



STATE OF WASHINGTON

DEPARTMENT OF LABOR AND INDUSTRIES

Apprenticeship Section – (360) 902-5320

PO Box 44530, Olympia, Washington 98504-4530

Web site www.Apprenticeship.lni.wa.gov

REGISTERED APPRENTICESHIP FOR THE OCCUPATIONS OF:

- Cosmetology (SOC# 39-5012.00 – 3000 hours)
- Esthetician (SOC# 39-5094.00 – 2000 hours)
- Manicurist (SOC# 39-5092.00 – 2000 hours)
- Barber (SOC# 39-5011.00 – 2000 hours)

MAINTAINING YOUR REGISTERED APPRENTICESHIP PROGRAM:

The following documents are required to maintain your (plant) program's compliance with the *Washington State Apprenticeship & Training Council* and the *Department of Labor & Industries*:

Apprenticeship Agreement:

<http://www.lni.wa.gov/FormPub/Detail.asp?DocID=1454>

- Required within 30 days of registering a new apprentice

Related Supplemental Instruction (RSI) / On-The-Job Training (OJT) hours:

<http://www.lni.wa.gov/FormPub/Detail.asp?DocID=2137>

- Required within 30 days from the end of each fiscal quarter

Request For Change Of Status:

<http://www.lni.wa.gov/FormPub/Detail.asp?DocID=1455>

- Required within 30 days of any change to an apprentice's status, including wage rate advancement, suspension, cancelation and completion.

Journey Level Wage Rate (from which apprentices wages are computed):

<http://www.lni.wa.gov/FormPub/Detail.asp?DocID=1464>

- Required annually. This is the same document submitted for your program's initial approval.

Please be aware, other documentation may be required from your program (Programs with multiple employers have additional requirements.). Again, to properly prepare and submit the above documents, please be sure to contact your [Department of Labor & Industries' Apprenticeship Consultant](#) for assistance.

EXTREMELY IMPORTANT: The Department of Licensing has additional requirements and paperwork. Please contact your [Department of Licensing representative](#) for a full listing of requirements.

This brief overview should be considered as informational only; not as a formal compliance document.