

COMMERCIAL PROPERTY SELF-ASSESSMENT

The Commercial Grounds Care Scorecard

Walk your property and grade what you see. In about 15 minutes this scorecard shows you exactly where your grounds are costing you money, risking liability, or hurting curb appeal — and where they're working hard for you.

1 • Walk the site

Take this sheet outside and walk your property as a visitor would — entrance first, then the full grounds, including back and service areas.

2 • Score what you see

Circle 1–4 for each item using the "How to score" cues. Score the condition in front of you, not what it should be.

3 • Tally & act

Add each section, convert to a percentage on the last page, and use your grade to prioritize next steps.

The 1–4 rating scale

1 Poor

Obvious problems; needs attention now.

2 Below par

Noticeable issues in several areas.

3 Good

Mostly solid; minor, isolated issues.

4 Best

Excellent; what great looks like.

1 Turf & Landscape Health

Section subtotal out of 16

WHAT TO LOOK AT WHILE YOU WALK	YOUR SCORE (CIRCLE)
1. Turf color & density How to score: 1 =large bare/yellow/weedy patches in most areas · 2 =several thin or off-color zones · 3 =mostly green & dense, isolated spots · 4 =uniformly green, dense, no bare patches.	☐ 1 ☐ 2 ☐ 3 ☐ 4
2. Weeds in turf & beds How to score: 1 =weeds widespread in lawn & beds · 2 =frequent weeds along several beds/edges · 3 =occasional, mostly controlled · 4 =beds & turf essentially weed-free.	☐ 1 ☐ 2 ☐ 3 ☐ 4
3. Planting beds, mulch & edging How to score: 1 =undefined beds, bare soil, no mulch/edge · 2 =thin/faded mulch, ragged edges · 3 =adequate mulch, edges mostly crisp · 4 =fresh mulch, sharp defined edges throughout.	☐ 1 ☐ 2 ☐ 3 ☐ 4
4. Trees & shrubs — health & pruning How to score: 1 =dead limbs, overgrown, blocking walks/signs · 2 =uneven, pruning overdue in places · 3 =generally shaped, minor overgrowth · 4 =healthy, well-pruned, clear of structures.	☐ 1 ☐ 2 ☐ 3 ☐ 4
Section 1 subtotal	/ 16

2 Irrigation & Water Management

Section subtotal out of 16

WHAT TO LOOK AT WHILE YOU WALK	YOUR SCORE (CIRCLE)
5. Turf moisture uniformity (dry / brown zones) How to score: 1 =large chronically dry/brown zones · 2 =several drought-stressed patches · 3 =mostly even, small dry spots · 4 =uniform moisture, no dry zones.	☐ 1 ☐ 2 ☐ 3 ☐ 4
6. Spray accuracy / overspray How to score: 1 =heavy overspray onto pavement/buildings · 2 =noticeable overspray in spots · 3 =minor misting onto hardscape · 4 =spray stays on target, none on pavement.	☐ 1 ☐ 2 ☐ 3 ☐ 4
7. Drainage & standing water How to score: 1 =persistent puddles/soggy turf after rain · 2 =slow-draining low spots linger · 3 =minor pooling that clears · 4 =no standing water, site drains cleanly.	☐ 1 ☐ 2 ☐ 3 ☐ 4
8. Visible leaks, broken heads & runoff How to score: 1 =geysers, broken heads, water running down curbs · 2 =a few leaking/tilted heads · 3 =one isolated minor issue · 4 =no leaks, heads intact & aligned.	☐ 1 ☐ 2 ☐ 3 ☐ 4
Section 2 subtotal	/ 16

3 Site Safety & Compliance

Section subtotal out of 16

WHAT TO LOOK AT WHILE YOU WALK	YOUR SCORE (CIRCLE)
9. Walkway & lot surfaces (trip hazards) How to score: 1 =cracked/heaved/uneven surfaces, clear trip hazards · 2 =several rough or lifted sections · 3 =minor surface wear · 4 =smooth, even, no trip hazards.	☐ 1 ☐ 2 ☐ 3 ☐ 4
10. Sightlines & signage visibility How to score: 1 =plantings block signs, exits or driver sightlines · 2 =overgrowth near signs/corners · 3 =mostly clear, minor trimming needed · 4 =all signs, exits & intersections fully visible.	☐ 1 ☐ 2 ☐ 3 ☐ 4
11. Accessible (ADA) route clearance How to score: 1 =ramps/paths blocked, overgrown or too narrow · 2 =partial encroachment on routes · 3 =clear but tight in spots · 4 =accessible routes fully clear & unobstructed.	☐ 1 ☐ 2 ☐ 3 ☐ 4
12. Lighting & nighttime visibility How to score: 1 =trees/shrubs block lighting; dark unsafe walks · 2 =several fixtures partly blocked · 3 =minor canopy encroachment · 4 =lighting unobstructed, walkways well-lit.	☐ 1 ☐ 2 ☐ 3 ☐ 4
Section 3 subtotal	/ 16

4 Cleanliness & Service Reliability

Section subtotal out of 16

WHAT TO LOOK AT WHILE YOU WALK	YOUR SCORE (CIRCLE)
13. Litter & debris How to score: 1 =litter, branches & debris common · 2 =scattered debris in several areas · 3 =mostly clean, occasional debris · 4 =site consistently clean & clear.	☐ 1 ☐ 2 ☐ 3 ☐ 4
14. Clipping & leaf cleanup after service How to score: 1 =clippings/leaves left on walks, beds, drains · 2 =cleanup inconsistent after visits · 3 =generally cleaned, minor misses · 4 =surfaces blown clean every visit.	☐ 1 ☐ 2 ☐ 3 ☐ 4
15. Detailing consistency across the site How to score: 1 =uneven, many areas skipped · 2 =inconsistent between zones · 3 =mostly consistent · 4 =uniform, crisp detailing front to back.	☐ 1 ☐ 2 ☐ 3 ☐ 4
16. Drains, catch basins & gutters clear How to score: 1 =clogged/overgrown drains, debris buildup · 2 =partial blockage in several · 3 =mostly clear · 4 =all drains & basins clear and functioning.	☐ 1 ☐ 2 ☐ 3 ☐ 4
Section 4 subtotal	/ 16

5 Curb Appeal & Seasonal Readiness

Section subtotal out of 16

WHAT TO LOOK AT WHILE YOU WALK	YOUR SCORE (CIRCLE)
17. Main entrance / first impression How to score: 1 =entry looks neglected or unkempt · 2 =tired and inconsistent · 3 =tidy and presentable · 4 =polished, welcoming, professional first impression.	☐ 1 ☐ 2 ☐ 3 ☐ 4
18. Seasonal color / display freshness How to score: 1 =empty or dead displays · 2 =faded / past-season plantings · 3 =decent, slightly tired color · 4 =fresh, healthy, season-appropriate color.	☐ 1 ☐ 2 ☐ 3 ☐ 4
19. Parking islands & street-facing edges How to score: 1 =weedy, bare or overgrown islands & road edges · 2 =patchy, inconsistent · 3 =mostly tidy · 4 =clean, well-mulched islands & crisp street frontage.	☐ 1 ☐ 2 ☐ 3 ☐ 4
20. Consistency front-to-back & hidden areas How to score: 1 =back/side areas clearly neglected vs. front · 2 =noticeable drop-off away from entrance · 3 =mostly consistent · 4 =same high standard everywhere, incl. service & rear areas.	☐ 1 ☐ 2 ☐ 3 ☐ 4
Section 5 subtotal	/ 16

Σ Tally Your Score

SECTION	SUBTOTAL /16	× 6.25 = SECTION %
1 · Turf & Landscape Health		%
2 · Irrigation & Water Management		%
3 · Site Safety & Compliance		%
4 · Cleanliness & Service Reliability		%
5 · Curb Appeal & Seasonal Readiness		%
Overall score = average of the five section %s		%

Tip: each section is out of 16. Multiply the subtotal by 6.25 to get that section's percentage. Average the five percentages for your overall score.

★ What Your Score Means

A · 90–100%

Excellent

Grounds are an asset. Protect it with a proactive maintenance plan and seasonal enhancements.

B · 75–89%

Good

Solid, with clear quick wins. Tighten the weak section to lift curb appeal and reduce risk.

C · 60–74%

Fair

Inconsistent care is costing you. A defined scope and schedule would pay back fast.

D · <60%

Needs Work

Liability and curb-appeal risk. Prioritize safety items now and request a full site review.

Turn your scores into a 90-day action plan

Start with your lowest-scoring section. These are the moves that most often move the needle:

- **Lowest in Safety & Compliance?** Fix it first — trip hazards, blocked sightlines and ADA routes carry real liability. Document and remediate before anything cosmetic.
- **Lowest in Irrigation & Water?** Schedule a controller audit and head-by-head check. Overspray, dry zones and leaks waste water and damage turf you've already paid for.
- **Lowest in Turf & Landscape Health?** Get on a fertilization + weed-control program and refresh bed edging/mulch — the fastest visible upgrade per dollar.
- **Lowest in Cleanliness & Reliability?** This usually signals an inconsistent service scope. Tighten the cleanup standard and visit cadence in your contract.
- **Lowest in Curb Appeal & Seasonal?** Invest at the entrance and high-traffic approaches first, and lock in a season-by-season color plan.

Want EAQ to walk it with you?

We'll do a no-cost commercial site review, benchmark your scorecard against properties like yours, and map a reliable, compliance-ready grounds program with predictable cost.

Call (860) 368-0426