## 720 Dispatch Summary



## Tacoma 09/26/2023 Shift 2

#### **CONTAINER VESSEL ACTIVITY**

Vessels*						Gangs				
No Manpower	Shorted	Working	To Finish	In Port	ldle	Anchor/ Backlog	New	Back	Cut	Total
0	0	3	0	4	1	1	8	4	0	12

Vessels				Gangs						
Company	Vessel	Type	Status**	ETA/ATA	New	Back	Cut	Total	Wrkd To Date	To Finish
EVERPORT	EVER SMART	Container	Wrkng	09/26/2023 15:26	5	0	0	5	5	0
HUSKY TER	ONE HELSINKI	Container	Idle	09/11/2023 15:34	0	0	0	0	14	0
	YM TRANQUILITY	Container	Wrkng	09/24/2023 12:20	0	4	0	4	11	0
WUT	MOL CHARISMA	Container	Wrkng	09/25/2023 21:26	3	0	0	3	5	0
No Orders	YM TRUTH	Container	En Route	09/25/2023 05:17	0	0	0	0	0	0
	ı	1		Total Gangs	8	4	0	12	35	0

<sup>\*</sup>Vessel summary fields are calculated as follows:

 <sup>&</sup>quot;Working" includes "Shorted".

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

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

<sup>\*\* &</sup>quot;NMP" indicates No Manpower; "Idle/Cn" indicates vessel not working due to cancelled order.

## 720 Dispatch Summary



# Tacoma 09/26/2023 Shift 2

#### **DISPATCH ACTUALS**

Longshore Hall Dispatch	
Total No. of Clerk Jobs Filled	0
No. of L/S Jobs Filled	156
L/S Jobs Dispatch Completed	17:19
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	20
L/S Dispatch Completed	17:23
No. of Unfilled Clerk Jobs	0
No. of Unfilled L/S Jobs	0
No. of Casuals Remaining	33
Casual Hall Cycled	N

### LABOR ORDER SUMMARY

Category/Board	Туре	New	Back	Steady	Cut	Total
CY	Vessel	15	0	0	0	15
	Dock	4	0	0	0	4
	Total	19	0	0	0	19
Crane	Vessel	16	8	0	0	24
	Total	16	8	0	0	24
Other Skill	Vessel	17	4	0	0	21
	Dock	8	0	0	0	8
	Total	25	4	0	0	29
Semi-Tractor	Vessel	18	20	0	0	38
	Total	18	20	0	0	38
Total Clerk	Vessel	1	0	0	0	1
	Total	1	0	0	0	1
Total Longshore	Vessel	98	54	0	0	152
	Dock	12	0	0	0	12
	Total	110	54	0	0	164
Total Walking Boss	Vessel	1	0	0	0	1
	Total	1	0	0	0	1
Unskilled	Vessel	32	22	0	0	54
	Total	32	22	0	0	54

COMMENTS

Grain vessel working