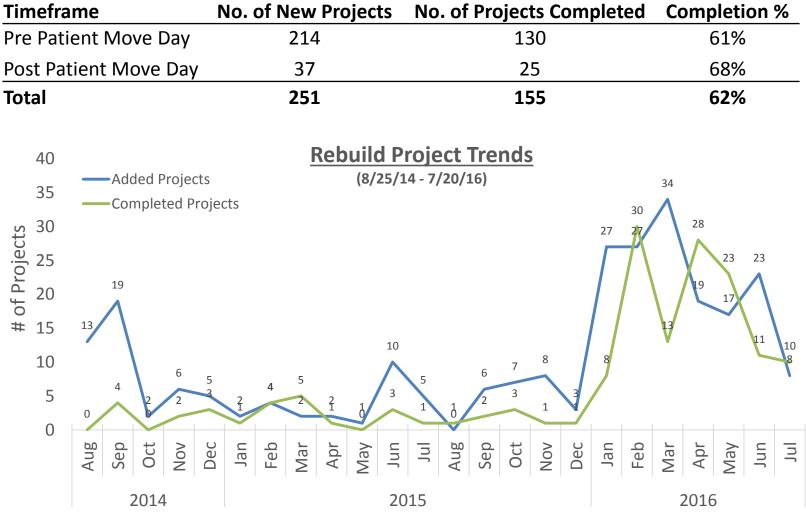
Joint Conference Committee July 26, 2016





San Francisco Department of Public Health

Building 25 Efforts (As of 7/20/16)



Zuckerberg San Francisco General Hospital and Trauma Center

B25 Follow on Projects:

96 Open Projects as of 7/20/16

1 =Safety / Regulatory• Hybrid MRI Project • Door access revisions4042 %1P =Project Closeouts / Warranty Issues• Webcor punch-list items • Elevator performance1617 %2 =Workflow / Quality of Care• 2nd FI. Hand-control faucets • Pantry hot water dispensers1516 %3 =Facility Enhancements• Khalo/Rivera Art Enclosure • Interactive Donor Wall2525 %	Priority	Prioritization Criteria	Example of Projects	Count	Percent of Open Projects
IP = Warranty Issues • Elevator performance 16 17 % 2 = Workflow / Quality of Care • 2 nd Fl. Hand-control faucets • Pantry hot water dispensers 15 16 % 3 = Facility • Khalo/Rivera Art Enclosure 25 25 %	1 =	•		40	42 %
2 = Quality of Care • Pantry hot water dispensers 15 16 % 3 = Facility • Khalo/Rivera Art Enclosure 25 25 %	1P =	-		16	17 %
	2 =			15	16 %
	3 =			25	25 %

96

Building 5 Decommissioning

- Unoccupied Spaces Vacated and Secured
- Inventory and Cataloging of Equipment

-Initial Medical Equipment Inventory Completed
-Initial IT Equipment Inventory Completed
-Virtual Inventory (pending future contract)

• Liquidation Contract going out to bid

-Office of Contract Administration process -Scheduled RFP Published mid-July

- Re-Use of Surplus Equipment Program Priorities
 - ZSFG Campus
 - DPH
 - CCSF
 - Liquidation

2016 Public Safety Bond (ZSFG)

Projected Start Date	Construction Project
Quarter 3, FY 2016-2017	 Information Technology Infrastructure Physical Therapy Relocation to 3rd fl. Urgent Care Relocation to 1st fl.
Quarter 4, FY 2016-2017	 Seismic Retrofit Outpatient Dialysis Relocation to 3rd fl.
Quarter 2, FY 2017-2018	 Building Infrastructure (HVAC, Electrical, and Fire Alarm)
Quarter 2, FY 2018-2019	Public Health Lab Relocation to Basement