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**869.381-010 HOUSE REPAIRER**

DICTIONARY OF OCCUPATIONAL TITLES | January 1, 1991

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DICTIONARY OF OCCUPATIONAL TITLES

Fourth Edition, Revised 1991

**Occupational Group Arrangement**

8 Structural Work Occupations

86 Construction Occupations, N.E.C.

869 Miscellaneous Construction Occupations, N.E.C.

869.381-010 HOUSE REPAIRER

Industry Designation: Construction Industry

Repairs and remodels houses and small buildings, according to blueprints or oral instructions: Measures distances and marks reference points on existing structure to lay out work. Removes defective members, existing siding, sheathing, and trim, using pinch bar, portable power saw, hammer, and other carpenter's handtools. Cuts lumber to size and shape, using hand or portable power saw. Nails and screws new framework, sheathing, and trim in place. Fills cracks and other defects in plaster or plasterboard with patching plaster, using trowel. Sands plaster patch after drying to match existing surface. Paints interior and exterior surfaces to specified color and texture. Replaces or installs new electrical fixtures, plumbing hardware, and brickwork, using pliers, screwdrivers, wrenches, and trowel.

#### [GUIDE FOR OCCUPATIONAL EXPLORATION: 05.10.04](#)

**STRENGTH:** Medium Work - Exerting 20 to 50 pounds of force occasionally (Occasionally: activity or condition exists up to 1/3 of the time) and/or 10 to 25 pounds of force frequently (Frequently: activity or condition exists from 1/3 to 2/3 of the time) and/or greater than negligible up to 10 pounds of force constantly (Constantly: activity or condition exists 2/3 or more of the time) to move objects. Physical demand requirements are in excess of those for Light Work.

**Reasoning:** Level 4 - Apply principles of rational systems to solve practical problems and deal with a variety of concrete variables in situations where only limited standardization exists. Interpret a variety of instructions furnished in written, oral, diagrammatic, or schedule form. Examples of rational systems are: bookkeeping, internal combustion engines, electric wiring systems, house building, farm management, and navigation.

**Math:** Level 3 - Compute discount, interest, profit, and loss; commission, markup, and selling price; ratio and proportion; and percentage. Calculate surfaces, volumes, weights, and measures.

**ALGEBRA:** Calculate variables and formulas; monomials and polynomials; ratio and proportion variables; and square roots and radicals.

**GEOMETRY:** Calculate plane and solid figures, circumference, area, and volume. Understand kinds of angles and properties of pairs of angles.

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Language: Level 3 - READING: Read a variety of novels, magazines, atlases, and encyclopedias. Read safety rules, instructions in the use and maintenance of shop tools and equipment, and methods and procedures in mechanical drawing and layout work.

WRITING: Write reports and essays with proper format, punctuation, spelling, and grammar, using all parts of speech.

SPEAKING: Speak before an audience with poise, voice control, and confidence, using correct English and a well-modulated voice.

SPECIFIC VOCATIONAL PREPARATION: Level 7 - Over 2 years up to and including 4 years

Data: 3 - Compiling

S - Significant

People: 8 - Taking Instructions-Helping

N - Not Significant

Things: 1 - Precision Working

S - Significant

Field 1: 102 - Structural Fabricating-Installing-Repairing

Field 1: 361 - Buildings, except Prefabricated (residential, farm, industrial, commercial, public, etc.)

General Learning Ability: Level 3 - Middle 1/3 of the Population

Medium Degree of Aptitude Ability

Verbal Aptitude: Level 3 - Middle 1/3 of the Population

Medium Degree of Aptitude Ability

Numerical Aptitude: Level 3 - Middle 1/3 of the Population

Medium Degree of Aptitude Ability

Spacial Aptitude: Level 3 - Middle 1/3 of the Population

Medium Degree of Aptitude Ability

Form Perception: Level 2 - Highest 1/3 Excluding Top 10%

High Degree of Aptitude Ability

Clerical Perception: Level 4 - Lowest 1/3 Excluding Bottom 10%

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Low Degree of Aptitude Ability

Motor Coordination: Level 3 - Middle 1/3 of the Population

Medium Degree of Aptitude Ability

Finger Dexterity: Level 3 - Middle 1/3 of the Population

Medium Degree of Aptitude Ability

Manual Dexterity: Level 3 - Middle 1/3 of the Population

Medium Degree of Aptitude Ability

Eye-Hand-Foot Coordination: Level 4 - Lowest 1/3 Excluding Bottom 10%

Low Degree of Aptitude Ability

Color Discrimination: Level 4 - Lowest 1/3 Excluding Bottom 10%

Low Degree of Aptitude Ability

V: Performing a VARIETY of duties

J: Making JUDGMENTS and decisions

T: Attaining precise set limits, TOLERANCES, and standards

Climbing: Frequently - Exists from 1/3 to 2/3 of the time

Balancing: Frequently - Exists from 1/3 to 2/3 of the time

Stooping: Frequently - Exists from 1/3 to 2/3 of the time

Kneeling: Frequently - Exists from 1/3 to 2/3 of the time

Crouching: Frequently - Exists from 1/3 to 2/3 of the time

Crawling: Frequently - Exists from 1/3 to 2/3 of the time

Reaching: Frequently - Exists from 1/3 to 2/3 of the time

Handling: Frequently - Exists from 1/3 to 2/3 of the time

Fingering: Frequently - Exists from 1/3 to 2/3 of the time

Feeling: Frequently - Exists from 1/3 to 2/3 of the time

Talking: Not Present - Activity or condition does not exist

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Hearing: Occasionally - Exists up to 1/3 of the time

Tasting/Smelling: Not Present - Activity or condition does not exist

Near Acuity: Frequently - Exists from 1/3 to 2/3 of the time

Far Acuity: Frequently - Exists from 1/3 to 2/3 of the time

Depth Perception: Frequently - Exists from 1/3 to 2/3 of the time

Accommodation: Occasionally - Exists up to 1/3 of the time

Color Vision: Occasionally - Exists up to 1/3 of the time

Field of Vision: Not Present - Activity or condition does not exist

Exposure to Weather: Frequently - Exists from 1/3 to 2/3 of the time

Extreme Cold: Not Present - Activity or condition does not exist

Extreme Heat: Not Present - Activity or condition does not exist

Wet and/or Humid: Not Present - Activity or condition does not exist

Noise Level: Level 4 - Loud

Vibration: Not Present - Activity or condition does not exist

Atmospheric Cond.: Not Present - Activity or condition does not exist

Moving Mech. Parts: Not Present - Activity or condition does not exist

Electric Shock: Not Present - Activity or condition does not exist

High Exposed Places: Not Present - Activity or condition does not exist

Radiation: Not Present - Activity or condition does not exist

Explosives: Not Present - Activity or condition does not exist

Toxic Caustic Chem.: Not Present - Activity or condition does not exist

Other Env. Cond.: Frequently - Exists from 1/3 to 2/3 of the time

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