

Agents of deterioration	
PF 1/1 earthquake	
PF 1/2 collapse	Collapse of nearby building causing physical damage to museum building
PF 1/3 explosion	
PF 1/4 storm	
PF 1/5 collision	Truck or grounded plane colliding with building
PF 1/6 neg. water flow	Physical forces from negative water flow causing structural damage to the building
PF 2/1 vibration from building work	Vibration during repair work from surrounding activities
PF 2/2 crowds	Physical damage to the building from crowds during events
PF 2/3 maintenance/repair	Accidental physical damage during maintenance, security or repair operations
PF 2/4 use	Accidental physical damage during use by staff, visitors and users
PF 2/5 object transport	Mechanical damage during internal and external transportation
PF 2/6 sampling	Sampling of collection objects causing loss of elements, pieces
PF 3/1 frequent maintenance	Maintenance activities: dusting, sweeping, etc causing damage or loss of objects
PF 3/2 continuous vibration	On-going vibration from visitors and the pipe organ causing damage to objects
PF 3/3 handling	Physical damage resulting from continual staff handling of objects
PF 3/4 portable fitting transport	Continual handling and damage from installation of exhibits and movement of items
PF 3/5 abrasion	Impact from visitor use causing cumulative damage to objects
PF 3/6 lack of support	Insufficient support causing damage to objects (exhibition and storage)
PF 3/7 overcrowding	Overcrowding causing damage to objects
PF 3/8 frequent use	Use of doors, organ, religious objects
F 1 large fire	Damage by large fire, including smoke and water damage
F 1 local fire	Damage by small fire, including smoke and water damage
W 1 severe water damage	Severe water damage caused by downpours, burst water mains or flooding
W 2/1 roof leakage	Roof leak causing damage objects
W 2/2 pipe leakage	Plumbing or sewage leak causing damage to objects
W 2/3 equipment failure	Malfunctioning equipment causing damage to objects
W 2/4 equipment maintenance	Spill during maintenance activities causing damage to objects
W 3/1 condensation	Condensation causing damage to objects
W 3/2 rising damp	Rising damp causing damage to objects
W 3/3 wet cleaning	Mopping causing damage to objects
Crim 1/1 major theft	Major theft (professional heist) causing damage to objects and loss of objects
Crim 1/2 major vandalism	Major vandalism causing damage (e.g. defaced, pieces broken off, etc.)
Crim 2/1 isolated theft	Isolated theft during use, maintenance, repair, security operations, tours
Crim 3 internal theft	Theft by insiders
Pests 2/1 rodents	

Pests 2/2 insects	
Pests 2/3 birds	
Cont 1 nearby disaster	Contamination caused by nearby disaster (forest fire or industrial or transport accident) resulting in fumes or smoke
Cont 2/1 building work	Dust and fumes from construction and maintenance causing damage to objects
Cont 2/2 collection work	Damage to objects (i.e., ink stains) caused while working in collection areas
Cont 2/3 cleaning spills	Accidental spillage of cleaning products
Cont 2/4 object treatment	Treatment of individual objects resulting in contamination leading to eventual Loss in Value
Cont 3/1 dust	Dust causing damage to objects
Cont 3/2 oxidation	Oxidation causing damage to objects
Cont 3/3 air pollution	Permanent gaseous pollutants: SO ₂ , ozone, etc. causing damage to objects (Indoor en outdoor)
Cont 3/4 inappropriate material use	Use of inappropriate material / preparation method causing damage to object
LUV 2 exposure to high intensity light	Exposure to film and photo light, spots, high intensity
LUV 3/1 light	Exposure to light from internal (artificial lights) and external sources (daylight)
LUV 3/2 security light	Security lighting causing damage to objects
T 2/1 heating system failure	Heating system failure causes thermal shock resulting in physical damage to objects
T 2/2 localized heat from lighting	Heat from film lighting causing damage to objects (e.g. cracking, drying, bubbling, etc.)
T 2/4 thermal shock	Thermal shock during cleaning, treatment, or transport
T 3 seasonal changes	Seasonal temperature outside specifications causing damage to objects
RH 2/1 drastic RH change	Drastic and sudden RH change in transit causing physical damage to objects
RH 2/2 equipment failure	Humidification/dehumidification equipment failure
RH 3/1 incorrect high/low	Continuously higher (or lower) RH than ideal (specified)
RH 3/2 micro-climate	RH higher than specified in a local area due to temperature gradient or moisture flux (inappropriate micro climates)
RH 3/3 fluctuations	RH fluctuations causing physical damage to objects (e.g. warping, cracking of bone and teeth, etc.)
L 2/1 abandonment	Short term collection abandonment causing damage and loss of sub collections
L 2/2 data carrier loss	Loss of object data or associated data (written, computer)
L 2/3 data incomplete	Irretrievable objects due to lack of location registration
L 3 data loss	Loss of object data or associated data (non-written) e.g. departure of staff, memory loss