Cleaning Frequencies Blount

Community Restrooms/Showers		Lobbies/Hallways/Lounges		Classrooms /Computer Labs	
Remove trash	D	Remove trash/recycle	D	Remove trash/recycle	D
Disinfect toilet, urinals, sinks	D	Clean glass in/outside	W	Clean chalk/dry erase boards	2/W
Fill towel, tissue, soap dispensers	D	Disinfect water fountains	D	Dust/damp mop or vacuum	2/W
Clean mirrors	D	Dust/damp mop/vacuum	D	Remove graffiti	D
Remove graffiti	D	Remove graffiti	D	Clean walls	A
Sweep/dust/damp mop floors	D	Dust furniture/fixtures	W	Clean desk and table tops	M
Clean walls, partitions	W	Spot clean walls	W	High dust	M
High dust	M	High dust	M	Clean windows, blinds	A
Clean light fixtures	A	Buff/Burnish/Shampoo	2/M	Clean lights fixtures	A
· ·		Clean lights fixtures	A	, and the second	
<u>Offices</u>		Community Laundry Room	<u>S</u>	Entrances	
Remove trash	2/W	Remove trash	D	Clean mats	D
Dust/damp mop/vacuum	W	Damp wipe machines	D	Clean exterior entrance area	D
Spot carpet	W	Dust/damp mop floors	D	Clean glass in/outside	W
Dust/polish furniture, surfaces	M	High dust	M	Remove trash/recycle	D
High dust	M	Clean windows, blinds	A	Dust/damp mop/vacuum	D
Clean windows, blinds	A	Clean lights fixtures	A	High dust	M
Clean lights fixtures	A	Buff/Burnish	W	Blow debris/leaves	W
				Pressure wash	2/A
				Clean lights fixtures	A
Community Kitchens		Elevators		Stairwell	
Remove trash	D	Dust/damp mop/vacuum	D	Dust/damp mop	W
Clean Stove	2/A	Dust/polish doors	D	High dust	M
Clean Refrigerator	2/A	High dust	M	Spot clean walls	W
Dust/damp/mop	2/W	Clean lights	M	Dust surfaces/windows	W
High dust	M	Shampoo	M		
Clean light fixtures	A				
Suites/Dorm rooms		Project Work			

Only on check-out

<u>Priority for Tasks:</u>
Custodial Services will follow the priority of tasks listed below in emergency situations or when the staffing level will not permit performing all tasks per the scheduled frequency:

First to be deleted or delayed:

Annual projects/tasks Bi-annual projects/tasks Monthly tasks Weekly tasks

Daily tasks - Restroom and shower cleaning are top priorities

All other tasks will be performed based on the specific needs of the buildings

As assigned