## Republic Indemnity®

## Nevada and Utah -Construction Guidelines



Eligible Construction Class Codes		
5188	Automatic Sprinkler Installation & Drivers	
7605	Burglar & Fire Alarm Installation or Repair & Drivers	
5437	Carpentry-Installation of Cabinet Work or Interior Trim	
5348	Ceramic Tile, Indoor Stone, Marble	
5213	Concrete Construction NOC	
5221	Concrete or Cement Work-Floors, Driveways, Yards or Sidewalks & Drivers	
5215	Concrete Work-Incidental to the Construction of Private Residence	
8227	Construction or Erection Permanent Yard	
5606	Contractor-Project Manager, Construction Executive, Construction Manager or Construction Superintendent	
5102	Door & Window Installation - All Types - Residential & Commercial	
5190	Electrical Wiring-Within Buildings & Drivers	
9516	Electronic Equipment - Installation, Service, or Repair - Shop & Outside & Drivers	
5650	Exterminator	
6400	Fence Installation & Repair - Metal, Vinyl, Wood, or Prefabricated Concrete Panel Fence Installed by Hand	
5478	Floor Covering Installation-Resilient Flooring-Carpet & Laminate Flooring	

Eligible Construction Class Codes		
5146	Furniture or Fixtures Installation-Portable-NOC	
5462	Glazier-Away from Shop & Drivers	
5537	Heating, Ventilation, Air-Conditioning & Refrigeration Systems-install Service & Repair, Shop, Yard & Drivers	
9521	House Furnishings Installation NOC & Upholstering	
9519	Household & Commercial Appliances-Electrical-Installation, Service or Repair & Drivers	
5443	Lathing & Drivers	
5022	Masonry NOC	
5474	Painting NOC & Shop Operations, Drivers	
5491	Paperhanging & Drivers	
5480	Plastering NOC & Drivers	
5183	Plumbing NOC & Drivers	
5535	Sheet Metal Work-Installation & Drivers	
5192	Vending or Coin Operated Machines-Installation, Service or Repair & Salespersons, Drivers	
5445	Wallboard, Sheetrock, Drywall, Plasterboard, or Cement Board Installation-Within Buildings & Drivers	

- Commercial contractors preferred
- Low turnover, stable business, little fluctuation in claim frequency, better than average wages
- Limited height exposure, no underground



