

Our Ref: BCA ID 93.1.22

28 March 2022

UEN Number

Name of Company

Dear Sir / Madam

COMPLIANCE WITH MANPOWER PROGRAMME REQUIREMENTS BY CLASS 1 GENERAL BUILDERS UNDER THE BUILDERS LICENSING SCHEME

Under a Class 1 general builder's licence, licensed Class 1 general builders are required to lodge with the Commissioner of Building Control ("CBC") a manpower programme (also known as the CoreTrade deployment plan) that satisfies the requirements of the Building Control Act and its regulations, and to comply with the manpower programme they have lodged in respect of each project with value of \$20 mil and above (inclusive of GST) that they are undertaking in Singapore ("relevant project"). In view of the disruptions to the industry due to COVID-19, the Government has introduced various support measures since 2020 to help businesses to preserve their capacity and capability.

2. As part of the review to support the industry on the road to recovery, the requirements for licensed Class 1 general builders undertaking a relevant project to lodge and comply with the manpower programme have been adjusted as follows:

a) Projects for which the permit under section 6 of the Building Control Act to carry out structural works was granted until 31 December 2022, licensed Class 1 general builders undertaking such projects need not lodge a manpower programme with the CBC; and,

b) Projects for which the manpower programme has been lodged with CBC till 31 December 2022 and yet to obtain Temporary Occupation Permit (TOP), compliance with the lodged manpower programme is not necessary throughout entire project period.

3. Other than as described in paragraph 2 above, licensed Class 1 general builders are required to comply with all conditions under their Class 1 general builders' licences.

4. For any clarification in respect of this circular, please contact BCA at esmond_chee@bca.gov.sg.

5. Thank you.

TAN LAY TWAN (MS)
DIRECTOR
MANPOWER DEVELOPMENT DEPARTMENT
MANPOWER STRATEGY AND PLANNING GROUP
for COMMISSIONER OF BUILDING CONTROL