### SOC Classifications

# Standard Occupational Classification

Electronic systems technicians have [a new SOC code](http://www.nsca.org/nscaweb/content/resource/news/article.asp?document=497)! More information on the implications of this new occupational classification will be available soon. The new EST designation (DOT# 823261901) cross references with SOC code 49-2022.03.

For a complete listing of all Standard Occupational Classification (SOC) codes please visit the [Bureau of Labor Statistics](http://www.bls.gov/home.htm). The Standard Occupational Classification (SOC) system will be used by U.S. government agencies to classify workers into occupational categories for the purpose of collecting, calculating, or disseminating data. Please note that this code describes occupations held by individuals and does not describe the industries in which people work hold (See the [SIC](http://www.nsca.org/nscaweb/content/resource/government/sic.asp) table for that).

Note: The SOC system has just gone through a major revision primarily due to the emergence of several new technologies sectors. In addition, a six-digit code system is now used that identifies the major section of the classification by the first two digits and the minor description by the last four digits (i.e. 47-xxxx indicates all construction trades and 49-xxxx indicates all installation, maintenance and repair trades.) The last four digits will specify the exact occupation (i.e. 49-2098 is specifically for fire alarm and security system installers). In most cases NSCA member company technicians and installers will no longer be categorized under section 47.

Codes of note

#### SOC codes associated with the electronic systems industry

#### 27-4000 Media and Communication Equipment Workers

[27-4010 Broadcast and Sound Engineering Technicians and Radio Operators](http://www.bls.gov/soc/soc_i4b0.htm)

[27-4011 Audio and Video Equipment Technicians](http://www.bls.gov/soc/soc_i4b1.htm)

[27-4012 Broadcast Technicians](http://www.bls.gov/soc/soc_i4b2.htm)

[27-4013 Radio Operators](http://www.bls.gov/soc/soc_i4b3.htm)

[27-4014 Sound Engineering Technicians](http://www.bls.gov/soc/soc_i4b4.htm)

**47-2000 Construction Trades Workers**

[47-2111 Electricians](http://www.bls.gov/soc/soc_s2l1.htm)

**49-2000 Electrical and Electronic Equipment Mechanics, Installers, and Repairers**

[49-2020 Radio and Telecommunications Equipment Installers and Repairers](http://www.bls.gov/soc/soc_t2c0.htm)

[49-2021 Radio Mechanics](http://www.bls.gov/soc/soc_t2c1.htm)

[49-2022 Telecommunications Equipment Installers and Repairers, Except Line Installers](http://www.bls.gov/soc/soc_t2c2.htm)

49-2022.03 Electronic Systems Technician

[49-2090 Miscellaneous Electrical and Electronic Equipment Mechanics, Installers, and Repairers](http://www.bls.gov/soc/soc_t2j0.htm)

[49-2091 Avionics Technicians](http://www.bls.gov/soc/soc_t2j1.htm)

[49-2092 Electric Motor, Power Tool, and Related Repairers](http://www.bls.gov/soc/soc_t2j2.htm)

[49-2093 Electrical and Electronics Installers and Repairers, Transportation Equipment](http://www.bls.gov/soc/soc_t2j3.htm)

[49-2094 Electrical and Electronics Repairers, Commercial and Industrial Equipment](http://www.bls.gov/soc/soc_t2j4.htm)

[49-2096 Electronic Equipment Installers and Repairers, Motor Vehicles](http://www.bls.gov/soc/soc_t2j6.htm)

[49-2097 Electronic Home Entertainment Equipment Installers and Repairers](http://www.bls.gov/soc/soc_t2j7.htm)

[49-2098 Security and Fire Alarm Systems Installers](http://www.bls.gov/soc/soc_t2j8.htm)

[49-9050 Line Installers and Repairers](http://www.bls.gov/soc/soc_t9f0.htm)

[49-9052 Telecommunications Line Installers and Repairers](http://www.bls.gov/soc/soc_t9f2.htm)

[49-9090 Miscellaneous Installation, Maintenance, and Repair Workers](http://www.bls.gov/soc/soc_t9j0.htm)

[49-9096 Riggers](http://www.bls.gov/soc/soc_t9j6.htm)

**27-1000 Art and Design Workers**

[27-1020 Designers](http://www.bls.gov/soc/soc_i1c0.htm)

[27-1029 Designers, All Other](http://www.bls.gov/soc/soc_i1c9.htm)