

a division of Davis-Ulmer Sprinkler Company

Quarterly

INSPECTION / TESTING OF STANDPIPE AND HOSE SYSTEM

The State Fire Code requires you to inspect, test, and maintain fire protection systems in an operative condition. All inspection, testing and maintenance records are required to be kept on file at the premises. Any questions concerning regulatory requirements for fire protection systems should be directed to your municipal code enforcement authority. W & M Sprinkler will notify you in writing of any condition or deficiency discovered requiring correction or repair. Any authorized repair/maintenance work will be performed either as quoted or on a time and material basis.

SCOPE OF WORK

- (Annually) Attempt to visually inspect all known portions of system for exterior condition of standpipe system for leaking pipes, loose hangers, gauges, and hose connections from floor level only.
- (Annually) Attempt to visually inspect condition of all known valves, hydraulic placard, and fire department connection from floor level only.
- (Annually) Attempt to visually inspect fire hose for cuts, deterioration, mildew, and ensure that they have been properly rolled and racked (if equipped).
- (Annually) Operate all known control valves, lubricate stems (if necessary), and seal valves in proper position.
- (Quarterly) Verify operation of water flow alarm on automatic standpipe systems to building Fire Alarm Panel and remote monitoring facility (if equipped).
- (Annually) Perform main drain flow test and record static and residual pressures on automatic standpipe systems (if equipped and weather permitting).
- (Semi-Annually) Verify operation of valve supervisory switches on automatic standpipe systems to building Fire Alarm Panel and remote monitoring facility (if equipped).
- (Quarterly) Affix inspection tags, date, and initial.
- Furnish completed inspection/test forms.

Excluded Work:

- Any and all NFPA, State, and Local requirements in excess of above stated.
- Testing of hoses and pressure reducing valves.