## **Mal Moore Complex Cleaning Frequency**

Restrooms/Showers		<b>Lobbies and Hallways</b>		Offices/Conference Rooms	
Remove trash	D	Remove trash	D	Remove trash	D
Disinfect toilet, urinals, sinks	D	Clean glass in/outside	D	Dust/damp mop/vacuum	D
Fill towel, tissue, soap dispensers	D	Disinfect water fountains	D	Spot carpet	D
Clean mirrors	D	Dust/damp mop/vacuum	D	Dust/polish furniture, surfaces	3/W
Remove graffiti	D	Remove graffiti	D	High dust	M
Sweep/dust/damp mop floors	D	Dust furniture/fixtures	W	Clean windows, blinds	M
Scrub shower	D	Spot clean walls	W	Clean lights fixtures	Q
Clean walls, partitions	W	High dust	W	Buff/Burnish/Shampoo	M
High dust	W	Clean lights fixtures	A		
Clean light fixtures	Q	•			
<u>Kitchen</u>		<b>Entrances</b>		<u>Stairwell</u>	
Remove trash	D	Remove trash	D	Dust/damp mop	D
Dust/damp mop floors	D	Clean mats	D	Buff/Shampoo	W
High dust	M	Clean exterior entrance area	D	High Dust	W
Clean windows, blinds	M	Clean glass in/outside	D	Spot clean walls	W
Clean lights fixtures	A	Dust/damp mop/vacuum	D	Dust surfaces/windows	M
		High dust	W		
		Blow debris/leaves	W		
		Pressure wash	Α		
		Clean lights fixtures	M		
<b>Elevators</b>		Project Work			
Dust/damp mop/vacuum	D	Daily as assigned.			
Dust/polish doors	D	Daily as assigned.			
High dust	W				
2					
Clean lights	M				
Buff/shampoo	M				

## **Building Specific Information:**

Delivery newspaper by 6:30am

Hall of Champion Trophy Cases detail cleaning twice a year

Mal Moore Complex: Includes both floors of the MMB, Strength and Conditioning Facility and Hank Crisp Indoor Football Facility

## **Priority for Tasks:**

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