

Subcontractor's Pre-Job Conference Form: RAP Engineering LLC

Status	Version	
Published	1	
Assigned PSA Specialist	Email	Phone Number
Maria Cruz	mcruz5@sandi.net	(619) 879-7870

Subcontractor's Information

Contractor		
RAP Engineering LLC SP		
Company Address	Phone Number	Fax Number
503 E Mission Road San Marcos, CA 92069-1303	(760) 233-2980	(760) 233-2984
CSLB License Number	DIR Number	
1100708	PW-LR-1001014442	
Contractor License Classification		
A - GENERAL ENGINEERING		

Pre-Award & Contract Information

Bid Number	Bid Title	Prevailing Wage Determination	
CC22-0026-39-A3-G2	Crown Point ES WSM (GMP2)- Photovoltaic & Reroofing	2024-2	
Contract Number	Contract Title	DIR Project Number	Contract Amount
CC22-0026-39-A3-G2	Crown Point ES WSM (GMP2)- Photovoltaic & Reroofing		

Overall Scope of Work for Which Your Company is Responsible

Overall Scope of Work
Asphalt Patching and striping touch-up

Jobsite Scheduling Information

Expected Start Date	Estimated Duration(Days)
6/2/2025	2
Number of Shifts	Shift Description
2	7 am - 3:30 pm
Pay Day	Pay Period End Day
Wednesday	Sunday

Jobsite Administration

JOBSITE CONTACT ?	ADMISTRATIVE ROLE	FIRST NAME	LAST NAME	EMAIL	PHONE
Yes	Superintendent	Robert	Perez	rperez@rapenginc.com	(760) 233-2980

Crew: Asphalt Paving

Scope of Work your firm will perform on this project
Asphalt patching

Equipment to be utilized in performing work on this Project
Skid steer/smooth drum rollers

Referral and Jurisdictional Assignment

UNION	DIR CLASSIFICATION	ASSIGNMENT STATUS	ASSIGNMENT ACTIVITIES	ASSIGNMENT ACTIVITIES STATUS	ESTIMATED START - END DATE	ESTIMATED WORKFORCE AVERAGE	ESTIMATED WORKFORCE PEAK
Operating Engineers Local 12	Operator	Pending	Equipment Operation	Pending	6/2/2025 - 7/31/2025	3	4
Laborers Local 89	Laborer (Building Construction)	Pending	Labor work. asphalt taking	Pending	6/2/2025 - 7/31/2025	3	5

Add other direct Subcontractors not included on the Division of Work

TBD?	TIERED SUBCONTRACTOR	TIERED SUBCONTRACTOR'S SCOPE
No	Ambrit Services Inc	Striping touch up