



Legislation Text

File #: 19-659, **Version:** 1

RESOLUTION of the City of San Leandro City Council Approving and Authorizing the City Manager to Execute a Side Agreement to Extend the Term of the Community Workforce Agreement with the Alameda County Building and Construction Trades Council and Its Affiliated Local Unions

WHEREAS, successful completion of the City's construction projects is of the utmost importance to the City of San Leandro; and

WHEREAS, on June 15, 2015 the City of San Leandro entered into a Community Workforce Agreement with the Alameda County Building and Construction Trades Council; and

WHEREAS, the Community Workforce Agreement was implemented in order to promote the efficiency of construction operations performed for and within the City of San Leandro and provide for peaceful settlement of labor disputes without strikes or lockouts; and

WHEREAS, the Community Workforce Agreement was intended to support the efforts of the City to increase training and employment opportunities for workers who reside in San Leandro; and

WHEREAS, on December 17, 2018 the City of San Leandro City Council authorized the City Manager to execute a side agreement to extend the term of the modified Community Workforce Agreement with the Alameda County Building and Construction Trades Council; and

WHEREAS, the Community Workforce Agreement has applied to fourteen projects during the first term and subsequent one year extension of the Agreement; and

WHEREAS, the City of San Leandro and the Alameda County Building and Construction Trades Council would like to continue to collaborate in order to improve the effectiveness of the Community Workforce Agreement.

NOW, THEREFORE, the City Council of the City of San Leandro does RESOLVE as follows:

That the City Council approves the side agreement and the City Manager is authorized to execute the side agreement to extend the term of the modified Community Workforce Agreement with the Alameda County Building and Construction Trades Council through December 31, 2021.