# **ARTICLE** 110

# GENERAL REQUIREMENTS FOR ELECTRICAL **INSTALLATIONS**

## **Introduction to Article 110—General Requirements for Electrical Installations**

Article 110 sets the stage for how the rest of the NEC is implemented. It is critical for you to completely understand all aspects of this article since it is the basis for much of the Code. As you read and master Article 110, you are building your foundation for correctly applying the NEC. While the purpose of the National Electrical Code is to provide a safe installation, this article is perhaps focused a little more on providing an installation that is safe for the installer and maintenance electrician, so time spent here is a good investment.

### 110.22 Identification of **Disconnecting Means**

Additional language was added to clarify the identification of the disconnect supply source.

#### **Analysis**



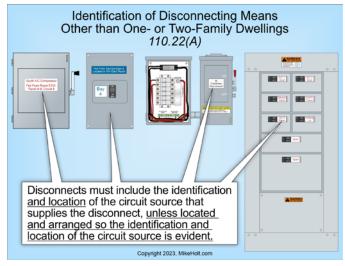
This change makes it clear that where the purpose of the disconnect and the location of the circuit source for the disconnect is not

evident, identification of the purpose and the supply circuit location must be provided at the disconnect. This clarifies that where the disconnect is a circuit breaker installed in a panelboard, one need not identify the source of the supply to the disconnect as it would be evident.

#### **110.22 Identification of Disconnecting Means**

(A) General. Each disconnect must be legibly marked to indicate its purpose unless located and arranged so the purpose is evident.

In other than one- or two-family dwelling units, the disconnect marking must include the identification and location of the circuit source that supplies the disconnect unless located and arranged so the identification and location of the circuit source is evident. The marking must be of sufficient durability to withstand the environment involved. Figure 110-9



▶ Figure 110-9

#### **Author's Comment:**

See 408.4 for additional requirements for identification markings on circuit directories for switchboards and panelboards.