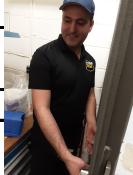


**PREVENTATIVE MAINTENANCE PROGRAM CHECKLIST**  
**VAULT DOOR**

SITE AND BLDG #: **Rockville MD021**LOCATION/RM #: **Vault** WO# **15227** ASSET # **1279**MECHANIC  
SIGNATURE: DATE: **2/23/22**START TIME: **9:45**FINISH TIME: **11:00**

CHECK POINT	CHECKPOINT DESCRIPTION	TASK COMPLETE		NOTES/ ACTIONS (IF TASK COMPLETE IS CHECKED NO, PROVIDE EXPLANATION)
		YES	NO	
<b>SPECIAL INSTRUCTIONS</b>				
1	Follow lock out/tag out procedures at all times. De-energize or discharge all hydraulic, electrical, mechanical, or thermal energy prior to beginning work.			
<b>TO BE PERFORMED AT EACH INSPECTION SERVICE</b>				
1	Check alignment of dial ring with lock case; correct if necessary.			
2	Check mounting screws of dial ring and lock case; tighten them, using a thread locking compound.			
3	Look for corrosion or presence of any foreign matter that will in any manner affect the lock's proper operation.			
4	Look for any signs of malfunctioning or impending failure.			
5	Look for any signs of tampering, forced, or covert entry; report this to the local Security and Law Enforcement Office.			
6	Check Alignment of door with frame			
7	Check for difficulty in opening, closing or locking the door.			
8	Replace all defective hardware			

Note: The technician shall perform any repairs identified during PM up to \$250 (direct labor and direct material cost) per PM occurrence. For any deficiencies found exceeding \$250 open a corrective maintenance (CM) ticket and include the Asset #, WO #, photos, and a detailed description of the deficiency.

1. A qualified locksmith with expertise in GSA locks is required.
2. Prior Coordination with the facility must occur prior to scheduled work. (See suggested coordination questions below)
  - a. Access to Arms room is accompanied. Someone with unaccompanied access MUST be present at all times during scheduled work.
  - b. Coordination AND approval from the Facility Coordinator or Physical Security Officer or PIN Custodian for combination change.

**Additional Notes:**