

2018 Regular Session

HOUSE BILL NO. 801

BY REPRESENTATIVE TALBOT

PUBLIC CONTRACTS: Changes the threshold amount for construction management at risk projects

1 AN ACT

2 To amend and reenact R.S. 38:2225.2.4(A)(3), relative to construction management at risk;  
3 to decrease the threshold amount for construction management at risk projects; and  
4 to provide for related matters.

5 Be it enacted by the Legislature of Louisiana:

6 Section 1. R.S. 38:2225.2.4(A)(3) is hereby amended and reenacted to read as  
7 follows:

8 §2225.2.4. Construction management at risk; public entity

9 A.

10 \* \* \*

11 (3) CMAR shall not be used for any project that is estimated to cost less than  
12 ~~twenty-five~~ five million dollars except for any project in the CMAR pilot program.

13 A pilot program is hereby established that authorizes a public entity to use CMAR  
14 for only one project which is estimated to cost three million dollars or more,  
15 provided that the CMAR pilot program is limited to no more than ten projects on a  
16 first-come, first-served basis. Prior to proceeding to use CMAR, a public entity shall  
17 submit a proposed CMAR pilot project by name, together with the reason to use  
18 CMAR, to the House and Senate transportation, highways, and public works  
19 committees for review and approval.

20 \* \* \*

---

DIGEST

The digest printed below was prepared by House Legislative Services. It constitutes no part of the legislative instrument. The keyword, one-liner, abstract, and digest do not constitute part of the law or proof or indicia of legislative intent. [R.S. 1:13(B) and 24:177(E)]

---

HB 801 Original

2018 Regular Session

Talbot

**Abstract:** Decreases the threshold amount for construction management at risk projects.

Present law provides a threshold amount of \$25 million dollars before construction management at risk may be used for any project.

Proposed law changes the threshold amount from \$25 million dollars to \$5 million dollars.

(Amends R.S. 38:2225.2.4(A)(3))