|  |  |
| --- | --- |
|  | Checklist 10-4: **Pull Wire (TS4)** |
| MC Development Corp. | Project: | Contractor: |
| **Number** | **Checkpoints** | BI | DI | AI |
| **1** | A Circuit plan is provided by contractor and approved by PM |  |  |  |
| **Comment** |  |
| **2** | Double check; all required boxes are Nailed up according to the plan, and all drilling done correctly |  |  |  |
| **Comment** |  |
| **3** | Panels, breakers, switches, and boxes are all wired properly |  |  |  |
| **Comment** |  |
| **4** | Residential Electricity Wire Pulling guidelines (8.6) has been follow properly; wire sizes, wire types, wire labeling, |  |  |  |
| **Comment** |  |
| **5** | Wires are secured and supported according to the governing codes |  |  |  |
| **Comment** |  |
| **6** | Wire are away from Sharp edges, Heat, roof openings, top and bottom plates |  |  |  |
| **Comment** |  |
| **7** | Low voltage, TV coax, and phone are wired properly (if contracted) |  |  |  |
| **Comment** |  |
| **8** | Tuck wires inside wall cavity |  |  |  |
| **Comment** |  |
| **9** | NO wire thru areas designated for built in iron boards, skylights, attic fans, attic access holes, garage attic pull down stairs, pocket doors, return air vents or recessed medicine cabinets |  |  |  |
| **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* |