



#554 - 1-22-13

Orange County Chapter

NATIONAL ELECTRICAL CONTRACTORS ASSOCIATION

January 22, 2013

Mayor Keith Curry
City of Newport Beach
3300 Newport Blvd.
Newport Beach, CA 92663

Dear Mayor Curry,

On behalf of the Orange County Chapter of the National Electrical Contractors Association (NECA) and our member contractors, we respectfully request that the City of Newport Beach continue to require prevailing wages on all public works projects.

In order to provide the construction user with the highest quality work possible—and at a competitive price, contractors must have highly skilled workers in the field. And in the construction industry, a highly skilled workforce commands living wages and benefits. Well-trained electricians deliver improved productivity and possess the training necessary to complete projects safely and to code in less time, which in turn can offset labor costs. Examples of this high quality work are evident throughout Newport Beach and are exhibited in some of the city's most prominent buildings—such as the new Civic Center. Complicated, large-scale projects like the Civic Center incorporate the latest advances in design and construction techniques and require a proficient, technically skilled workforce to implement.

The proven job performance of NECA contractors' field employees is critical to their ability to maintain a competitive edge over their competitors. And when contractors complete on the basis of skill and productivity—instead of the lowest wages and labor standards—we all as a community benefit.

NECA contractors feel very strongly about providing fair compensation to their employees, which includes health care benefits for employees and their families. And our member contractors believe that this is not just a good business practice, but is also a benefit shared with the community where we work.

Thank you for your consideration of NECA's request, as this is an important issue to the local construction industry.

Sincerely,


Derek Spalding
Director of Business Development