

# Chapter 14 - Form 5: Utility Vehicle Operator Inspection Checklist

This Utility Vehicle is **ELECTRIC** \_\_\_\_ (Mark - Y / N / NA)

This Utility Vehicle is **PROPANE** \_\_\_\_, **Gasoline** \_\_\_\_, **Diesel** \_\_\_\_

Utility Vehicle Type: \_\_\_\_\_

Utility Vehicle ID#: \_\_\_\_\_

Capacity: \_\_\_\_\_

Day of Month	A. Inspection Before Operations (performed <u>WEEKLY</u> )	Day of Month
1 Hr. Init.	__ Condition of wheels & tires      __ Air pressure of pneumatic tires	16 Hr. Init.
2 Hr. Init.	__ Lights – Head/tail lights      __ Brake lights, turn signals	17 Hr. Init.
3 Hr. Init.	__ Oil and hydraulic levels      __ Coolant level	18 Hr. Init.
4 Hr. Init.	__ Fuel level (verify fuel type before filling)	19 Hr. Init.
5 Hr. Init.	__ Battery – No leaks, no corrosion, good connections, fluid level,	20 Hr. Init.
6 Hr. Init.	__ Leaks, investigate source, fix or <u>Do-Not-Use</u> if leak cannot be found!	21 Hr. Init.
7 Hr. Init.	__ Mirrors, adjust rear-view (if present), side-view, clean	22 Hr. Init.
8 Hr. Init.	__ Broken/cracked windshield that impairs the vision must be replaced	23 Hr. Init.
9 Hr. Init.	__ Wipers in good repair, windshield washer fluid level,	24 Hr. Init.
10 Hr. Init.	__ Placards, decals, ID and warning labels, clear and readable	25 Hr. Init.
11 Hr. Init.	<b>B. Operation Checks</b> __ Guages working/lighted within operational range	26 Hr. Init.
12 Hr. Init.	__ Seat belts (if present) not worn      __ Warning lights/strobe	27 Hr. Init.
13 Hr. Init.	__ Backup alarm (if present)      __ Horn (use if no backup alarm)	28 Hr. Init.
14 Hr. Init.	__ Brakes work smoothly no noise      __ Steering no pulling, looseness	29 Hr. Init.
15 Hr. Init.	__ Attachments secured, correct use/operation, controls, load capacity	30 Hr. Init.
Weekly	<b>C. Operations Manual</b> __ Must be on board at the operator's controls at all times	31 Hr. Init.
<i>Example</i> Hr. 942 Init. JAE	<b>If the UTILITY VEHICLE fails <u>any</u> part of this inspection, remove the key and report the problem to your supervisor.</b>	