

- Design Problem
 - No design
 - Design error
 - We know better now
- Construction Problem
 - Installation error
 - Material defect or failure
 - Did not follow a accepted standard
- Other Causes
 - Wear (old and worn out)
 - Deterioration
 - Weather event
 - Lack of maintenance
 - Accidental release or discharge
 - Poor repair

Lesson 6

CAUSATION

(what 1 thing)



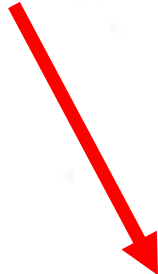
Cause



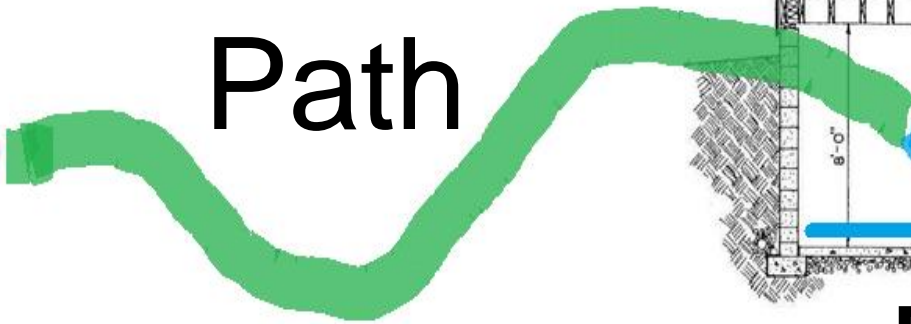
Source



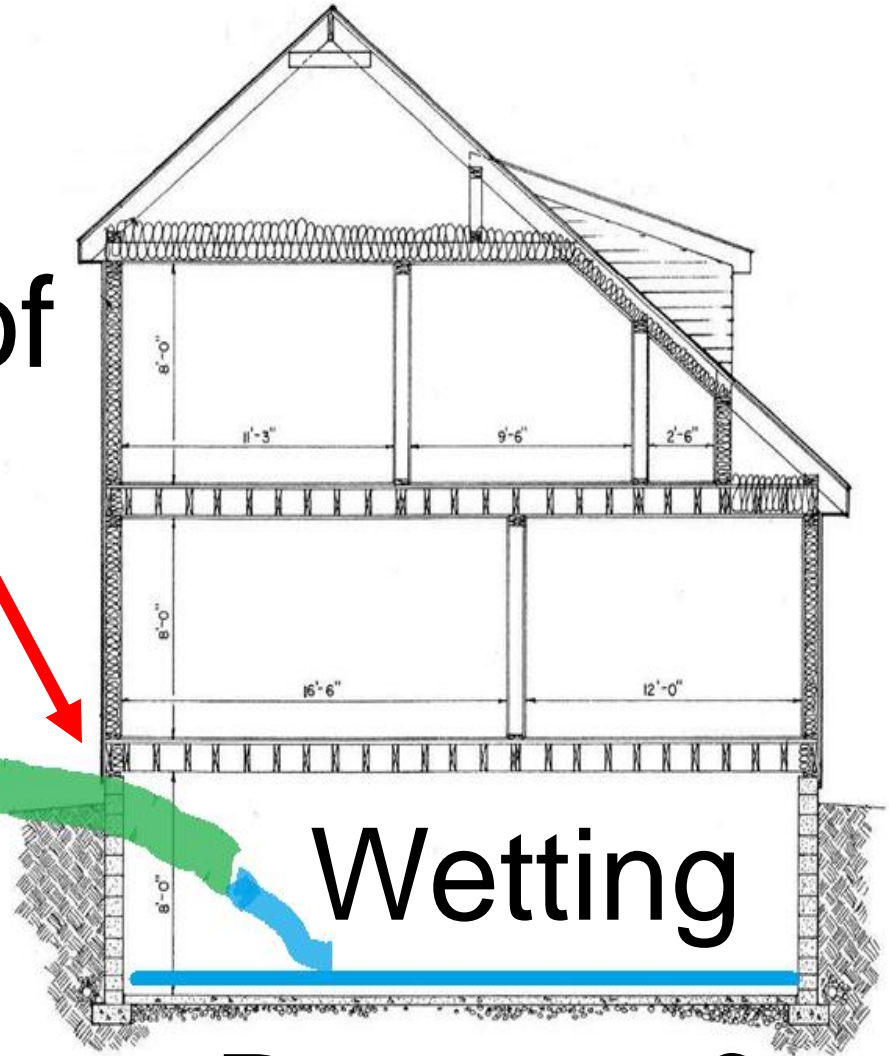
Point of Entry



Path



Wetting



Damage?

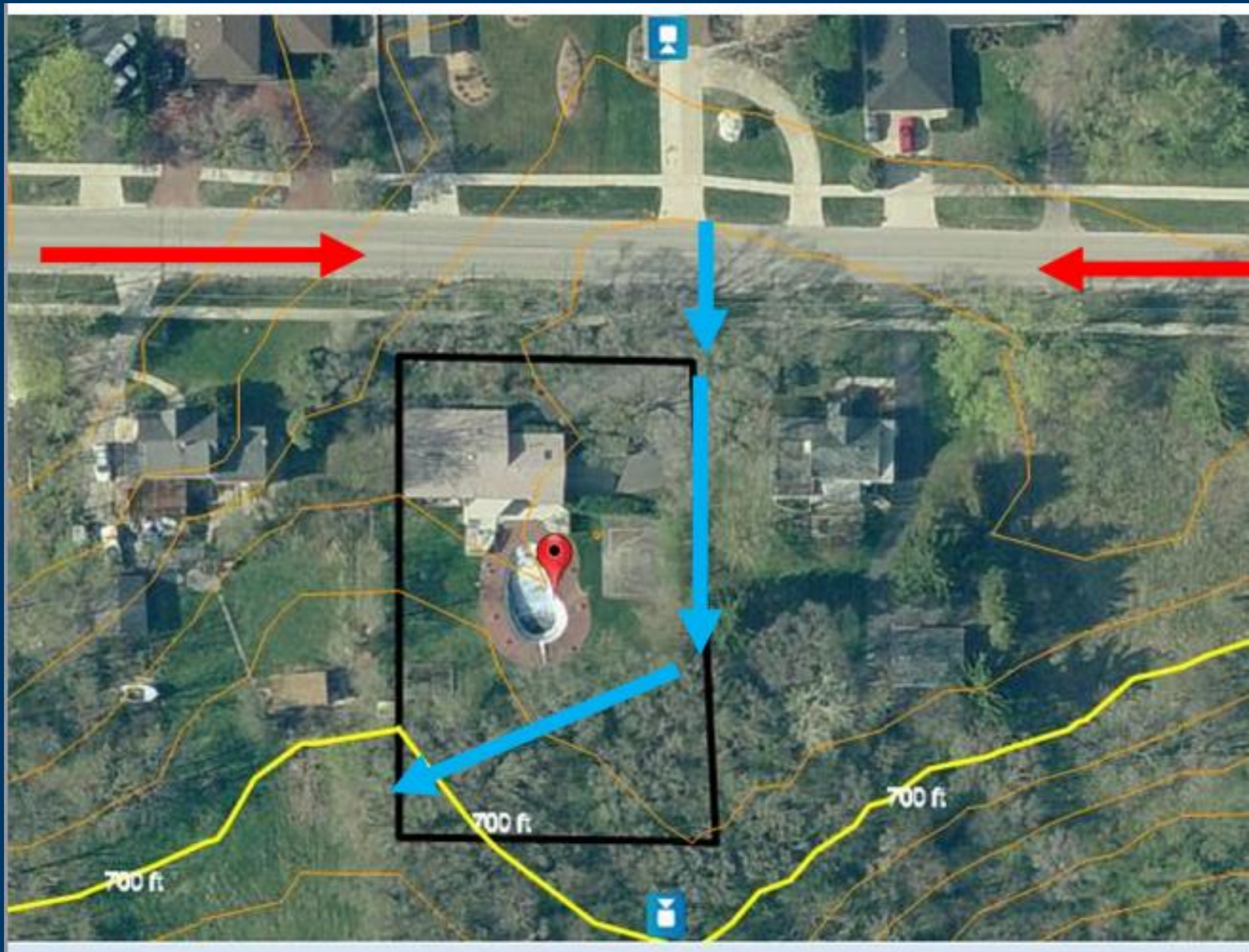


The basic role of a building is to protect the inside from the outside.

1. Prevent unwanted water from entering the building.
2. If it enters, we need to control how it can get out.
3. Control all wanted sources of moisture within the building.



Example 9: Liquid from the Outside



Example 9: Liquid from the Outside



Example 9: Liquid from the Outside



Example 9: Liquid from the Outside



Origin
(Source + Path) =

External Flood – Down the drive
way into a system that can't
handle it.



Example 9: Liquid from the Outside



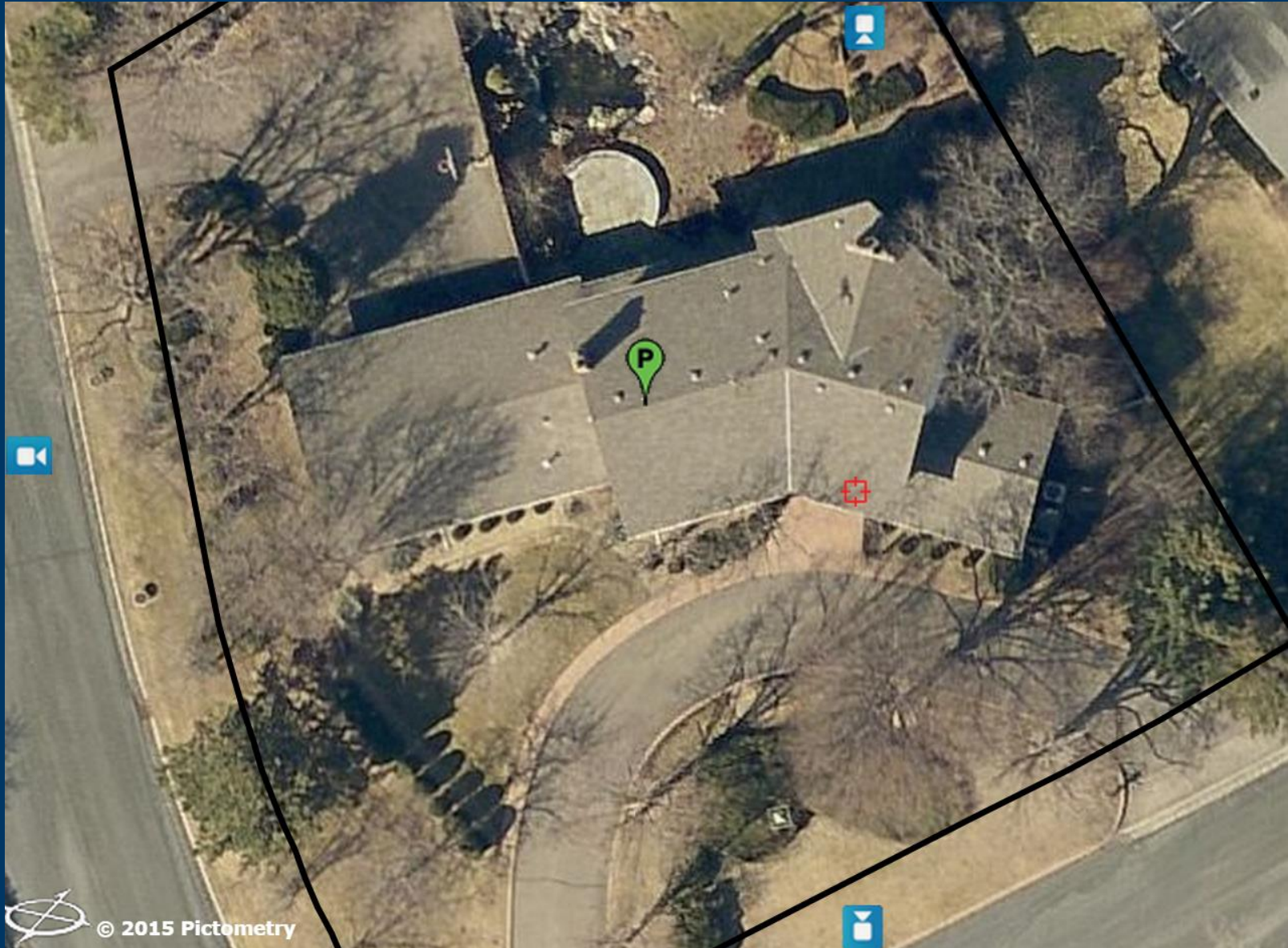
Cause: What
one thing? =

~~Flood = Inadequate City Sewer
+ Bunch of Rain~~

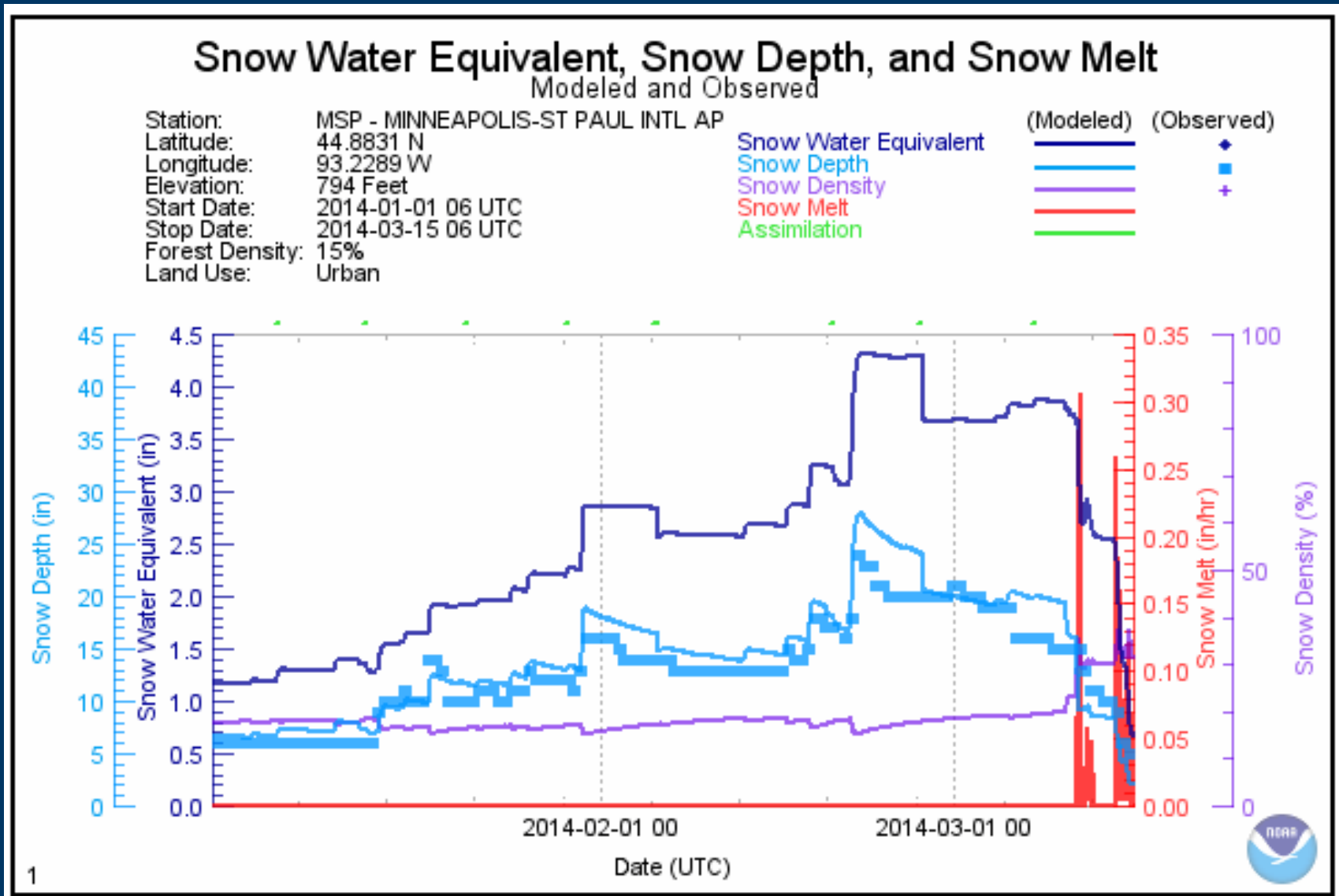
Who built it? Drive-in basement in
the low point of the neighborhood



Example 10 : Snow Melt – Ground Water Seepage

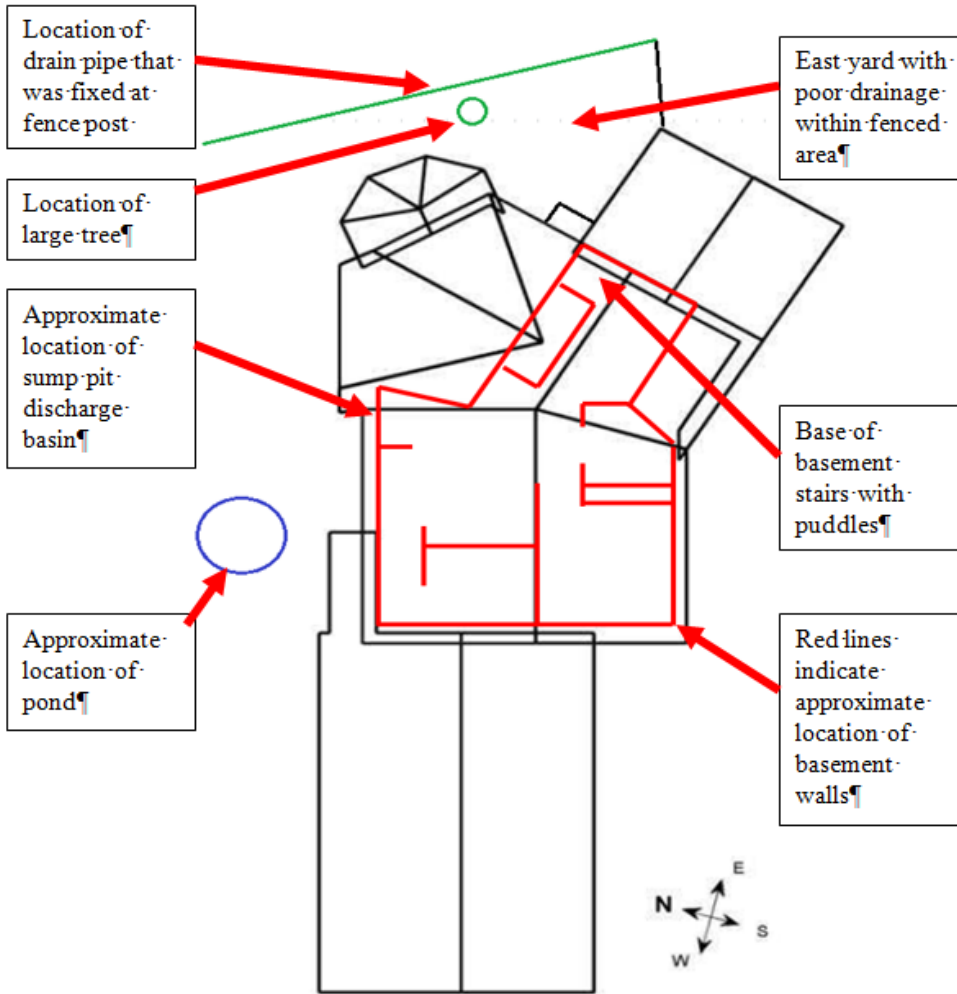


Example 10 : Snow Melt – Ground Water Seepage

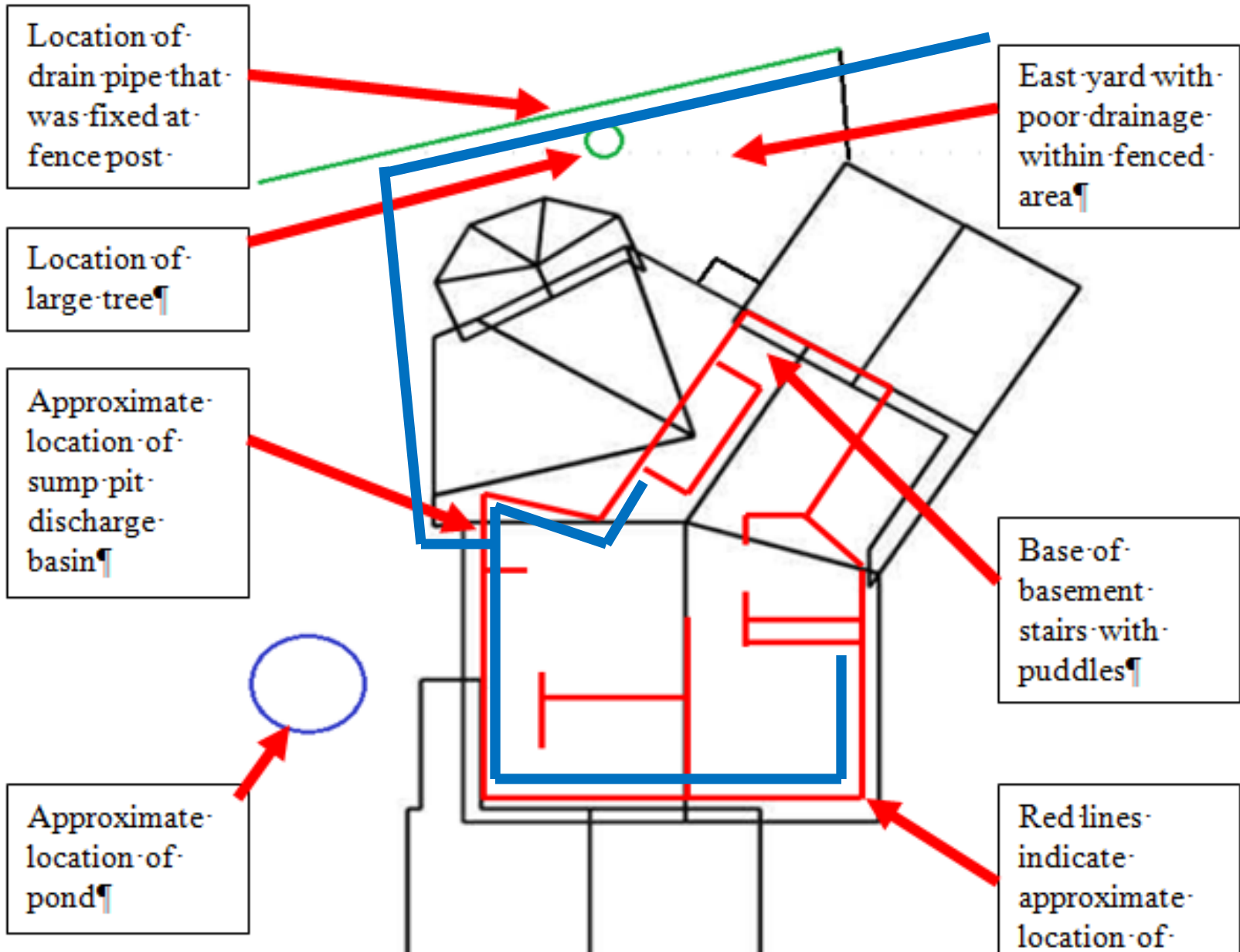


Example 10 : Snow Melt – Ground Water Seepage

Schematic Floor Plan



Schematic Floor Plan



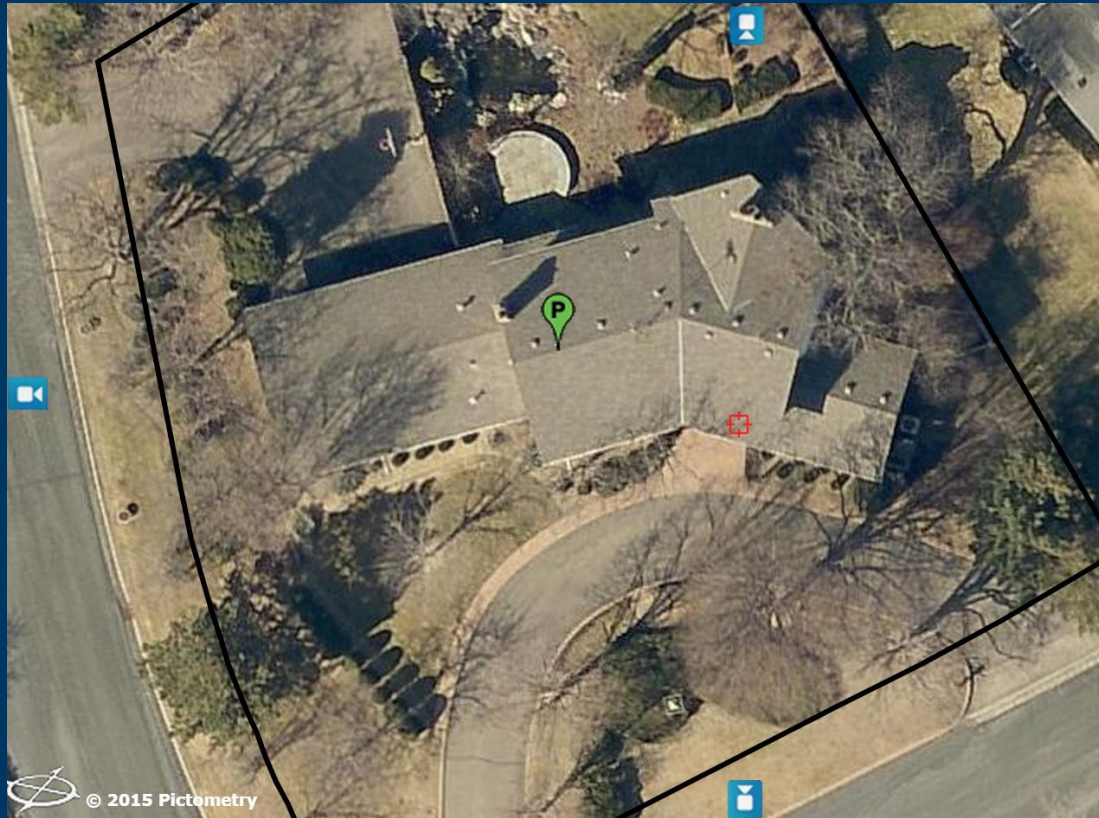
Example 10 : Snow Melt – Ground Water Seepage



Origin
(Source + Path) = Snow Melt – Seepage next to the
house in a poorly drained area.
Incomplete drain tile system



Example 10 : Snow Melt – Ground Water Seepage



Cause: What
one thing? =

~~Snow Melt + Bunch of Rain~~

Poorly drained yard
Inadequate water proofing
Inadequate drain tile

