



# Small Business Development Division

## Project Worksheet

**Project/Contract Title:** Sky Harbour Hangars at OPF **Received Date:** 5/24/2021  
**Project/Contract No:** AA-084A **Funding Source:** Privately Funded  
**Department:** Aviation  
**Estimated Cost of Project/Bid:** \$23,617,718.00  
**Description of Project/Bid:** Sky Harbour Group subtenant of AA Acquisition LLC will construct three (3) separate hangar groups of four (4) individual hangar bays each with accompanying offices and storage space within AA Acquisition LLC. Leasehold at OPF.

Contract Measures Recommendation		
Measure	Program	Goal Percent
Goal	SBE - Con	9.65%
Reasons for Recommendation		
<p>An analysis of the factors contained in Section VI. C. of Implementing Order 3-22 indicates that a 9.65% SBE-Con subcontractor goal is appropriate for the trades of Plumbing, Flooring, Building Finishes and Painting and wall covering contractors.</p> <p>The SBE-Con measure can be met by 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Tier certified SBE-Con sub-contractors.</p> <p><u>This project is Privately Funded.</u></p> <p>Pursuant to Section 2-11.16 amended on July 3, 2012, Privately funded contracts over 5 million dollars are subject to the payment of Responsible Wages.</p> <p><b>This project however is exempt and Responsible Wages is NOT APPLICABLE due to the AA Acquisition, LLC, and Lease Agreement executed in 2007 and then amended in 2020 the Lease is governed by the law in effect at the time of its execution.</b></p> <p>NAICS 238220 Plumbing contractors, NAICS 238330 Flooring Contractors, NAICS 238320 Painting and Wall Covering Contractors, NAICS 238390 Other Building Finishing Contractors</p>		
Small Business Contract Measure Recommendation		
Sub trade	Category	
Plumbing	SBE-Con	
Flooring	SBE-Con	
Painting	SBE-Con	
Building Finishing	SBE-Con	

Living Wages: YES  NO

Highway: YES  NO

Heavy Construction: YES  NO

Responsible Wages: YES  NO

Building: YES  NO

*Danielle Lemie Carr*

County Mayor (Aviation Only)

*7/6/21*

Date