Ordinance Fact S	Sheet				
Amending Article IV, "Contracting Program Requirements" of Chapter 3, "Contracts and Leases," by adding a new Division 5, "Prevailing Wage," requiring the payment of a prevailing wage for projects receiving economic development incentives.			Ordinance Number 210179  eason: This Ordinance codifies a prevailing wage requirement for incentive projects.		
Details		Positions /	Recommenda	ations	
This ordinance places	a requirement for		Sponsor(s) Councilman O'Neill		
prevailing wage to be personal economic development ad valorem real and personal abatement, exemption	o be paid on projects receiving oment incentives in the form of and personal property tax otion or redirection. The d be placed in Chapter 3 of the tes within the Contracting	Programs, I	ms, Departments, or Groups Affected ive granting agencies		
Code of Ordinances w Program Requirements		Applicants/	Proponents	Applicant	
				City Department	

Other

☐ For

☐ Against

conditions

Reasons Against:

☐ For ☐ Against

No Action Taken
For, with revisions or

**Staff Recommendation** 

**Board or Commission** 

Recommendation

The requirement would apply to projects with a cost in excess of \$75,000. The wage rate is to be

determined in the same manner as the state determines prevailing wage rates under the

Rule and regulations on carrying out the

Department is to provide those rules to the

impacted agencies within 10 days of the rules

requirement are to be determined by the director of the City's Human Relations Department. The

provisions of Missouri statute.

creation.

		Council Committee Action	Do Pass Do Pass (as amended) Committee Substitute No Recommendation Hold Do Not Pass			
	P	olicy / Program Impa	nct			
		Policy or Program Change	☐ No Yes			
		Operational Impact Assessment				
		Finances				
		Cost and Revenue Projections	Cost of Legislation			
			Increase/Decrease in Revenue Expected Annually			
		Fund Sources				
Applicable Dates:						
Fact Sheet Prepared By: Katie Chandler, Law						
Reviewed By:						

**Reference Numbers**