

Table 1. Simple Irrigation System Checkup Form.

Simple Irrigation System Checkup

Controller Settings: At your controller, go through the settings to determine the number of zones in operation and the number of programmed schedules. Some landscapes may have two or more schedules indicated as A, B, etc. Next, determine the time of day each schedule is set to start and the run time or length of time each zone is set to water. Mark your municipality established watering days if applicable. Many irrigation schedules are set for early morning or late at night when they are not visible - knowing your schedule will help you manage your system efficiently.

<i>Controller Type/Model</i>												<i>Watering Days</i>	
<i>Zone/Station</i>	1	2	3	4	5	6	7	8	9	10	11		12
<i>Program Start Time(s)</i>	A												<i>Odd/Even days</i>
	B												
<i>Program Run Time(s)</i>												<i>Day(s) of Week</i>	

Irrigation Checkup: Walk through the landscape zone by zone while your system is running. Label the head type in each zone using the provided key. Look for the issues listed below and use the problems section to make notes of needed repairs.

Head Type Abbreviation Key: S= Spray, fixed nozzle R= Rotor, including rotating spray nozzles. M = Mix of sprinkler head types such as rotors and sprays apply water at different rates. Mixing head types in a zone will cause an uneven distribution of water and lead to waste.

Look for the following issues: (See Figures 1 -8)

- Sprinkler heads spraying a sidewalk, driveway or road
- Sprinkler heads operating with a cloud of mist (high pressure)
- Sprinkler heads that are tilted or out of adjustment
- Sprinkler heads broken, leaking at the base or not popping up
- A mix of different sprinkler heads on the same zone (sprays, rotors)
- Rotors stuck in one position, failing to turn
- Dry areas due to low water pressure, a clogged nozzle or high wind speeds
- Grass, shrubs or trees blocking sprinkler spray patterns
- Electrical issues (broken wire, valves not turning on, controller error codes)

<i>Controller Zone #</i>	<i>Head Type</i>	<i>Problems</i>
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		

Notes: