



Authorize entering into two agency temporary skilled labor agreements

**Water Quality and Operations
Committee**

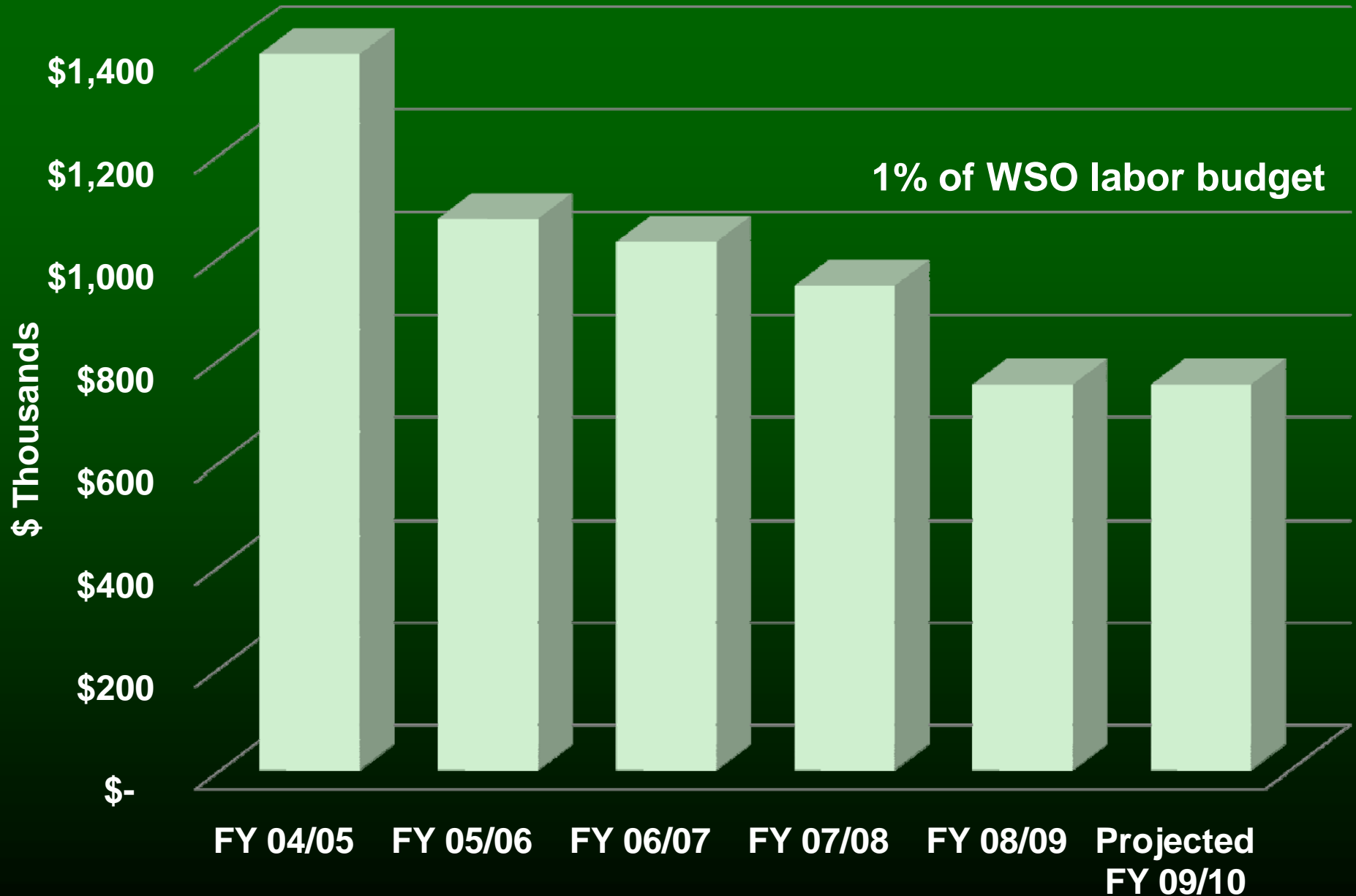
Item #7-1

April 13, 2009

Agency Temporary Utilization Purpose

- Augment skilled craft labor for specific projects
- Resources available on short notice to manage peak workload
 - Emergency repairs
 - Shutdowns
 - Capital Improvement Projects
 - Reimbursable projects
 - Unexpected full time staff absence

Agency Temporary Utilization History



Agency Temporary Utilization Process

Construction Manager identifies needs

Written justification

Duration, craft & quantity



Request to HR Agreement Administrator

HR notifies Temp Agency

Agency fills request



Resources to job site

6 months limit per individual

Agency Temporary Utilization Work Requirements

- **Temporary Agency responsibilities**
 - Ensures workers are eligible, screened tested, trained and qualified to meet request
 - Verification of certifications and licenses
- **Terms**
 - Individuals are limited to 6 months on/off
 - Prevailing wage rates
 - Not eligible for expense reimbursement

Selection Process

- RFP No. 190168A, Nov 2008
- Skilled craft and labor support
 - Carpenters
 - Electricians
 - Machinists
 - Masons
 - Iron workers
 - Pipe fitters
 - Welders
 - Mechanics
- Six proposals received

Recommended Firms

- **Stockmar Elite**

 - **SBE 100%**

- **Premier Personnel Resources**

 - **SBE 100%**

Board Options

■ Option #1

- Adopt the CEQA determination
- Authorize the GM to enter into labor agreements for agency temporary skilled labor with
 - ◆ Stockmar Elite
not to exceed \$500,000 per year; and
 - ◆ Premier Personnel Resources
not to exceed \$250,000 per year

Board Options

■ Option #2

- Adopt the CEQA determination
- Authorize the GM to enter into labor agreements for agency temporary skilled labor with Stockmar Elite, not to exceed \$750,000 per year

■ Option #3

- Reject all proposals and do not authorize the GM to enter into agency temporary labor agreements

Staff Recommendation

- Option #1