

Date: March 12, 2010
 General Decision Number: VT20100033 03/12/2010
 Superseded General Decision Number: VT20080033

State: Vermont
 Construction Type: Highway County: Orange County in Vermont.

HIGHWAY CONSTRUCTION PROJECTS (excluding tunnels; building structures in rest areas; railroad construction; bascule, suspension & spandrel arch bridges; bridges designed for commercial navigation; bridges involving marine construction; and other major bridges)

Modification Number Publication Date
 0 03/12/2010

SUVT2005-017 09/01/2005

	<u>Rates</u>	<u>Fringes</u>
Carpenter (includes form work).....	\$ 14.36	1.47
Ironworker, reinforcing.....	\$ 12.97	
Ironworker, structural.....	\$ 21.15	15.54
Laborers:		
Blaster, demolition.....	\$ 20.38	2.60
Concrete worker.....	\$ 12.46	
Driller.....	\$ 14.50	2.60
Flagger.....	\$ 10.04	3.54
Guardrail installer.....	\$ 10.36	
Highway line striping.....	\$ 14.62	1.03
Landscape laborer.....	\$ 10.19	1.03
Sign installer.....	\$ 11.78	4.19
Unskilled.....	\$ 12.80	2.77
Power equipment operators:		
Auger.....	\$ 14.90	
Backhoe.....	\$ 15.03	1.33
Broom.....	\$ 14.50	3.72
Bulldozer.....	\$ 18.76	2.29
Cold planer.....	\$ 15.56	
Crane.....	\$ 16.00	1.65
Excavator.....	\$ 15.97	1.36
Grader.....	\$ 16.44	3.50
Loader.....	\$ 14.62	1.87
Mechanic.....	\$ 14.00	
Paver.....	\$ 13.48	3.20
Pounder.....	\$ 15.26	
Roller.....	\$ 14.34	3.35
Screed.....	\$ 14.25	4.18
Traffic signal installer.....	\$ 10.94	3.20
Truck drivers:		
3-axle.....	\$ 12.25	4.36
4-axle.....	\$ 13.90	4.90
Dump.....	\$ 11.26	.02

 WELDERS - Receive rate prescribed for craft performing operation to which welding is incidental.

Unlisted classifications needed for work not included within the scope of the classifications listed may be added after award only as provided in the labor standards contract clauses(29CFR 5.5 (a)(1)(ii)).

In the listing above, the "SU" designation means that rates

listed under the identifier do not reflect collectively bargained wage and fringe benefit rates. Other designations

indicate unions whose rates have been determined to be prevailing.

WAGE DETERMINATION APPEALS PROCESS

1.) Has there been an initial decision in the matter? This can be:

- * an existing published wage determination
- * a survey underlying a wage determination
- * a Wage and Hour Division letter setting forth a position on a wage determination matter
- * a conformance (additional classification and rate) ruling

On survey related matters, initial contact, including requests for summaries of surveys, should be with the Wage and Hour Regional Office for the area in which the survey was conducted because those Regional Offices have responsibility for the Davis-Bacon survey program. If the response from this initial contact is not satisfactory, then the process described in 2.) and 3.) should be followed.

With regard to any other matter not yet ripe for the formal process described here, initial contact should be with the Branch of Construction Wage Determinations. Write to:

Branch of Construction Wage Determinations
Wage and Hour Division
U.S. Department of Labor
200 Constitution Avenue, N.W.
Washington, DC 20210

2.) If the answer to the question in 1.) is yes, then an interested party (those affected by the action) can request review and reconsideration from the Wage and Hour Administrator (See 29 CFR Part 1.8 and 29 CFR Part 7). Write to:

Wage and Hour Administrator
U.S. Department of Labor
200 Constitution Avenue, N.W.
Washington, DC 20210

The request should be accompanied by a full statement of the interested party's position and by any information (wage payment data, project description, area practice material, etc.) that the requestor considers relevant to the issue.

3.) If the decision of the Administrator is not favorable, an interested party may appeal directly to the Administrative Review Board (formerly the Wage Appeals Board). Write to:

Administrative Review Board
U.S. Department of Labor
200 Constitution Avenue, N.W.
Washington, DC 20210

4.) All decisions by the Administrative Review Board are final.

END OF GENERAL DECISION