|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Checklist 09-3: **Venting Installation (TS3)** | | | | | | | |
| MC Development Corp. | | Project: | Contractor: | | | | | |
| **Number** | **Checkpoints** | | | BI | DI | | | AI |
| **1** | All drains are connected to a vent | | |  |  | | |  |
| **Comment** |  | | | | | | | |
| **2** | Vents discharge outside of buildings and away from air intakes | | |  | |  |  | |
| **Comment** |  | | | | | | | |
| **3** | Verify vent pipes are not damaged | | |  | |  |  | |
| **Comment** |  | | | | | | | |
| **4** | Takeoffs for vents are above the trap weir, except water closet and similar fixtures. | | |  |  | | |  |
| **Comment** |  | | | | | | | |
| **5** | Vent pipe inverts are taken off above the center line of horizontal drainage pipe, except horizontal wet vents. | | |  |  | | |  |
| **Comment** |  | | | | | | | |
| **6** | Aggregate vent areas are > to the building drain. | | |  |  | | |  |
| **Comment** |  | | | | | | | |
| **7** | The vent pipes are not visible from the street side | | |  |  | | |  |
| **Comment** |  | | | | | | | |
| **8** | Vents terminate a minimum 6” above roof line | | |  |  | | |  |
| **Comment** |  | | | | | | | |
| **Quality Scores and Completion Sign-off** | | | | | | | | |
| **Inspection#**  Quality 5 4 3 2 1 Notes:  On-Time 5 4 3 2 1 Notes:  Sign and date\*: Cell # / ID #: Signed: Date:  Task has been verified complete and in compliance with contract drawings and specifications except for non-conformances and incomplete items reported above. | | | | | | | | |
| **BI=** Inspection **B**efore task begin **-----------DI=** Inspection **D**uring task in-process --------**AI=** Inspection **A**fter task completed  *Quality Score**5 = 100% NO problems 4 = 1 minor problems 3 = Hotspot or 2-3 minor 2 = 6+ or major problems 1 = Excessive problems*  ***On-Time Score*** *5 = On Time 4 = Late 3 = Late by 1 day 2 = Late by 2 days 1 = Late more than 2 days*  ***Safety Score*** *5 = 100% NO problems 4 = 1 minor problem 3 = Hotspot or 2-3 minor 2= 4+ or major problem 1= Injury* | | | | | | | | |