BID T	ABULATION		
43-07	JUN07-Building Construction and	Renovation Term	and Supply
		Five Oaks Associates, LLC	
4.7.1.	Material (Total Cost Plus%) \$0-\$749	10%	
	Material (Total Cost Plus%) \$750-\$4,499	7%	
	Material (Total Cost Plus%) \$4,499 and up	5%	
	Rental Equipment	10%	
4.7.2.	% Overhead and Profit Markup based on total contract sum (materials & labor)	7%	
4.7.3.	Trade Wage-Rate Total Fringe Benefits (Complete only if your firm is paying over Prevaling Wage)	Prevaling Wage	
1.7.0.	Asbestos Worker	Prevaling Wage	
	Boilermaker	Prevaling Wage	
	Bricklayers-Stone Mason	Prevaling Wage	
	Carpenter	Prevaling Wage	
	Cement Mason	Prevaling Wage	
	Electrician (Inside Wireman)	Prevaling Wage	
	Communication Technician	Prevaling Wage	
	Elevator Constructor	Prevaling Wage	
	Operating Engineer	Prevaling Wage	
	Group I	Prevaling Wage	
	Group II	Prevaling Wage	
	Group III	Prevaling Wage	
	Group IIIA	Prevaling Wage	
	Group IV	Prevaling Wage	
	Group V	Prevaling Wage	
	Pipe Fitter	Prevaling Wage	

		Five Oaks	
		Associatesa, LLC	
	Glazier	Prevaling Wage	
	Laborer (Building)	Prevaling Wage	
	General	Prevaling Wage	
	First Semi-Skilled	Prevaling Wage	
	Second Semi-Skilled	Prevaling Wage	
	Lather	Prevaling Wage	
	Linoleum Layer & Cutter	Prevaling Wage	
	Marble Mason	Prevaling Wage	
	Millwright	Prevaling Wage	
	Iron Worker	Prevaling Wage	
	Painter	Prevaling Wage	
	Plasterer	Prevaling Wage	
	Plumber	Prevaling Wage	
	Pile Driver	Prevaling Wage	
	Roofer	Prevaling Wage	
	Sheet Metal Worker	Prevaling Wage	
	Sprinkler Fitter	Prevaling Wage	
	Terrazzo Worker	Prevaling Wage	
	Tile Setter	Prevaling Wage	
	Truck Driver-Teamster	Prevaling Wage	
	Group I	Prevaling Wage	
	Group II	Prevaling Wage	
	Group III	Prevaling Wage	
	Group IV	Prevaling Wage	
	Traffic Control Service Driver	Prevaling Wage	
	Welders-Acetylene & Electric	Prevaling Wage	
	Call Response Time: Within hours after		
4.9.	notification by County.	24	
		Thanksgiving, Labor,	
		New Year's,	
		Memorial, Christmas,	
		Veterans', and	
4.10.	Listed Holidays:	Independence Days	
4.12.	Coop?	Yes	