

GENERAL PREVAILING WAGE DETERMINATION MADE BY THE DIRECTOR OF INDUSTRIAL RELATIONS  
PURSUANT TO CALIFORNIA LABOR CODE PART 7, CHAPTER 1, ARTICLE 2, SECTIONS 1770, 1773 AND 1773.1

FOR COMMERCIAL BUILDING, HIGHWAY, HEAVY CONSTRUCTION AND DREDGING PROJECTS

**CRAFT: # LABORER AND RELATED CLASSIFICATIONS**

**DETERMINATION:** SD-23-102-4-2017-1

**ISSUE DATE:** August 22, 2017

**EXPIRATION DATE OF DETERMINATION:** June 30, 2018\*\* The rate to be paid for work performed after this date has been determined. If work will extend past this date, the new rate must be paid and should be incorporated in contracts entered into now. Contact the Office of the Director – Research Unit for specific rates at (415) 703-4774.

**LOCALITY:** All localities within San Diego County.

CLASSIFICATION <sup>c</sup> (JOURNEYPERSON)	Employer Payments						Straight-Time		Overtime Hourly Rate		
	Basic Hourly Rate	Health and Welfare	Pension	Vacation and Holiday	Training	Other Payments	Hours	Total Hourly Rate	Daily 1 1/2X	Saturday <sup>a</sup> 1 1/2X	Sunday and Holiday
<b>LABORER: BUILDING CONSTRUCTION</b>											
Group 1	\$30.56	7.12	7.70	4.84 <sup>b</sup>	.69	.38	8	51.29	66.57	66.57	81.85
Group 2	31.24	7.12	7.70	4.84 <sup>b</sup>	.69	.38	8	51.97	67.59	67.59	83.21
Group 3	31.95	7.12	7.70	4.84 <sup>b</sup>	.69	.38	8	52.68	68.655	68.655	84.63
Group 4	32.75	7.12	7.70	4.84 <sup>b</sup>	.69	.38	8	53.48	69.855	69.855	86.23
Group 5	34.68	7.12	7.70	4.84 <sup>b</sup>	.69	.38	8	55.41	72.75	72.75	90.09

# Indicates an apprenticeable craft. The current apprentice wage rates are available on the Internet at <http://www.dir.ca.gov/OPRL/PWAppWage/PWAppWageStart.asp>. To obtain any apprentice wage rates as of July 1, 2008 and prior to September 27, 2012, please contact the Division of Apprenticeship Standards or refer to the Division of Apprenticeship Standards' website at <http://www.dir.ca.gov/das/das.html>.

<sup>a</sup> Saturdays in the same workweek may be worked at straight-time rate for the first 8 hours, if the employee was unable to complete the 40 hours during the normal workweek.

<sup>b</sup> Includes an amount per hour worked for supplemental dues.

<sup>c</sup> For classifications within each group, see page 29A.

**RECOGNIZED HOLIDAYS:** Holidays upon which the general prevailing hourly wage rate for Holiday work shall be paid, shall be all holidays in the collective bargaining agreement, applicable to the particular craft, classification, or type of worker employed on the project, which is on file with the Director of Industrial Relations. If the prevailing rate is not based on a collectively bargained rate, the holidays upon which the prevailing rate shall be paid shall be as provided in Section 6700 of the Government Code. You may obtain the holiday provisions for the current determinations on the Internet at <http://www.dir.ca.gov/OPRL/DPreWageDetermination.htm>. Holiday provisions for current or superseded determinations may be obtained by contacting the Office of the Director – Research Unit at (415) 703-4774.

**TRAVEL AND/OR SUBSISTENCE PAYMENT:** In accordance with Labor Code Sections 1773.1 and 1773.9, contractors shall make travel and/or subsistence payments to each worker to execute the work. You may obtain the travel and/or subsistence provisions for the current determinations on the Internet at <http://www.dir.ca.gov/OPRL/DPreWageDetermination.htm>. Travel and/or subsistence requirements for current or superseded determinations may be obtained by contacting the Office of the Director – Research Unit at (415) 703-4774.

**DETERMINATION:** SD-23-102-4-2017-1  
FOR BUILDING CONSTRUCTION

**GROUP 1**

Boring Machine Helper (Outside)  
Cleaning and Handling of Panel forms  
Concrete Screeding for Rough Strike-off  
Concrete, Water Curing  
Demolition Laborer, the cleaning of brick if performed by an Employee performing any other phase of demolition work, and the cleaning of lumber  
Fire Watcher, Limbers, Brush Loaders, Pilers and Debris Handlers  
Flagman  
Laborer, General or Construction  
Laborer, General Cleanup  
Laborer, Jetting  
Laborer, Temporary Water and Air Lines  
Material Hoseman (walls, slabs, floors and decks)  
Plugging, filling of shee-bolt holes; Dry packing of concrete  
Rigging and Signaling  
Slip Form Raiser  
Filling of Cracks on any surface  
Tool Crib or Tool House Laborer  
Traffic Control by any method  
Water Pipeline Laborer  
Window Cleaner  
Wire Mesh Pulling - all concrete pouring operations

**GROUP 2**

Asphalt Shoveler  
Cement Dumper (on 1 yard or larger mixer and handling bulk cement)  
Cesspool Digger and Installer  
Chucktender  
Chute Man, pouring concrete, the handling of the chute from readymix trucks, such as walls, slabs, decks, floors, foundations, footings, curbs, gutters and sidewalks  
Cutting Torch Operator (Demolition)  
Fine Grader, Concrete or Asphalt Paving  
Pot Tender and Form man  
Guinea Chaser  
Headerboard Man-Asphalt  
Laborer, Packing Rod Steel and Pans  
Membrane Vapor Barrier Installer  
Power Broom Sweepers (small)  
Roto Scraper and Tiller  
Sandblaster (Pot Tender)  
Septic Tank Digger and Installer (Leadman)  
Tank Scaler and Cleaner  
Tree Climber, Faller, Chain Saw Operator, Pittsburg Chipper and similar type brush shredders

**GROUP 3**

Buggymobile Man  
Compactor (all types including Tamper, Barko and Wacker)  
Concrete Curer – Impervious Membrane and Form Oiler  
Concrete Cutting Torch  
Concrete Pile Cutter  
Driller, Jackhammer, 2 ½ ft. drill steel or longer  
Dri Pak-It Machine  
Impact Wrench, Multi-Plate  
Kettlemen, Potmen and men applying asphalt, lay-kold, creosote, lime caustic and similar type materials ("applying" means applying, dipping, brushing or handling of such materials for pipe wrapping and waterproofing)

Operators of Pneumatic, Gas, Electric tools, Vibrating Machines, Pavement Breakers, Air Blasting, Come-Alongs, and similar mechanical tools not separately classified herein Pipelayer's Backup Man, coating, grouting, making of joints, sealing, caulking, diapering and including rubber gasket joints, pointing and any and all other services

Rotary Scarifier or Multiple Head Concrete Chipping Scarifier  
Steel Headerboard man and Guideline Setter  
Trenching Machine, Hand Propelled

**GROUP 4**

Asphalt Raker, Luteman, Ironer, Asphalt Dumpman, and Asphalt Spreader Boxes (all types)  
Concrete Core Cutter, (walls, floors or ceilings) Grinder or Sander  
Concrete Saw Man, Cutting Walls or Flat work, Scoring old or new concrete  
Cribber, Shorer, Lagging, Sheeting and Trench Bracing, Hand-Guided Lagging Hammer  
Laser Beam in connection with Laborer's work  
Oversize Concrete Vibrator Operator, 70 pounds and over  
Pipelayer  
Sandblaster (Nozzleman), Porta Shot-Blast, Water Blasting

**GROUP 5**

Blasters Powderman- All work of loading holes, placing and blasting of all powder and explosive of whatever type, regardless of method used for such loading and placing  
Driller: All power drills, excluding Jackhammer, whether core, diamond, wagon, track, multiple unit, and any and all other types of mechanical drills without regard to the form of motive power  
Toxic Waste Removal  
Welding in connection with Laborer's work

**SPECIALTY GROUP:**

**TUNNEL**

**GROUP 2**

Bull Gang, Muckers, Trackmen  
Chucktender, Cabletender  
Concrete Crew (includes Rodders and Spreaders)  
Dumpman  
Grout Crew  
Helper for Steel Form Raisers and Setters  
Muckers - Tunnel (hand or machine)  
Nipper  
Swamper (Brakeman, Switchman on Tunnel work)  
Vibratormen, Jackhammer, Pneumatic Tools (except driller), Multiplate Impact Wrench

**GROUP 3**

Blasters, Driller, Powderman  
Cherry Pickerman  
Grout Gunman  
Kemper and other Pneumatic Concrete Placer Operator mines in short dry tunnels under streets, highways and similar places  
Miners-Tunnels (hand or machine)  
Powderman (tunnel work)  
Steel Form Raisers and Setters  
Timberman, Retimberman - wood or steel  
Watchman

**GROUP 4**

Powderman - Primer House (licensed) on tunnel work Shaft and Raise Miner

**GROUP 5**

Blaster (licensed) all work of loading holes, placing and blasting all powder and explosives of whatever type regardless of method used for such loading and placing.  
Shifters