



720 Dispatch Summary

www.pmanet.org

Tacoma

03/06/2024 Shift 1

CONTAINER VESSEL ACTIVITY

Vessels*							Gangs			
No Manpower	Shorted	Working	To Finish	In Port	Idle	Anchor/ Backlog	New	Back	Cut	Total
0	0	2	0	5	3	0	4	2	0	6

Vessels					Gangs					
Company	Vessel	Type	Status**	ETA/ATA	New	Back	Cut	Total	Wrkd To Date	To Finish
EVERPORT	EVER LUCID	Container	Idle	02/12/2024 16:02	0	0	0	0	22	0
SSAT	KAMOKUIKI	Container	Idle	01/28/2024 16:45	0	0	0	0	1	0
	MATSON ANCHORAGE	Container	Wrkng	03/06/2024 01:15	4	0	0	4	4	0
WUT	RDO ACE	Container	Wrkng	03/01/2024 05:45	0	2	0	2	15	0
	MOL MAESTRO	Container	Idle	03/02/2024 04:45	0	0	0	0	17	0
Total Gangs					4	2	0	6	59	0

*Vessel summary fields are calculated as follows:

1. "Working" includes "Shorted".
2. "In Port" = "Working" + "No Manpower" + "Idle".
3. "Anchor" is not included "In Port".

** "NMP" indicates No Manpower; "Idle/Cn" indicates vessel not working due to cancelled order.



720 Dispatch Summary

www.pmanet.org

Tacoma

03/06/2024 Shift 1

DISPATCH ACTUALS

Longshore Hall Dispatch	
Total No. of Clerk Jobs Filled	0
No. of L/S Jobs Filled	106
L/S Jobs Dispatch Completed	07:26
No. of Unfilled Skill Jobs	0
No. of Clerk Jobs Sent to Casual Hall	0
Total No. of WB/Foremen Filled by L/S	0
Unfilled Gangs	0
Casual Hall Dispatch	
No. of L/S Jobs Filled	10
L/S Dispatch Completed	07:31
No. of Unfilled Clerk Jobs	0
No. of Unfilled L/S Jobs	0
Casual Hall Cycled	N

LABOR ORDER SUMMARY

Category/Board	Type	New	Back	Steady	Cut	Total
CY	Dock	0	22	0	0	22
	Rail	2	0	0	0	2
	Total	2	22	0	0	24
Crane	Vessel	8	4	0	0	12
	Dock	0	8	0	0	8
	Total	8	12	0	0	20
Other Skill	Vessel	0	7	0	0	7
	Dock	0	4	0	0	4
	Rail	7	0	0	0	7
	Total	7	11	0	0	18
Semi-Tractor	Vessel	20	11	0	0	31
	Dock	0	3	0	0	3
	Total	20	14	0	0	34
Total Clerk	Dock	0	7	9	0	16
	Total	0	7	9	0	16
Total Longshore	Vessel	32	34	0	0	66
	Dock	0	40	0	0	40
	Rail	10	0	0	0	10
	Total	42	74	0	0	116
Total Walking Boss	Dock	0	0	2	0	2
	Total	0	0	2	0	2
Unskilled	Vessel	4	12	0	0	16
	Dock	0	3	0	0	3
	Rail	1	0	0	0	1
	Total	5	15	0	0	20

COMMENTS

Grain and scrap working