

Routine Condition Inspection Form
BRIDGES (EXCEPTING LOG OR TIMBER STRINGER STRUCTURES)
 TO BE COMPLETED FOR EACH ADDITIONAL SPAN (Use Form FS1337B-1 for First Span)

GENERAL INFORMATION

*Site #: *Structure #:

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

DECK

Item	Present Condition						Comments (comment mandatory if condition 'Poor' or 'Unrated' is selected)
Running Surface <small>(N/A if running surface is gravel or timber planks)</small>	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> U		<input style="width: 100%; height: 20px;" 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 style="width: 100%; height: 20px;" 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 style="width: 100%; height: 20px;" type="text"/>
Ties	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> U		<input style="width: 100%; height: 20px;" type="text"/>
Nails	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> U		<input style="width: 100%; height: 20px;" 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 style="width: 100%; height: 20px;" 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 style="width: 100%; height: 20px;" 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 style="width: 100%; height: 20px;" 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 style="width: 100%; height: 20px;" 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 style="width: 100%; height: 20px;" type="text"/>
Gravel Surface	<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 style="width: 100%; height: 20px;" type="text"/>
Gravel Deck Depth	<input style="width: 50px; height: 20px;" type="text"/> (in metres)						<input style="width: 100%; height: 20px;" 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 style="width: 100%; height: 20px;" 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 style="width: 100%; height: 20px;" 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 style="width: 100%; height: 20px;" 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 style="width: 100%; height: 20px;" type="text"/>

SUPERSTRUCTURE

Item	Present Condition						Comments (comment mandatory if condition 'Poor' or 'Unrated' is selected)
Girders	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> U		<input style="width: 100%; height: 20px;" type="text"/>
Diaphragms	<input type="radio"/> E	<input type="radio"/> G	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> U		<input style="width: 100%; height: 20px;" type="text"/>
Bracing	<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 style="width: 100%; height: 20px;" type="text"/>
Under-trussing	<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 style="width: 100%; height: 20px;" 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 style="width: 100%; height: 20px;" type="text"/>
Welded / Grouted Shear Connectors	<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 style="width: 100%; height: 20px;" 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"/>