



UTILITY TRAILER PRE-TRIP INSPECTION REPORT

(All boxes are to be checked for response, Click to initiate a check mark if N/A or discrepancies Leave blank and fill in comments)

| | | |
|--------------------|-----------------|---|
| Department: _____ | | Date: ___/___/___ Time: ___:___ am <input type="checkbox"/> pm <input type="checkbox"/> |
| Equipment #: _____ | Serial #: _____ | Inspected By: _____ |

Mark **every** box below. Leave blank if it requires attention or is less than ideal. Mark if it meets County Standards.

Body: (walk around)

- Check for loose / broken screws, bolts, rivets
- Check for ragged / sharp edges
- Check all latches work & are oiled
- Check for extensive rust damage (surface rust Only)

Hitch and Undercarriage:

- Check to see if pickup hitch solid & in good shape
- Check receiver locking pin in good condition
- Check to see if hitch ball clean and tight
- Trailer nosepiece solidly bolted/ welded
- Check all safety chains in good condition
- Check landing gear & trailer jacks work properly
- Check Electrical wiring Harness
- Air & electric lines to trailer secured & in good Condition.
- Check pintle hook secure & in good condition
- Check undercarriage—no cracks or excessive rust
- Check exposed wiring in good condition
- Checks to see if Springs in good condition & Aligned.
- Check wheels and tires in good condition
- Check to see if there are loose or missing lug nuts
- Check tires at proper pressure (_____p.s.i.)

Lights and Reflectors:

- Check for proper number of reflectors
- Check reflectors in good condition
- Check for proper number of marker lights
- Check clearance & marker lights in good condition
- Check tail lights in good condition
- Check brake lights working properly
- Check license plate light working properly

Tow Vehicle:

- Check tires properly rated for weight
- Check tow vehicle properly secured/hitched to Trailer.
- Check proper mirrors for trailer
- Check trailer brakes work properly

Comments: Auto-font max 200 characters:

Walk Around Visual Inspection:

Mark all damage where it is located on the sketch below or using the identifying letter from this key

- A- Scratch or Scrape E- Loose
- B- Broken F- Flat
- C- Cracked G- Missing
- D- Dented

