

PREVENTATIVE MAINTENANCE CHECKLIST

LOCATION:				
ROOF AREA	CODE	BEFORE PICTURE	AFTER PICTURE	COMMENTS
ROOF DECK				Concrete Metal Gypsum Wood Techtum Other
INTERIOR CEILING				Drop Ceiling Dry Wall Plaster Other
ROOF MEMBRANE/BUR				Alligatoring Bare Area Blisters Punctures Ridging Splits Other
ROOF MEMBRANE/SINGLE PLY				Displaced Ballast Open Seams Punctures Fastener Backout Other
ROOF MEMBRANE/MODIFIED				Blisters Debris Punctures Splits Seams Other
ROOF MEMBRANE/PUF				
EDGE DETAILS				
Gravel Stop				Rust I Flashing Repairs Resecured Other
Drip Edge				Rust Flashing Repairs Resecured Other
Wall				Coping Repairs Termination Repairs Waterproofing Needed Other
ROOF PENETRATIONS				
Pipes				Flashing Repairs Cap Added Painted
Vents				Flashing Repairs Grease/Detrimental Exhaust
Pitch Pockets				Flashing Repairs Filter Added
HVAC Units				Flashing Repairs Protective Mat Added Condensate Pipe Duct Work Repairs Freon Discharge Grease Other
COPING				Concrete Block
Surface				Rusting Broken Stone/ Tile Ponding
Joints				Open Require Caulking Require Point & Tuck
Securement				Continuous Cleat Spot Cleat Face Attachment Mortar
COUNTER FLASHING				
Parapet Wall				Caulking Fasteners Joints Rust
Penthouse				Caulking Fasteners Joints Rust
EXPANSION JOINTS				Splits Punctures Securement Rust Other
DRAINAGE				
Gutters				Cleaned Sealed Joints Re-hang Partial Replacement Other
Downspouts				Cleaned Sealed Joints Re-hang Partial Replacement Other
Scuppers				Cleaned Repaired Flashing Collector Head Repairs Collector Head Cleaning Other
Drains				Cleaned Replaced Debris Basket Water Test Other
ADDITIONAL WORK				Skylight Protection Roof Hatch Safety Rail System Preventative Maintenance
				Drainage Cleaning Walk Pad Installation Pollutant Protection Reflective Coating Budget Information for Permanent Roofing
ADDITIONAL COMMENTS:				
INVESTMENT SUMMARY:				
CODE: S = Satisfactory, no repairs required at this time; R = Repaired; U = Unsatisfactory, further repairs required at this time				
O = Repairs required by others: N/A	= Not a	applicable		