

PREDETERMINED INCREASE

CRAFT:

Asbestos Worker, Heat & Frost Insulator Mechanic

DETERMINATION:

NC-3-16-1-2026-2

LOCALITIES:

All 46 Northern California Counties and Mono County

This predetermined increase for the above named craft applies only to the current determination for work being performed on public works projects with bid advertisement dates on or after September 1, 2026, until this determination is superseded by a new determination or a predetermined increase modification notice becomes effective.

When referencing our prevailing wage determinations, please note that if the prevailing wage rate determination which was in effect on the bid advertisement date of a project has a single asterisk (*) after the expiration date, the rate will be good for the life of the project. However, if a prevailing wage rate determination has double asterisks (**) after the expiration date, the rate must be updated on the following date to reflect the predetermined rate change(s).

ASBESTOS WORKER, HEAT & FROST INSULATOR: MECHANIC

Determination NC-3-16-1-2026-2 is currently in effect and expires on August 1, 2027**.

ZONE 1: Alameda, Contra Costa, Marin, Napa, San Benito, San Francisco, San Mateo, Santa Clara, Solano, and Sonoma Counties.

Effective August 2, 2027, there will be an increase of \$5.65 to be allocated to wages and/or fringes.

ZONE 2: Alpine, Amador, Butte, Calaveras, Colusa, Del Norte, El Dorado, Fresno, Glenn, Humboldt, Kings, Lake, Lassen, Madera, Mariposa, Mendocino, Merced, Modoc, Mono, Monterey, Nevada, Placer, Plumas, Sacramento, San Joaquin, Santa Cruz, Shasta, Sierra, Siskiyou, Stanislaus, Sutter, Tehama, Trinity, Tulare, Tuolumne, Yolo, and Yuba Counties.

Effective August 2, 2027, there will be an increase of \$4.75 to be allocated to wages and/or fringes.

There will be no further increases applicable to this determination.

Issued 8/22/2026, Effective 9/1/2026 until superseded.

This page will be updated when wage rate breakdown becomes available.

Last Updated: September 1, 2026