

# **AST Inspector Checklist**

## Prior to Contractor Mobilization and Test Strip

Has inspection staff ridden the maps to observe surface preparations? If there are pavements showing high levels of distress, excessive vegetation, or excessively high shoulders, the County Maintenance Office should be contacted, and issues taken care of. Surface preparation is vital to the success and life of a Chip Seal!

1. Has the Certificate of Compatibility been submitted and approved by the Engineer for each emulsion and aggregate size specified in the contract?
2. Has the existing roadway surface been cleaned and prepared for the Chip Seal?
3. Are weather conditions sufficient for Chip Seal application? Temperature/Moisture (Section 660)
4. Have the Bills of Laden for the asphalt emulsion been received?
5. Have the Distributors and Chip Spreader been calibrated for this project?
6. Are the target rates of emulsion and aggregate known for each lift?
7. What adjustment to the rates is the Contractor requesting and why?
8. How will the gallons of emulsion applied be measured or determined?
9. How will the tons of aggregate applied be measured or estimated?
10. Has the existing pavement been broomed and cleaned of debris?
11. Is Traffic Control in place? Flaggers, Pilot Vehicle, and Signs are all present.
12. Are the Pneumatic and Steel Wheel Rollers operational?
13. Has the test strip been measured and marked for emulsion application?
14. Is the application temperature of emulsion between 160° – 170° F?
15. Does the Distributor spray a uniform lift of emulsion across the width of the shot?
16. Is the spray pattern free from light or heavy concentration of emulsion?
17. Does the Chip Spreader apply a uniform lift of aggregate?
18. Is the aggregate clean and free from dirt, oversize rock, and debris?
19. Is the rolling pattern orienting and setting the aggregate properly?
20. Does the Test Strip have a uniform salt and pepper appearance?

## Paving the Roadway

Provided the Test Strip application appears uniform, the rates are verified, the rolling pattern is appropriate, and Traffic Control is functioning; the Chip Seal Operation can proceed with paving the roadway. A Chip Seal paving operation moves fast so the inspector's presence will be needed throughout the work zone!

21. Is traffic being maintained through the work zone?
22. Are the emulsion pulls covering the edge and centerline joint completely?
23. Is the Chip Spreader leaving a 2-inch emulsion strip exposed on the centerline joint after first pass of each lift for tie-ins?
24. Does the Chip Spreader leave a 2-foot emulsion strip visible at the pavement joint?
25. Does the Chip Spreader place aggregate directly behind the emulsion placement and rolling completed within 5 minutes of emulsion placement?
26. Are intersections and irregular areas being paved by partial width pulls using machines or are they being done by hand using spray wand and shovels?
27. Is the Contractor careful to avoid excessive overlaps or omissions of materials placed?
28. Are additional flaggers needed at intersections for traffic control?
29. Does the final surface have some emulsion showing, giving a "Salt and Pepper" look?
30. Have you obtained and verified the amounts of materials used in each lift?
31. Does the emulsion rate need to be adjusted for additional lifts?
32. Is excessive aggregate being removed before additional lifts are placed?
33. Are additional lifts proceeding as outlined above for the additional layers?
34. Have you obtained and verified the amounts of materials used in each additional lift?
35. Have you agreed with the Contractor on gallons of emulsion and tons of aggregate used on each map or at each day's completion of work?
36. Have you calculated the square yards paved and verified the quantities with the Contractor?
37. Have you recorded each day's work?
38. Do you know the names and phone numbers of M&T personnel for assistance?
39. Have you taken photographs for your diary or field book?
40. Is the Contractor lightly sweeping completed maps in a timely manner?

