



UNITED ENGINEERING CONSULTANTS, INC.

- Building Condition Surveys
- Contract Administration
- Corrosion Control Design
- Structural Inspection & Design
- Project Planning & Management

FIELD OBSERVATION REPORT PERMIT # BLDC-000287-2020

		Report No. 81	Page 1 of 1
Project:	Southpoint Condominium	Inspection For:	Restoration Project
Day/Date:	Monday, February 8, 2021	Job No.	19-1086
Location:	4453 S. Atlantic Ave, Ponce Inlet	Engineer:	Timothy J. Snook, P.E.
Contractor:	ACE Enterprises, LLC	Project Foreman:	Wes Swaim
Subcontractor:	Gulfstream (4)	Inspector:	Timothy J. Snook, P.E.
Weather:	64 Degrees @ 10:00 A.M. Overcast	Light Breeze	30% Chance of Rain
Workforce Total:	16		
Activities:	Concrete repair, stucco application, floor grinding, window installation, pressure washing		

Observation Report:

The Engineer was on-site to inspect miscellaneous concrete repairs and window header repairs on units 502 and 402 (See Photos 1-3). The excavations conformed to ICRI standards. The existing reinforcing steel was cleaned. Supplemental steel was installed as directed. The excavations were approved to be cast.

Concrete demolition continues on the 02 and 03 window drop.

The 06 stack was pressure washed in preparation for painting. The Engineer also checked the balconies for ponding water. No ponding water was identified.

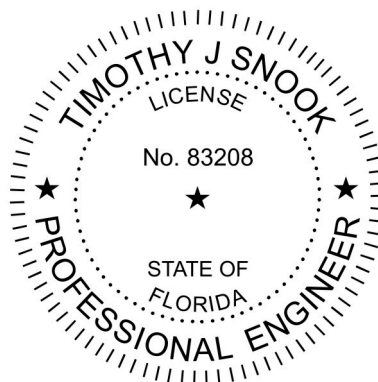
Grinding the 4th floor walkway is in-progress to provide an acceptable surface profile for deck coating.

Window installation is in-progress on the 4 and 5 stacks.

Stucco application is in-progress on the ground floor.

UNITED ENGINEERING CONSULTANTS

Timothy J. Snook, P.E.
Florida License No. 83208



This item has been electronically signed and sealed by Timothy J. Snook using a Digital Signature and date. Printed Copies of this Document are not considered signed and sealed and the SHA authentication code must be verified on any electronic copies.



Picture 1: Unit 502 window header repair



Picture 2: Unit 402 window header repair



Picture 3: Topside repair at 7th floor trash room