



Contractor's License Detail for License # 948012

DISCLAIMER: A license status check provides information taken from the CSLB license database. Before relying on this information, you should be aware of the following limitations.

CSLB complaint disclosure is restricted by law (B&P 7124.6) If this entity is subject to public complaint disclosure, a link for complaint disclosure will appear below. Click on the link or button to obtain complaint and/or legal action information.

Per B&P 7071.17 , only construction related civil judgments reported to the CSLB are disclosed.

Arbitrations are not listed unless the contractor fails to comply with the terms of the arbitration.

Due to workload, there may be relevant information that has not yet been entered onto the Board's license database.

Data current as of 2/12/2018 3:01:50 PM

Business Information

STALWORK INC
P O BOX 391
SAN LUIS OBISPO, CA 93406
Business Phone Number:(805) 542-0033

Entity Corporation
Issue Date 06/01/2010
Expire Date **06/30/2018**

License Status

This license is current and active.

All information below should be reviewed.

Classifications

B - GENERAL BUILDING CONTRACTOR
C36 - PLUMBING
C20 - WARM-AIR HEATING, VENTILATING AND AIR-CONDITIONING
A - GENERAL ENGINEERING CONTRACTOR

Bonding Information

Contractor's Bond

This license filed a Contractor's Bond with AMERICAN CONTRACTORS INDEMNITY COMPANY.

Bond Number: 100125081

Bond Amount: \$15,000

Effective Date: 01/01/2016

[Contractor's Bond History](#)

Bond of Qualifying Individual

The qualifying individual BENJAMIN JAMES KULICK certified that he/she owns 10 percent or more of the voting stock/membership interest of this company; therefore, the Bond of Qualifying Individual is not required.

Effective Date: 02/12/2018

[BQI's Bond History](#)

Workers' Compensation

This license has workers compensation insurance with the REDWOOD FIRE AND CASUALTY INSURANCE CO

Policy Number: STWC818223

Effective Date: 05/21/2017

Expire Date: 05/21/2018

[Workers' Compensation History](#)