

City of St. Paul and IBEW, Local 110
May 1, 2018 – April 30, 2021 Contract Negotiations
Summary Agreement Sheet

Below is a summary of the changes in the collective bargaining agreement between the City of Saint Paul and IBEW, Local 110.

Date of TA: August 3, 2018

Duration: May 1, 2018 – April 30, 2021

Wages: **Effective June 6, 2018 (closest payroll period):** \$71.45 total Electrician package – increase of \$3.00 per hour
 Effective May 1, 2019 (closest payroll period): \$74.40 total Electrician package – increase of \$2.95 per hour
 Effective May 1, 2020 (closest payroll period): \$77.30 total Electrician package – increase of \$2.90 per hour

Article 13 - Selection of Leads, General Leads and General Lead in Charge

Replace Senior Electrical Inspector temporarily if vacant for more than four normal work days.

Article 21 - Grievance Procedure

Resolve all disputes through the contract grievance process.

Article 31 – Uniform Allowance

Add a boot allowance of up to \$100 per year.

Article 32 – Duration and Pledge

3 year agreement from May 1, 2018 through April 30, 2021

Appendix B - Transfers and Temporary Assignments

- Define process to bid on vacant positions in different departments
- Define process of temporarily assigning to a different work shift.

Appendix C, D and H – Wages, Benefits and Apprentices

- Follow outside rate for wages and benefits
- Reduce split scale for Electrical Inspector: June 6, 2018 – Maintain \$1.00 differential; May 1, 2019 – \$0.75 differential; May 1, 2020 - \$0.50 differential
- Effective January 1, 2021 - Night shift differential - 6.5% of the employee's base rate for hours worked between 6:00 pm and 6:00 am

Notices

- Effective January 1, 2019, employees will receive night shift on the regular rate of pay.
- Effective January 1, 2019, if an employee is called back a second time within four hours, it will be considered one call in.
- Employees are required to follow all Department and City policies.

Other items were non-substantive, housekeeping agreements.