

LOG OR TIMBER STRINGER STRUCTURES

TO BE COMPLETED FOR EACH ADDITIONAL SPAN (Use Form FS1337A-1 for First Span)

GENERAL INFORMATION

*Site #: *Structure #:

Span of (spans are numbered consecutively starting from the left abutment)

DECK

Item	Present Condition						Comments (a comment is mandatory if condition poor is selected)
Running Surface (N/A if running surface is gravel or timber planks)	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> U		<input type="text"/>
Running Planks	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>
Sub-deck	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> U		<input type="text"/>
Ties	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> U		<input type="text"/>
Nails	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> U		<input type="text"/>
Deck to Girder Bolts	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>
Concrete Deck	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>
Grout Pockets	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>
Deck Joints	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>
Steel Deck Plate	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>
Gravel Surface	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> U		<input type="text"/>
Gravel Deck Depth	<input type="text"/> (in metres)						<input type="text"/>
Curb Rail/Blocks/Posts	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> U		<input type="text"/>
Handrail/Walkouts	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>
Hardware	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>
Overall Deck Condition	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> U		<input type="text"/>

SUPERSTRUCTURE (stringers numbered from upstream side of bridge)

Item	Present Condition						Comments (comment mandatory if condition 'Poor' or 'Unrated' is selected)
Log Curbs	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> U		<input type="text"/>
Needle Beams and Shims	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>

Stringer #	*Wood Species	*Peeled?	*Diameter (mm) or Width x Depth (mm x mm)	*Rot Depth Bottom (mm)	*Rot Depth Side (mm)	*Rot Depth Top (mm)	Comments
1	<input type="text"/>	<input type="radio"/> Yes <input type="radio"/> No	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
2	<input type="text"/>	<input type="radio"/> Yes <input type="radio"/> No	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
3	<input type="text"/>	<input type="radio"/> Yes <input type="radio"/> No	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
4	<input type="text"/>	<input type="radio"/> Yes <input type="radio"/> No	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
5	<input type="text"/>	<input type="radio"/> Yes <input type="radio"/> No	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
6	<input type="text"/>	<input type="radio"/> Yes <input type="radio"/> No	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
7	<input type="text"/>	<input type="radio"/> Yes <input type="radio"/> No	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
8	<input type="text"/>	<input type="radio"/> Yes <input type="radio"/> No	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
9	<input type="text"/>	<input type="radio"/> Yes <input type="radio"/> No	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
10	<input type="text"/>	<input type="radio"/> Yes <input type="radio"/> No	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Pier of (piers are numbered consecutively starting from the left abutment)

Item	Present Condition						Comments (comment mandatory if condition 'Poor' or 'Unrated' is selected)
	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> U		
Caps	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> U		<input type="text"/>
Piles or Posts (piles numbered from upstream side)	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>
Concrete	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>
Bracing or Sheathing	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>
Cribs	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>
Hardware	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>
Rip Rap	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>
Dolphins	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>
Bearings	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>
Wall	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> N/A	<input type="radio"/> U	<input type="text"/>
Overall	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> U		<input type="text"/>