




At Humanscale, we work hard to ensure that our environmental philosophy is reflected in each product we create.

Access Rail™



POST-CONSUMER	1%
PRE-CONSUMER	1%
FINAL ASSEMBLY IN PISCATAWAY, NEW JERSEY AND FRESNO, CALIFORNIA	
PLASTIC	0.9%
ALUMINUM	96.4%
STEEL/IRON	2.7%
OTHER METALS	0.0%
WOOD OR PAPER	0.0%



Access Rail can contribute toward the following LEED credits:

LEED CI 2009 Commercial Interiors

- MRc 2 Construction Waste Management
- MRc 3.2 Materials Reuse - Furniture & Furnishings
- MRc 4 Recycled Content (2 possible points)
- IEQc 8.2 Daylight and Views - Views for Seated Spaces
- IDc 1 Innovation in Design: Ergonomics Strategy

LEED EB 2009 Existing Buildings

- MRc 2.2 Sustainable Purchasing - Furniture
- MRc 8 Solid Waste Management - Durable Goods
- IEQc 2.4 Daylight and Views
- IOc 1 Innovation in Operations: Ergonomics Strategy

LEED HC 2009 Healthcare

- MRc 2 Construction Waste Management (2 possible points)
- MRc 5 Furniture and Medical Furnishings (2 possible points)
- IDc 1 Innovation in Design: Ergonomics Strategy

LEED NC 2009 New Construction

- MRc 2 Construction Waste Management (2 possible points)
- MRc 3 Materials Reuse (2 possible points)
- MRc 4 Recycled Content (2 possible points)
- IDc 1 Innovation in Design: Ergonomics Strategy

**LEED SC 2009
Schools**

MRc 2	Construction Waste Management (2 possible points)
MRc 3	Materials Reuse (2 possible points)
MRc 4	Recycled Content (2 possible points)
IEQc 8.2	Daylight and Views - Views for Seated Spaces
IDc 1	Innovation in Design: Ergonomics Strategy

**LEED for Retail 2009
New Construction**

MRc 2	Construction Waste Management (2 possible points)
MRc 3	Materials Reuse (2 possible points)
MRc 4	Recycled Content (2 possible points)
IEQc 8.2	Daylight and Views - Views
IDc 1	Innovation in Design: Ergonomics Strategy

**LEED for Retail 2009
Commercial Interiors**

MRc 2	Construction Waste Management (2 possible points)
MRc 3.2	Materials Reuse - Furniture & Furnishings
MRc 4	Recycled Content (2 possible points)
IEQc 8.2	Daylight and Views - Views
IDc 1	Innovation in Design: Ergonomics Strategy