

San Diego Unified School District Project Stabilization Agreement (PSA) Pre-Job Conference Form



General Contractor Information	
Prime Contractor:	AI Quality Blinds
Address:	4925 Poway Road A # C, San Diego, Ca, 92131
Phone:	858-689-9999
Fax:	866-547-6470
Contractor's License Number:	848034

Project Information	Meeting Information
Project Name: Interim Housing at Scripps	Meeting Date:
Contract Number: C2-15-0814-57	Meeting Time:
Contract Amount: 2,745.00	Meeting Location:
Construction Start Date: 12/20/15	
Construction End Date: 4/30/16	

The Scope of Work to Be Performed
Blinds Installation

Equipment to Be Utilized on Job
hand drill

Jobsite Information	
Address:	
Phone:	Jobsite Labor Rep:
Fax:	Jobsite Safety Rep:
Project Manager:	Manpower to be Ordered By:
Job Superintendent:	

Jobsite Scheduling Information	
Number of Shifts: 1	Start / Stop Times:
Pay Day:	Ending Day of Pay Period:

Jobsite Facilities
Location(s) of First Aid Facilities:
Location(s) of Sanitary Facilities:
Location(s) of Drinking Water Facilities:
Description of Jobsite Parking:
Name of Selected Hospital:
Address:
Phone Number:

Referrals and Jurisdictional Assignments

Referral procedures will be in accordance with Article 3 of the Project Stabilization Agreement. We ask the unions to have these referral procedures posted at their hiring halls in order to be in full compliance with the law.

All work assignments below are proposed assignments. Any craft in disagreement with proposed assignments may submit written documentation, within 14 days after the Pre-job Conference, to justify their claim to the work involved. The contractors will review all responses, if any.

After the review, the contractor(s) shall make all assignment permanent. Any craft who has a disagreement with these final assignment(s) may file a jurisdictional dispute consistent with Article 8, Work Assignments and Disputes of the Project Stabilization Agreement.

Jurisdictional Assignments

<u>Type of Work</u>	<u>Work Assignment</u>
Blinds installation	Local 547