



City of Irvine - Prevailing Wage Info

The City of Irvine is subject to the State of California prevailing wage laws as set forth in California Labor Code Section 1770 et seq.

Prevailing Wage Info

The City reminds all contractors and subcontractors of the adoption of SB 854, and encourages them to understand and comply with the requirements as set forth on the Department of Industrial Relations (DIR) website at <http://www.dir.ca.gov/Public-Works/Contractors.html>

All contractors and subcontractors who plan to bid on a public works project (including maintenance work) with a value exceeding \$1,000.00 must first be registered and pay an annual fee with the DIR. Failure to be registered will result in the rejection of the bid.

Some City projects are also subject to federal wage requirements. Therefore, it is important to review City of Irvine bid specifications and agreements carefully to determine the specific requirements of the project or service.

The contractor is responsible for determining the appropriate Department of Industrial Relations (DIR) classification for the various employees and subcontractors used for a particular project or service. The rates for each classification are posted on the DIR website at <http://www.dir.ca.gov/DIRdatabases.html>

All contractors performing work for the City are responsible for abiding by all applicable prevailing wage laws, including maintaining Department of Industrial Relations (DIR) registration, uploading Certified Payroll Records to the DIR website, and furnishing the City with Certified Payroll Records upon request.

Frequently Asked Questions:

What projects/work does prevailing wage apply to?

- Trades-related work such as electrical, painting, HVAC, plumbing and other construction projects
- Maintenance and repair work including landscape maintenance services
 - (Excludes custodial and security services)
- Certain professional service providers as listed below:
 - Surveyors
 - Operating Engineers
 - Field Soils Materials Testers
 - Building /Construction and Specialty Inspectors



City of Irvine - Prevailing Wage Info

What is the dollar value threshold when the prevailing wage requirement begins to apply?

- >\$1,000 Per Project

Who determines which worker classification(s) should be used on a project, the City or the Contractor?

- The Contractor is responsible for determining the appropriate classification of workers for each project. The contractor is also responsible for abiding by all applicable laws relating to prevailing wage requirements.

Does the prevailing wage requirement apply to an individual tradesperson with a license and with no employees?

- Yes, any individual who is performing on-site trades work, regardless of owner operator status, must be paid the applicable prevailing wage for the craft performed.

Does the prevailing wage requirement apply to a contractor's subcontractors?

- Yes

When is an apprenticeship program required?

- If the classification listed on the DIR website shows “##”, then it is “apprenticeable.” The contractor must then follow certain procedures such as the notification of project work to the local apprenticeship programs (DAS 140) and request the dispatch of an apprentice from these programs (DAS 142). Contractors should refer to the DIR web site for more information at <http://www.dir.ca.gov>

Do I need to provide Certified Payroll Records to the City?

- Contractors are required by law to upload CPRs to the Department of Industrial Relations website.
- By law, contractors are obligated to maintain certified payroll records (CPRs) and provide them at the request of the awarding agency.
- For many City projects submission of weekly CPRs is required. For certain small projects (such as minor maintenance and repairs) the City does not require



City of Irvine - Prevailing Wage Info

weekly submission. However, if the City has reason to believe that the contractor has violated the prevailing wage requirements law in any way, or if others report such a possible violation, then the City will require CPRs.