



Design-Phase Request for Eligible Material Waiver For Compliance with the Buy Clean Colorado Act Requirements

Please verify that material alternatives are unavailable per the Environmental Product Declaration (EPD) exemption justifications below prior to requesting a waiver. If an alternative material is available, specify the alternative material and EPD information within the EPD Design Submittal section of EE-5.2. If an EPD is not available for an eligible material, the designer shall notify the State Buildings Program (SBP) Delegate/agency's Principal Representative and work with the SBP Delegate to submit a waiver request to the Office of the State Architect (OSA). Review the [BCCO Act policy](#) for design-phase waiver requirements.

Agency/Institution Name:

SBP Delegate Name:

Design Entity:

Waiver Request # (Total number of waivers the project has requested, per [EE-5.32](#)):

Project #/Title:

Waived Material/Product Name:

EPD Exemption Justifications: (Select one) See [EE-5.31](#) for waiver exemptions and examples.

- | | |
|---|--|
| <input type="checkbox"/> Technically Infeasible / Code Compliance | <input type="checkbox"/> Min. Usage Threshold Established - Submit the Min. Usage Threshold Form with each request |
| <input type="checkbox"/> Significant Time Delay | <input type="checkbox"/> No Eligible Materials Utilized in Project |
| <input type="checkbox"/> One Source for Material (Sole Source) | <input type="checkbox"/> Other (with OSA Approval) |
| <input type="checkbox"/> Reused / Recycled Materials | |
| <input type="checkbox"/> Emergency | |



Justification:

Please include additional documentation/evidence needed (if any) to support the waiver request.

Designers shall submit waivers to the SBP Delegate or agency's Principal Representative for review and approval; SBP Delegate shall submit all waivers to the OSA for final approval.

SBP Delegate Signature:

Date (MM/DD/YYYY):

Completed Forms Must Be Submitted To The OSA Prior To Executing The Authorization To Bid (SBP-6.10)