





PROJECT INSPECTION

Generated by Safety Compliance App www.safetycompliance.com | www.safetycomplianceapp.com



Company	Cencal Builders	Type of Inspection:	Cencal General Construction Inspection
Project	Amberline Apartments- Brentwood Ca	Date of Inspection	July 28, 2022
Inspector Name	veronica@cencal-builders.com	Time of Inspection	01:11 PM

INSPECTION ITEMS

Item		Comment	Photo
is emergency equipment available, including first aid kit(s) and fire extinguisher(s)?	Satisfactory		-
Is safety documentation available (Written Safety Programs, SDS, Tailgate Meetings)	Satisfactory		-
Is drinking water and shade set up sufficient for the amount of workers?	Satisfactory		-
Are emergency and labor law postings in place?	Satisfactory		-
Is Personal Protective Equipment being worn as required?	Satisfactory		-
Are scaffolding safety procedures being followed?	Satisfactory	Scaffold is being used correctly	
Are hand and power tools being used safely?	Satisfactory		-
Is good housekeeping being maintained?	Unsatisfactory	Poor housekeeping need immediate attention. Building 8 the 2nd/ 3rd floor. Building 9 the 2nd/ 3rd floor & 10 2nd/ 3rd floor. Also housekeeping around building 9 & 10.	
Is fall protection in place where required?	Satisfactory		-
Is trenching & excavation work being done safely?	N/A		-
Are confined space safety procedures being followed?	N/A		-

Are scissor lifts / elevated platforms being used safely?	N/A		-
Are boom lifts and other aerial devices being used safely?	N/A		-
Is heavy equipment being used safely?	Satisfactory		-
Are electrical items being used safely?	Satisfactory		-
Are roofing operations being performed safely?	N/A		-
Is demolition work being done safely?	N/A		-
Are all other tasks being performed safely?	Satisfactory		-
Are ladders in safe condition, being used safely, and have the manufacturer labeling in place and legible?	Satisfactory		-

UNSATISFACTORY ITEMS

Photo	Comment	Corrective Action
	<p>Building 9- 3rd floor.Nails sticking up from 2x4 wooden board, needs to be hammered down to prevent a puncture by nails.</p> <p>Housekeeping- §1513. Housekeeping. (a) During the course of construction, alteration, or repairs, form and scrap lumber with protruding nails and all other debris shall be kept reasonably cleared from work areas, passageways, and stairs in and around buildings or other structures.</p>	
	<p>Building 9- 3rd floor.Nails sticking up from 2x4 wooden board, needs to be hammered down to prevent a puncture by nails.</p> <p>Housekeeping- §1513. Housekeeping. (a) During the course of construction, alteration, or repairs, form and scrap lumber with protruding nails and all other debris shall be kept reasonably cleared from work areas, passageways, and stairs in and around buildings or other structures.</p>	



Building 9- 3rd floor.Nails sticking up from 2x4 wooden board, needs to be hammered down to prevent a puncture by nails.

Housekeeping- §1513. Housekeeping. (a) During the course of construction, alteration, or repairs, form and scrap lumber with protruding nails and all other debris shall be kept reasonably cleared from work areas, passageways, and stairs in and around buildings or other structures.



Building 9- 3rd floor. wooden blocks in front of access point. Walking area needs to be free from debris and materials.

Housekeeping- §1513. Housekeeping. (a) During the course of construction, alteration, or repairs, form and scrap lumber with protruding nails and all other debris shall be kept reasonably cleared from work areas, passageways, and stairs in and around buildings or other structures.



Building 10- 2nd & 3rd floor.Nails sticking up from 2x4 wooden board, needs to be hammered down to prevent a puncture by nails.

Housekeeping- §1513. Housekeeping. (a) During the course of construction, alteration, or repairs, form and scrap lumber with protruding nails and all other debris shall be kept reasonably cleared from work areas, passageways, and stairs in and around buildings or other structures.



Building 9- 3rd floor wooden boards and blocks, needs to be pick up to prevent a slip, trip or fall hazard.

Housekeeping- §1513. Housekeeping. (a) During the course of construction, alteration, or repairs, form and scrap lumber with protruding nails and all other debris shall be kept reasonably cleared from work areas, passageways, and stairs in and around buildings or other structures.



Building 9- 3rd floor wooden board needs to be pick up to prevent a slip, trip or fall hazard.

Housekeeping- §1513. Housekeeping. (a) During the course of construction, alteration, or repairs, form and scrap lumber with protruding nails and all other debris shall be kept reasonably cleared from work areas, passageways, and stairs in and around buildings or other structures.



Building 9 & 10- 3rd floor nails on the floor. Need to be pick up can cause a punctured by nail. Serious hazard.

Housekeeping- §1513. Housekeeping. (a) During the course of construction, alteration, or repairs, form and scrap lumber with protruding nails and all other debris shall be kept reasonably cleared from work areas, passageways, and stairs in and around buildings or other structures.



Building 8-2nd floor wooden board and blocks needs to be pick up to prevent a slip, trip or fall hazard.

Housekeeping- §1513. Housekeeping. (a) During the course of construction, alteration, or repairs, form and scrap lumber with protruding nails and all other debris shall be kept reasonably cleared from work areas, passageways, and stairs in and around buildings or other structures.



Building 9 & 10 - around and between buildings wooden board and blocks needs to be pick up to prevent a slip, trip or fall hazard. Poor housekeeping. Needs to get pick up before getting a report from GC.

Housekeeping- §1513. Housekeeping. (a) During the course of construction, alteration, or repairs, form and scrap lumber with protruding nails and all other debris shall be kept reasonably cleared from work areas, passageways, and stairs in and around buildings or other structures.