

CC Power LDS Project Enhanced Conditions

The focus of the CC Power Long Duration Storage (LDS) Project is to ensure the development of viable, cost-effective LDS project(s) that enhance grid reliability and carbon reduction through helping to manage VER curtailment while providing value to participating CCAs. This will require selecting projects that are located in areas that meet the CAISO criteria for interconnection, do not have grid-charging constraints while also financially viable. In meeting this focus, CC Power will also consider workforce and environmental concerns for the LDS Project through enhancing the conditions imposed on project developers as follows:

1. Workforce
 - a. Any construction work contracted by parties in furtherance of this agreement, whether or not it is a public work as defined by Labor Code section 1720, shall comply with California prevailing wage provisions applicable to public works projects, including but not limited to those set forth in Labor Code sections 1770, 1771, 1771.1, 1772, 1773, 1773.1, 1774, 1775, 1776, 1777.5, and 1777.6 as they may be amended from time to time.
 - b. State a preference, but not a requirement, for a Project Labor Agreement (PLA) allowing up to 5 points in the evaluation ranking process
 - i. Note that adopting a PLA demonstrates meeting the requirements of payment of prevailing wages and use of apprenticeship programs
 - c. For projects that do not implement a PLA, require an audit to ensure compliance with payment of prevailing wages and to evaluate use of apprenticeship programs
 - d. Encourage the use of local labor
2. Environmental
 - a. All projects must meet the permitting requirements of the appropriate governing authority/authorities
 - b. State a preference for projects that avoid sensitive habitat areas
3. Environmental Justice
 - a. Require the developer to attest to not using forced labor in its supply chain which can be demonstrated by signing on to the SEIA pledge
 - b. Require developers to identify project benefits to local communities