

OPERATING ENGINEERS FUND FORM

FOR FUND OFFICE USE ONLY:

EMPLOYER'S NO. _____

ERIE INDEPENDENT BUILDING AGREEMENT – FUND FORM

OPERATING ENGINEERS COMBINED FUNDS, INC.

P.O. Box 38662
Pittsburgh, PA 15238

FIRM NAME _____

STREET ADDRESS _____

CITY _____ STATE _____ ZIP CODE _____

COUNTY _____

OWNERSHIP:

Proprietorship ____ Partnership ____ Corporation ____ Joint Venture ____

AUTHORIZED SIGNATURE _____

TITLE _____

This Agreement includes provisions for June 18, 2018 – April 30, 2023:

<u>NAME OF FUND</u>	<u>Type of Contribution</u>	<u>06-18-18</u> <u>Per Hour</u> <u>Paid For</u>	<u>5-1-19</u> <u>Per Hour</u> <u>Paid For</u>	<u>5-1-20</u> <u>Per Hour</u> <u>Paid For</u>	<u>5-1-21</u> <u>Per Hour</u> <u>Paid For</u>	<u>5-1-22</u> <u>Per Hour</u> <u>Paid For</u>
Operating Engineers Local 66 Welfare Fund	Employer	\$7.80	\$8.10	\$8.40	\$8.60	TBA
Operating Engineers Construction & Miscellaneous Pension Fund	Employer	\$4.80	\$5.05	\$5.30	\$5.50	
Pension Fund Rehabilitation	Employer	\$0.42	\$0.42	\$0.42	\$0.42	
Western PA Operating Engineers Joint Apprenticeship & Training Fund	Employer	\$0.45	\$0.45	\$0.45	\$0.45	
Industry Advancement Program Fund	Employer	\$0.22	\$0.22	\$0.22	\$0.22	
Local 66 Benefit Fund	Employer	\$0.05	\$0.05	\$0.05	\$0.05	
Retirees Contribution Account	Employer	\$0.25	\$0.25	\$0.25	\$0.25	
Operating Engineers Annuity Fund	Employer	\$3.35	\$3.55	\$3.65	\$3.80	
IUOE Local 66 Working Dues	Employee	2% of Gross Wages				
Building & Miscellaneous Fund *	Employee	\$0.10	\$0.10	\$0.10	\$0.10	
IUOE Defense/Social/United Way Fund *	Employee	\$0.35	\$0.35	\$0.35	\$0.35	
Apprenticeship/PAC Fund *	Employee	\$0.10	\$0.10	\$0.10	\$0.10	
Scholarship Fund *	Employee	\$0.03	\$0.03	\$0.03	\$0.03	

*The Defense/Social/United Way Fund (\$0.35), the Apprenticeship/PAC Fund (\$0.10), the Building & Miscellaneous Fund (\$0.10) and the Scholarship Fund (\$0.03) shall be combined for a contribution rate of fifty-eight cents (\$0.58) per hour paid for to the Miscellaneous Employee Payroll Deduction Account.