Inspector:		Inspector Certification Number:	Permit Number:	Permit Effective Date:
Project Name:		Permit Holder:	Permit drawings have been reviewed: Y/N Mu	Iltiple BMP types in system: Y/N
Addition photos attached:	Y/N	Compliance Activity record attached: Y	//N Approximate time since last ra	<b>iin:</b> < 24 h 24-48 h >48 h
Inspection Date:	Time:	Date of Last Inspection	: Approximate size of last rain:	<0.5 in. 0.5-1.0 in. > 1 in.
Vogetetive	Duff	*0		

SU

SU

S U

## **Vegetative Buffers**

All questions are either 'S' or 'U' for satisfactory/unsatisfactory, respectively, unless otherwise specified. Note: 'U' typically indicates maintenance is needed

## General:

- 1. Condition of BMPs and treatment facilities
- 2. The discharge (if any) is free of floating materials, visible □ □ oil sheen, discoloration, turbidity, odor, foam, or any other signs of contamination

## **Debris Cleanout:**

3. Buffer clear of debris that may impair function (If not, □□ check 'U')

## Vegetation:

- Vegetation health
   Emergent invasive plant life (If yes, check 'U')
- 6. Signs of damage from animal activity (If yes, check 'U')  $\Box$
- 7. Signs of stress or disease (If yes, check 'U')
  8. Areas need replanting (If yes, check 'U')
- 8. Areas need replanting (If yes, check 'U')
  9. Amount of dead plant material
- 10. Condition of upland banks

Flow:	Sυ
11. No signs of channeling or erosion that may impair function	
12. Maintain minimum permitted water elevation 13. No signs of drought or prolonged ponding	
Inlets:	sυ
<ul> <li>14. Inlet(s) condition</li> <li>15. Runoff is not short circuiting the inlet</li> <li>16. No evidence of trash/debris/sediment in or around inlet that may impair function</li> </ul>	
17. Condition of vegetation around inlet	
Outlets/emergency outflow (if applicable):	SU
<ol> <li>18. Outlet(s) condition</li> <li>19. Evidence of trash/debris/sediment in or around outlet that may impair function (If yes, check 'U')</li> </ol>	
20. Evidence of erosion, gullies, rills, or flooding around outlet that may impair function (If yes, check 'U')	



