

highly polished, glossy, or shiny wall finishes that create glare shall not be permitted.

- (5) In dietary and food storage areas, wall construction, finish, and trim, including joints between walls and floors, shall be free of insect- and rodent-harboring spaces.
- (6) Wall openings for pipes, ducts, and conduits as well as joints at structural elements shall be sealed.

#### 2.4-2.3.3.2 Wall protection

- (1) Wall, door, and corner protection shall be provided in areas where movable equipment is present.
- (2) Wall protection and corner guards shall be durable and scrubbable.
- (3) Sharp, protruding edges shall be avoided.
- (4) Acoustics shall be considered when selecting wall finishes. See Section 1.2-5.2 (Acoustic Planning) and Section 1.4-2.1 (Acoustic Design) for requirements.

#### 2.4-2.3.4 Ceilings

**2.4-2.3.4.1** Ceiling surfaces shall have a matte or satin finish to diffuse light and prevent reflected glare.

**\*2.4-2.3.4.2** Ceiling surfaces in dietary and laundry areas, bathrooms, central bathing rooms or areas with showers, soiled utility rooms (where applicable), and housekeeping closets shall be impervious and moisture-resistant.

### APPENDIX

**A2.4-2.3.4.2** The face of ceiling tile, drywall, or other substrate, as well as the suspension system and/or exposed support system in these areas, should be moisture-resistant.

#### A2.4-2.4.3.1 Furniture selection

**recommendations.** Furniture should be selected in accordance with the needs of the care program and the findings of the resident safety risk assessment (see Section 1.2-3). See the most current edition of the ANSI/BIFMA standards that apply to a health care setting and the Center for Health Design publication *Furniture Design Features and Healthcare Outcomes*.

Furniture selected for use in residential health, care, and support facilities should have non-abrasive surfaces to minimize risk of resident injuries, such as abrasions and skin shear.

A number of studies have suggested an association between falls and the design of chairs, whether built-in or freestanding:

**2.4-2.3.4.3** The color/value of ceiling surfaces shall have a light reflectance value in the range of 75–90 percent to maximize distribution of light in a space.

#### 2.4-2.4 Furnishings

##### 2.4-2.4.1 General

The requirements in this section shall apply to case-work, millwork, and built-ins that are fixed in a space or room as well as movable furniture and window treatments in residential health, care, and support facilities.

##### 2.4-2.4.2 Casework, Millwork, and Built-Ins

**2.4-2.4.2.1** In resident use areas, corners shall be rounded or eased.

**2.4-2.4.2.2** Casework, millwork, and built-ins shall be in contrasting colors/values to the walls.

**2.4-2.4.2.3** Casework hardware shall have a value contrast to the casework.

##### 2.4-2.4.3 Furniture

**\*2.4-2.4.3.1** Furniture provided in residential health, care and support facilities in resident, participant, and outpatient areas and community spaces shall be designed to support resident transfer and weight-bearing requirements and ambulation to enhance user independence.

- a. Seating for residents should be available that supports a variety of postures, from upright to reclined.
- b. Bottoms of residents' feet, whether elevated or down, should always be fully supported (by a footrest or the floor) so as not to encourage toe drop or compromise blood flow to the legs.
- c. Residents should be able to choose from a variety of chairs of different seat heights, depths, and widths according to their own height, weight, leg length, and physical limitations so they can execute successful sit-to-stand movements.
  - The care population should be evaluated to determine appropriate seat heights, which range from 16 to 19 inches (41 to 48 centimeters) with arm heights 7 to 8 inches (18 to 20 centimeters) above compressed seat height at the elbow.
  - Arm fronts should extend all the way to or past the front of the seat at a height appropriate to help residents safely sit down and push off to a standing position