Disadvantaged Communities

Community Solar Green Tariff 2020 RFO

Workforce Development Plan Attestation



**Mandatory**:

* Participants Info.
* Workforce Plan
* Signed Attestation

# Workforce Development and Job Training Plan Requirements

**Requirements**: Participants must follow all the Community Solar Green Tariff (CS-GT)

workforce development and job training requirements described below.

As ordered in D. 18-06-027, the CPUC "direct[s] the utilities to require workforce development for all projects, including local hiring and targeted hiring, to ensure that job opportunities for low-income communities materialize." (page 87)

The participant must have a plan in place, for each project, on how they will utilize local workforce development and job training, in the development and construction phase.

The workforce development can be completed on either the CS-GT solar installation at the project site, or in a support role on the project, including but not limited to direct work on:

Solar Installation

* + Installing Electrical Components
	+ Installing Mechanical Components
	+ Completing System Installation
	+ Maintenance and Troubleshooting Activities

Project Design / Project Engineering

* Design Systems

Project Management / Coordination

* Managing the Project

Employees involved in the solar installation may be eligible to meet this requirement if they graduated from an eligible job training program within 12 months of installation on the project.

If the above requirements are not met in the project development and/or construction phase, your offer will not be considered in the solicitation. No exceptions will be made to these requirements.

# Developer Job Training Responsibilities

Developers are responsible for adhering to the following requirements:

* + The Developer is responsible for finding and hiring the job trainee(s) for each CS-GT installation in accordance with the number of job trainees required for the project described above.
	+ The Developer must pay job trainee(s) for time spent on each CS-GT installation, at a rate consistent with the contractor’s entry level or temporary worker wage.
	+ Developer’s insurance must cover the employment of the CS-GT workforce development hires, including temporary hires if the job training organization/ program does not provide liability coverage for its trainees.
	+ Developers must submit the Workforce Development Affidavit prior to the COD stage. The affidavit identifies the names of the eligible job training program and job trainee(s) used for each CS- GT installation, types of jobs completed and hours worked. Both the Developer and CS-GT job trainee(s) must complete and sign this affidavit after the installation is completed. See Appendix G for Workforce Development and Job Training Affidavit

# Participants Project Information

Please complete the following with your information.

Company | Developer

Project Name

Project Site Location | Project Address

Project Sponsor

# Workforce Development and Job Training Plan Details

Include detailed plans on how you will implement the above Workforce Development Requirements and Job Training Responsibilities. Please describe the following:

sponsorship involvement, job training organizations you have researched to utilize, educational opportunities, job training opportunities in development and construction, engagement with local low- income communities, number of employees you intend to train.

# Additional Notes

Miscellaneous Items and/or References

# Additional Resources

Please include links to affiliate and/or organizations referenced above.

Attestation

By participating in the CS-GT Program as a Developer, I understand and agree to the CS-GT Program rules and the Workforce Development guidelines described above, about the workforce development requirements.

I certify that I am authorized to sign this Attestation. I also declare under penalty, that all of the information presented in this Attestation is true and correct to the best of my knowledge.

Name of Developer Representative

Title

Signature (Developer Representative) Date