



CONTAINER VESSEL ACTIVITY

| Vessels* | | | | | | Gangs | | | | |
|-------------|---------|---------|-----------|---------|------|--------------------|-----|------|-----|-------|
| No Manpower | Shorted | Working | To Finish | In Port | ldle | Anchor/ Backlog | New | Back | Cut | Total |
| 0 | 0 | 2 | 0 | 4 | 2 | 0 | 4 | 2 | 0 | 6 |

| Vessels | | | | | Gangs | | | | | | |
|-----------|------------------|-----------|----------|------------------|-------|------|-----|-------|-----------------|--------------|--|
| Company | Vessel | Туре | Status** | ETA/ATA | New | Back | Cut | Total | Wrkd To Date | To Finish | |
| HUSKY TER | JOSEPHINE MAERSK | Container | Idle | 06/25/2024 12:10 | 0 | 0 | 0 | 0 | 14 | 0 | |
| | YM TARGET | Container | Wrkng | 07/01/2024 05:56 | 4 | 0 | 0 | 4 | 4 | 0 | |
| SSAT | MATSON KODIAK | Container | Idle | 06/29/2024 21:30 | 0 | 0 | 0 | 0 | 2 | 0 | |
| WUT | YM MUTUALITY | Container | Wrkng | 06/27/2024 21:12 | 0 | 2 | 0 | 2 | 16 | 0 | |
| | | I | I | Total Gangs | 4 | 2 | 0 | 6 | 36 | 0 | |

*Vessel summary fields are calculated as follows: 1. "Working" includes "Shorted".

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

2. "In Port" = "Working" + "No Manpower" + "Idle".

3. ""Anchor" is not included "In Port".

720 Dispatch Summary Tacoma 07/01/2024 Shift 2

DISPATCH ACTUALS

LABOR ORDER SUMMARY

| Longshore Hall Dispatch | |
|---------------------------------------|-------|
| Total No. of Clerk Jobs Filled | 0 |
| No. of L/S Jobs Filled | 166 |
| L/S Jobs Dispatch Completed | 17:25 |
| 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 Unfilled Clerk Jobs | 0 |
| No. of Unfilled L/S Jobs | 0 |
| Casual Hall Cycled | N |

| Category/Board | Туре | New | Back | Steady | Cut | Total |
|-----------------|--------|-----|------|--------|---|-------|
| CY | Rail | 2 | 0 | 0 | 0 | 2 |
| | Total | 2 | 0 | 0 | 0 | 2 |
| Crane | Vessel | 8 | 4 | 0 | 0 | 12 |
| | Total | 8 | 4 | 0 | 0 | 12 |
| Other Skill | Vessel | 10 | 4 | 0 | 0 0 0 0 0 0 0 0 0 0 | 14 |
| | Rail | 7 | 0 | 0 | 0 | 7 |
| | Total | 17 | 4 | 0 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | 21 |
| Semi-Tractor | Vessel | 20 | 14 | 0 | 0 | 34 |
| | Total | 20 | 14 | 0 | 0 | 34 |
| Total Longshore | Vessel | 51 | 30 | 0 | 0 | 81 |
| | Rail | 10 | 0 | 0 | 0 | 10 |
| | Total | 61 | 30 | 0 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | 91 |
| Unskilled | Vessel | 13 | 8 | 0 | 0 | 21 |
| | Rail | 1 | 0 | 0 | 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 | 1 |
| | Total | 14 | 8 | 0 | | 22 |

COMMENTS

Scrap vessel working