## PREDETERMINED INCREASE

#### CRAFT:

Laborer and Related Classifications (All Shifts)

### **DETERMINATIONS:**

NC-23-102-1-2017-1 and NC-23-102-1-2017-1A

#### LOCALITIES:

All localities within Alameda, Alpine, Amador, Butte, Calaveras, Colusa, Contra Costa, Del Norte, El Dorado, Fresno, Glenn, Humboldt, Kings, Lake, Lassen, Madera, Marin, Mariposa, Mendocino, Merced, Modoc, Monterey, Napa, Nevada, Placer, Plumas, Sacramento, San Benito, San Francisco, San Joaquin, San Mateo, Santa Clara, Santa Cruz, Shasta, Sierra, Siskiyou, Solano, Sonoma, Stanislaus, Sutter, Tehama, Trinity, Tulare, Tuolumne, Yolo And Yuba Counties.

These predetermined increases apply to the above referenced determination for work being performed on public works projects with bid advertisement dates on or after September 1, 2017 until this determination is superseded by a new determination or a predetermined increase modification notice becomes effective.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).

# LABORERS: All Classifications, and All Shifts

Determinations NC-23-102-1-2017-1 and NC-23-102-1-2017-1A are currently in effect and expire on June 24, 2018\*\*.

Effective June 25, 2018, there will be an increase of \$1.65 to be allocated as follows: \$1.00 to the Basic Hourly Rate, \$0.25 to Health & Welfare, \$0.20 to Pension, \$0.12 to Vacation and Holiday and \$0.08 to Other.

There will be no further increases applicable to these determinations.

Issued 8/22/2017, Effective 9/1/2017 until superseded.

This page will updated when wage rate breakdown information becomes available. Last Updated: July 25, 2018