

*UNITIZED/WINDOW WALL PROJECTS
WAGE AND FRINGE BENEFIT PACKAGE
Effective May 1, 2023*

	<u>WAGES</u>	<u>FRINGES</u>	<u>TOTAL</u>
<i>New Hire</i>	\$17.10	\$6.84	\$23.94
<i>Tier 1 Experience</i>	\$17.85	\$6.84	\$24.69
<i>Tier 2 Experience</i>	\$18.60	\$6.84	\$25.44
<i>Tier 3 Experience</i>	\$19.35	\$6.84	\$26.19
<i>Tier 4 Experience</i>	\$20.85	\$6.84	\$27.69
<i>Team Leader 1</i>	\$22.35	\$7.73	\$30.08
<i>Team Leader 2</i>	\$25.35	\$7.73	\$33.08

Fringe Benefits:

<i>L.U. 660 Health Fund</i>	\$4.15	\$4.15
<i>L.U. 660 Annuity Fund</i>	\$0.60	\$1.00
<i>I.U.P.A.T. Pension</i>	\$1.74	\$2.23
<i>D.C. #4 STAR</i>	\$0.15	\$0.15
<i>D.C. #4 Training Fund</i>	<u>\$0.20</u>	<u>\$0.20</u>
<i>Total Fringe Benefit Package</i>	\$6.84	\$7.73

\$1.50 per hour increase for specialty duties

Team Leader – A designated person solely through the employers’ discretion.

Specialties Worker– Employees to be paid a \$1.50 premium per hour only when performing specialty duties. Specialty duties will consist of the following: CNC machinery, motorized caulking machines, Armour Guard Protective Spray coatings.

Any worker performing specialty duties on overtime pay shall continue to receive the \$1.50 premium only, overtime rates shall not apply

Once a member's rate of pay is established from new hire thru Tier 4, their next pay increase will go into effect once they have worked 1500 hours and completed the required training hours. The only wage increase after Tier 4 shall be contractual raises.

Any current employee recalled for employment shall be placed at current rate and regular rate progression and increase shall apply.

In the event an appointed team leader is re-assigned or removed, their regular scheduled pay rate shall apply.

Increase:

5/1/2024 - \$1.50 minimum of \$.15 cents into International Pension

Deductions

Dues Check-off: Three percent (3%) from gross wages.

Increase:

1500 Hour Pay increase shall be paid on next full week after hours are accumulated

Contract Increase shall be paid on next full week of payroll