
**Labor & Workforce Development
Committee**

HB 1249

Brief Description: Exempting from prevailing wage requirements public works projects undertaken to repair fire damage.

Sponsors: Representatives Warnick, Manweller, Kretz and Chandler.

Brief Summary of Bill

- Exempts public works projects undertaken to repair damage caused by certain wildfires from prevailing wage requirements.

Hearing Date: 1/30/13

Staff: Jill Reinmuth (786-7134).

Background:

The state Public Works Act requires that employees of government contractors be paid prevailing wages on public work and public building service maintenance contracts. The prevailing wage is the hourly wage, usual benefits, and overtime that is paid in the largest city in each county to the majority of workers in a particular trade or occupation. Public work is work, construction, alterations, repairs, or improvements other than ordinary maintenance executed at the cost of the state or any county, municipality, or political subdivision. Public building service maintenance contracts are janitorial service contracts.

Six wildfires in Washington in 2012 exceeded 20,000 acres in size. These wildfires were the Apache Pass, Barker Canyon, Cascade Canyon, Table Mountain, Taylor Bridge, and Wenatchee Complex fires.

This analysis was prepared by non-partisan legislative staff for the use of legislative members in their deliberations. This analysis is not a part of the legislation nor does it constitute a statement of legislative intent.

Summary of Bill:

Public works projects undertaken to repair damage caused by certain wildfires are exempt from prevailing wage requirements. These wildfires are ones that result in a Department of Natural Resources mobilization, exceed 20,000 acres in size, and originate in a county east of the summit of the Cascade Mountains. This exemption expires July 1, 2015.

Appropriation: None.

Fiscal Note: Requested on 1/23/13.

Effective Date: The bill takes effect 90 days after adjournment of the session in which the bill is passed.