

**[ PCAB BOARD RESOLUTION NO. 402, S. 2013,  
October 08, 2013 ]**

**ENJOINING ALL CONTRACTORS TO FILE THEIR APPLICATIONS  
FOR LICENSE RENEWAL ON SCHEDULED FILING MONTHS AND  
PROVIDING FOR AN ADDITIONAL PROCESSING FEE (APF) FOR  
NON-COMPLIANCE THEREWITH STARTING CFY 2014-2015**

WHEREAS, as provided for by Republic Act No 4566 (RA 4566) otherwise known as the Contractor's License Law, all construction contractors' licenses issued by the Philippine Contractors Accreditation Board (PCAB), formerly known as the Philippine Licensing Board for Contractors (PLBC), simultaneously expire on 30 June of every year;

WHEREAS, there exists a big volume of licensed contractors whose qualifications need be individually evaluated and determined for the continued grant of the contractor's license;

WHEREAS, owing to the demands of the administrative work entailed in the evaluation and determination of contractor's qualifications which bear upon the timely delivery of the renewed license, the Board has adopted a staggered renewal filing schedule based on license number endings as follows:

<u>License Number</u> <u>Ending</u>	<u>Filing</u> <u>Month</u>
0 and 1	February
2 and 3	March
4 and 5	April
6 and 7	May
8 and 9 and new licenses approved from January to June	June

WHEREAS, there is a very low turn-out of compliance with the scheduled filing months among renewing contractors which causes heavy workload resulting to increased administrative costs and unnecessary delay in the processing of renewal applications and issuance of corresponding licenses;

WHEREAS, renewing contractors must equally assume their responsibility of filing their respective applications within the designated filing months to avoid such delay;

WHEREAS, after years of lukewarm compliance with the staggered filing schedule, measures must be placed to instill discipline among contractors;

NOW THEREFORE, for and in consideration of the foregoing premises, the Board RESOLVES as it is hereby RESOLVED to enjoin all contractors to strictly follow the