

# Green Exhibit Checklist

The Green Exhibit Checklist is a tool to evaluate the environmental sustainability of exhibits. The goal of the Checklist is to inspire exhibit teams to plan exhibits with environmental considerations in mind. It awards points for 5 key strategies for reducing the environmental impact of exhibit production:

- Reduce new material consumption
- Use local resources
- Reduce waste
- Reduce energy consumption
- Reduce products with toxic emissions

A sixth category awards points for innovation in the design and construction of the exhibit. This encourages exhibit teams to strive for new and creative solutions to reduce environmental impacts.

The Green Exhibit Checklist can be a useful tool in early planning to help set project goals. Then, once the exhibit is on the floor, the Checklist is used to assess the final outcome.

Step 1: Team sets goal for the exhibit: Platinum, Gold, Silver, and Bronze.

Step 2: Designer and fabricator review checklist to find the best strategies for meeting goal.

Step 3: After production, the exhibit fabricator fills out the materials, component and processes sections of the Green Exhibit Checklist. These sections are a summary of all materials used and their sources.

Step 4: Exhibit team conducts walk-through of exhibit, using the filled out sections to inform scoring with the Green Exhibit Checklist.

Ratings are awarded for the total score as follows:

- Platinum: 20-24 points
- Gold: 15-19
- Silver: 11-14
- Bronze: 8-10

We encourage teams to post their Checklist results online for the benefit of the entire museum industry. For more information or to post your Checklist evaluation see [www.exhibitseed.org](http://www.exhibitseed.org).

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Exhibition Title: \_\_\_\_\_

Producing Facility: \_\_\_\_\_

Host Site: \_\_\_\_\_

Your Name: \_\_\_\_\_

Role/Title: \_\_\_\_\_

Target Certification:      Platinum      Gold      Silver      Bronze  
(circle one)

Date: \_\_\_\_\_

## Reduce new material consumption.

**Intent:** Reduce demand for virgin materials thereby reducing industrial practices that pollute environment & exploit natural resources.

### Strategies:

- Use recycled materials (regrind HDPE, aluminum, etc.).
- Reuse building materials (from previous exhibits or deconstruction of houses, etc.).
- Use wood from responsibly-managed forests.
- Use rapidly renewable materials (bamboo, wheat board, etc.).
- Construct exhibits using fewer materials.

List all materials that were recycled, reused, FSC-certified wood, or rapidly renewable:	Estimated percentage of total exhibit (by volume):
<i>Ex: Bamboo plywood table tops</i>	<i>20%</i>
	Total %:
List any materials virgin materials (no recycled content, newly purchased, not renewable):	Estimated percentage of total exhibit (by volume):
<i>Ex: manufactured legs</i>	<i>15%</i>
	Total %:

### Scoring:

- 4 points if at least 90% of the materials meet any one of these criteria.
- 3 points for at least 75%
- 2 points for at least 50%
- 1 point for at least 10%
- 0 points if less than 10% of the materials meet these criteria.

Score:

Ways to improve score:

## Use regional resources.

**Intent:** Reduce negative effects on environment from transportation of goods and contribute positively to the local economy.

### Strategies:

- Specify local raw materials, within 500 miles (ex: lumber in Pac NW).
- Source products manufactured locally, within 500 miles.
- Hire local contractors for labor, within 250 miles (ex: local welder).
- Batch orders of goods to reduce packaging material.

List all materials that were sourced locally:	Source:	Estimated percentage of total exhibit (by volume):
<i>Ex: lumber from NW</i>	<i>Mr. Plywood, Stark St., PDX</i>	<i>15%</i>
		Total %:
List all materials that were not sourced locally:	Source:	Applied to est. % of total:
<i>Ex: Graphic laminate</i>	<i>Wilsonart, Houston TX</i>	<i>10% of total</i>
		Total %:

### Scoring:

- 4 points if at least 90% of the materials were sourced locally.
- 3 points for at least 75%
- 2 points for at least 50%
- 1 point for at least 10%
- 0 points if less than 10% of the materials meet these criteria.

Score:

Ways to improve score:

## Reduce waste.

**Intent:** Reduce amount of waste and consider end-life of exhibit.

### Strategies:

- Design components to be re-purposed after exhibit retires (ex: keep tabletop, switch interactive).
- Choose materials that can be recycled at end of exhibit (glass, cardboard are best).
- Choose construction methods that allow components to be taken apart (no glue).
- Eliminate need for consumables that end up in trash.
- Design for durability and low-maintenance.
- Use water responsibly in exhibit.

List all materials that can be re-purposed or recycled:	Reuse or recycling plan:	Estimated percentage of total exhibit (by volume):
<i>Ex: metal legs</i>	<i>Can be reused for new exhibit</i>	<i>15%</i>
		Total %:
List any materials that cannot be recycled/repurposed:	Destination:	Applied to est. % of total:
<i>Ex: second-surface mounted graphics to plex</i>	<i>Landfill</i>	<i>Graphics – 10% of total</i>
		Total %:

### Scoring:

- 4 points if at least 90% of the materials can be repurposed or recycled.
- 3 points for at least 75%
- 2 points for at least 50%
- 1 point for at least 10%
- 0 points if less than 10% of the materials meet these criteria.
  
- 1 Deduct point for wasteful use of consumables or water.

Score:



Ways to improve score:

## Reduce energy consumption.

**Intent:** Reduce energy consumption by exhibit components.

**Strategies:**

- Choose energy-efficient electronics and parts.
- Reduce number of energy-consuming interfaces.
- Use alternative energy sources (human-powered, solar, wind).
- Use auto-shut off on electronic components.

List all electronic components	Auto-shut off? Yes or No	Energy Efficient model? Yes or No
<i>Ex: 22" monitor</i>	<i>Yes - motion sensor</i>	<i>Yes - Energy Star rated</i>

**Scoring:**

Score:

- 4 points if the exhibit is net-zero energy consumption
- 3 points if significant energy-conserving efforts are in place
- 2 points if some energy-conserving efforts are in place
- 1 point if exhibit uses energy-efficient electronics
- 0 points if no attempt to conserve energy
  
- 1 Deduct one point if more than 75% of the exhibit components are electronic



Ways to improve score:

## Reduce toxic emissions.

**Intent:** Reduce quantity of materials that emit VOC's, either in processing or after installation, because of their threat to the environment and indoor air quality.

**Strategies:**

- Choose zero/low VOC paints & finishes.
- Avoid PVC, styrene.
- Use soy inks on graphic panels.
- Use products that are formaldehyde-free.
- Avoid carpet with toxic materials.

List all materials, sealants, adhesives, paints, and finishes that are zero or low-VOC:	Applied to estimated percentage of total exhibit:
<i>Ex: Water-based wood glue, applied to all interior wood structure</i>	<i>5%</i>

Total %:

List any materials that do emit volatile organic compounds:	Applied to est. % of total:
<i>Ex: vinyl banners</i>	<i>Approx. 5%</i>

Total %:

**Scoring:**

- 4 points if all materials are low-VOC.
- 3 points for at least 75%
- 2 points for at least 50%
- 1 point for at least 10%
- 0 points if less than 10% of the materials meet these criteria.

Score:

Ways to improve score:

# Innovation

**Intent:** To encourage exhibit teams to strive for new and creative solutions.

**Strategies:**

- Post checklist assessment on ExhibitSEED website for peer review.
- Incorporate a new design or production strategy and share with ExhibitSEED community.
- Use innovative strategy for increasing environmental sustainability

**Scoring:**

Score:

- |  |                      |
|--|----------------------|
| <input type="checkbox"/> 1 Bonus point for posting assessment on ExhibitSEED website   | <input type="text"/> |
| <input type="checkbox"/> 1 Bonus point for creating big visual impact with minimal materials:<br>_____                                       | <input type="text"/> |
| <input type="checkbox"/> 1 Bonus point for innovative end-of-life plan for once the exhibit is retired:<br>_____                             | <input type="text"/> |
| <input type="checkbox"/> 1 Bonus point for any new design approach or construction method that increases environmental sustainability: _____ | <input type="text"/> |

Ways to improve score:

**Points Awarded:**

- Reduce new material consumption
- Use local resources
- Reduce waste
- Reduce energy consumption
- Reduce toxic emissions
- Innovation
- TOTAL points

**Certification:**

(circle one)

- PLATINUM: 20+ total points
- GOLD: 15-19 points
- SILVER: 11-14 points
- BRONZE: 8-10 points