

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: # ELEVATOR CONSTRUCTOR**

**DETERMINATION:** SC-62-X-999-2020-1

**ISSUE DATE:** February 22, 2020

**EXPIRATION DATE OF DETERMINATION:** December 31, 2020\*\* 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 Imperial, Los Angeles, Orange, Riverside, San Diego, Santa Barbara and Ventura counties. <sup>a</sup>Portions of Kern, San Bernardino and San Luis Obispo counties are detailed below.

Classification (Journey person)	<u>Employer Payments</u>					<u>Straight-time</u>		<u>Overtime Hourly Rate</u>			
	Basic Hourly Rate	Health and Welfare	Pension <sup>c</sup>	Vacation/ Holiday <sup>b</sup>	Training	Other Payments	Hours	Total Hourly Rate	Daily <sup>d</sup> 1½ X	Saturday <sup>d</sup> 1½ X	Sunday and Holiday
Mechanic	\$57.40	15.725	18.41	5.22	0.63	0.48	8	\$97.865	\$126.565	\$126.565	\$155.265
Mechanic (employed in industry more than 5 years)	\$57.40	15.725	18.41	6.36	0.63	0.48	8	\$99.005	\$127.705	\$127.705	\$156.405
Helper <sup>c</sup>	\$40.18	15.725	18.41	3.66	0.63	0.48	8	\$79.085	\$99.18	\$99.18	\$119.265
Helper (employed in industry more than 5 years) <sup>c</sup>	\$40.18	15.725	18.41	4.45	0.63	0.48	8	\$79.875	\$99.965	\$99.965	\$120.055

# Indicates an apprenticeable craft. The current apprentice wage rates are available on the Internet @ <http://www.dir.ca.gov/OPRL/PWAppWage/PWAppWageStart.asp>.

<sup>a</sup> Applies to that portion of these counties south of the Tehachapi Line. For more information contact the Office of the Director – Research Unit.

<sup>b</sup> Includes an amount for 8 paid holidays.

<sup>c</sup> Ratio: The total number of Helpers employed shall not exceed the number of Mechanics on any one job. When removing old and installing new cables on existing elevator installations, the Company may use two (2) Helpers, Apprentices or Assistant Mechanics to one (1) Mechanic. Two (2) Helpers, Apprentices or Assistant Mechanics to each three (3) Mechanics may be employed in Contract Service work only. For more information on the use of Helpers, contact the Office of the Director – Research Unit.

<sup>d</sup> For Contract Service work only. All other overtime is paid at the Sunday/Holiday rate.

<sup>e</sup> Includes an amount for Annuity Trust Fund.

**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.