

Operations Checklist Terminal Building

(OPS1)

All FAP applications that involve construction inside of a terminal building are required to complete the following questions about the potential operational effects of the project construction and operation activities, for any projects that are in a terminal building:

Project Name: _____

Contact Name and phone number: _____

1. Will your work impact or interrupt airline processes,	
passenger flow or any public areas with the Terminal?	
2. Will your work impact or interrupt any post security passenger	☐ Yes ☐ No
areas, tenant or airline processes?	🗌 Unknown
Will you require additional access to base building?	🗌 Yes 🔲 No
(E.g. Other tenant, or airline space)	🗌 Unknown
4. Will you be required to interrupt any utilities?	
(water, sewer, storm, gas, electrical)	🗌 Unknown
5. Will you be required to erect construction hoarding?	
	🗌 Unknown
6. Will you be required to impact normal baggage system	
operations?	🗌 Unknown
7. Will you require multiple deliveries to your work site?	
	🗌 Unknown
8. Will you be required to remove demolition materials through	
the terminal building?	🗌 Unknown
Will your work generate and unpleasant odors?	□ Yes □ No
(Glues, epoxy, welding, paint)	🗌 Unknown
10. Will you require the use of cranes or lifting equipment?(e.g	☐ Yes ☐ No
tower/mobile cranes, pumper truck, HIAB or Stingers, man	🗌 Unknown
hoists, lifts, cherry pickers, pile driving equipment)	
11. Will you be required to use noisy equipment in your work?	🗌 Yes 🔲 No
(e.g. Hilti guns, jackhammers, concrete drills, saw cutters)	
12. Will your work require you to penetrate the Primary Security	🗌 Yes 🔲 No
Line?	
13. Will you be required to shut down any elevators, escalators,	🗌 Yes 🔲 No
or moving walkways?	
14. Will you be applying for any additional permits? (e.g. –	🗌 Yes 🗌 No
hotwork, lockouts, crane, excavation, cutting or coring)	
15. Will the contractors be entering a bag hall at any point.	🗌 Yes 🗌 No
16. Will YVRAA be responsible for maintaining any of the	🗌 Yes 🔲 No
equipments installed in this project	