PREDETERMINED INCREASE

CRAFT:

Building/Construction Inspector and Field Soils and Material Tester (All Shifts)

DETERMINATION:

NC-63-3-9-2016-1

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

The predetermined increases for the above named crafts applies only to the above-referenced determination for work being performed on public works projects with bid advertisement dates on or after September 1, 2016 until this determination is superseded by a new determination or a predetermined increase modification notice becomes effective.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).

BUILDING/CONSTRUCTION INSPECTOR AND FIELD SOILS AND MATERIAL TESTER: All Classifications (All Shifts)

The above determinations are currently in effect and expire on June 30, 2017**.

Effective July 1, 2017, there will be an increase of \$2.05 allocated as follows: \$1.46 to the Basic Hourly Rate, \$0.15 to Health and Welfare, \$0.09 to Vacation and \$0.35 to Training.

There will be no further increases applicable to these determinations.

Issued 8/22/2016, Effective 9/1/2016 until superseded.

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

Last Updated: August 1, 2017