

SCOPE OF WORK PROVISIONS

CRAFT/CLASSIFICATION

Glazier

ID

200-767-1

LOCALITY

Alpine, Amador, Butte, Calaveras, Colusa, El Dorado, Glenn, Lassen, Mariposa, Modoc, Nevada, Placer, Plumas, Sacramento, San Joaquin, Shasta, Sierra, Siskiyou, Solano (Applies to cities of Dixon, El Mira, Rio Vista, and Vacaville only), Stanislaus, Sutter, Tehama, Trinity, Tuolumne, Yolo, and Yuba Counties

SCOPE OF WORK

Section L. Jurisdiction of Work

The jurisdiction of work for the Journeyman Glazier shall include the handling, cutting, processing, preparing, setting or removing by any means, including mechanical glass handling equipment on the job, of the following types of glass, sealants, assembly and/or installation of same:

1. Glass

All glass including but not limited to Art, Automobile, Beveled, Cathedral, Chalkboard, Colored, [REDACTED], Environmental, Figured, Glare Reducing, Glass Projection Screens, all work included under Division 10 of the project specification, Heat Absorbing, Insulating, Photo Voltaic, Laminated, Leaded, Mirrors (of all types), Obscure, Opaque, Plate, Prism, Protective, Rolled, Sheet, Structural, Tempered, Tinted, Translucent, Transparent, Wired, X-Ray Shielding Glass, including Plastics or other similar materials when used in place of glass, and when installed in Wood, Stone, Rubber (natural or synthetic), Metal of all types, sash, doors, skylights, louvers, sliding and fixed showcase doors, glass doors, partitions, in the shop and on the jobsite, whether temporary or permanent, on or for any building in the course of repair, remodel, alterations or construction.

2. Sealants

All facing materials, caulks, and sealing materials including but not limited to Putty, Acrylics, Butyl, Butyl Tapes, Rubber, Mastic, Epoxy, Hypalons, Neoprene, Nitriles, oil based caulks, oil based glazing compounds, Polybutene tapes, Polisobutylene tapes, Polyethylenes, Polytremedyne, Polyurethane; one and two parts, Polysulfides one and two parts, and all types of back up materials that may be required to make a complete seal. The types of sealants and back up materials, that are adjacent to materials as described in this Article, are included in the work of Journeyman Glaziers, Architectural Metal and Glass Workers.

3. Fabrication, Assembly and Installation of:

(a) Metals and Panels, Lead, Zinc, Aluminum, Stainless Steel, Fiberglass, Plastic, P.V.C. over metal, and all other types of materials including Extruded, Rolled, Shaped Metal Tubes, Mullions, Metal Facing Materials, muttons, Fascia Trim Molding, Porcelain Panels, Non-Ferrous Panels, Architectural Porcelain, Plastic Panels, Asbestos Panels, and any other materials when used in place of same relative to Store Front, Curtain Wall, Slope Glazing and Window construction, in any type of building in the course of repair, remodel, alteration or construction.

(b) Doors, Door Closers, Hinges, Locks, Screens, Windows, including frames: including but not limited to Patio Sliding Doors, fixed units, vented and fixed windows, shower doors, bathtub enclosures, and storm sash, in all cases where the glass becomes an integral part of the finished product.

(c) Mirrors, Glass, Metal or Plastic.

(d) Insulating glass units, and solar heat collectors containing glass and Photo Voltaic panels or glass substitutes.

4. Processing

Processing of glass and any other materials when used in place of same, including but not limited to: Glass cleaning in the shop, mirror cleaning and stripping, beveling, silvering, scratch polishing, sandblasting, flat glass where cutting, miter cutting, engraving, hole drilling and machine operations including belt, automatic and all machines used in processing of glass.

5. Art Glass

Selecting, cutting preparing, designing, art painting, engraving, drafting, etching, embossing, chipping, glass bending, mosaic, glass shades, thick facet glass and fused glass.

[REDACTED]

Section N. Manipulator

[REDACTED] certified manipulator work shall receive a minimum of one dollar and twenty-five cents (\$1.25) per hour over their basic wage rate, [REDACTED]