CONTAINER VESSEL ACTIVITY

Vessels*							Gangs				
No Manpower	**Shorted**	**Working**	**To Finish**	**In Port**	**Idle**	**Anchor/ Backlog**		**New**	**Back**	**Cut**	**Total**
0	0	3	0	4	1	0		6	1	0	7

Vessels					Gangs					
Company	**Vessel**	**Type**	**Status****	**ETA/ATA**	**New**	**Back**	**Cut**	**Total**	**Wrkd To Date**	**To Finish**
EVERPORT	EVER SUMMIT	Container	Idle	10/01/2024 14:20	0	0	0	0	22	0
HUSKY TER	ARTOTINA	Container	Wrkng	10/22/2024 19:00	3	0	0	3	3	0
SSAT	MATSON TACOMA	Container	Wrkng	10/22/2024 21:54	3	0	0	3	6	0
WUT	ONE COSMOS	Container	Wrkng	10/20/2024 06:20	0	1	0	1	18	0
				Total Gangs	**6**	**1**	**0**	**7**	**49**	**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.

DISPATCH ACTUALS

Longshore Hall Dispatch

Total No. of Clerk Jobs Filled	0
No. of L/S Jobs Filled	122
L/S Jobs Dispatch Completed	07:35
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

LABOR ORDER SUMMARY

Category/Board	Type	New	Back	Steady	Cut	Total
CY	Dock	0	20	0	0	20
	Rail	0	2	0	0	2
	Total	**0**	**22**	**0**	**0**	**22**
Crane	Vessel	12	2	0	0	14
	Dock	0	8	0	0	8
	Total	**12**	**10**	**0**	**0**	**22**
Other Skill	Vessel	6	2	0	0	8
	Dock	2	2	0	0	4
	Rail	0	7	0	0	7
	Total	**8**	**11**	**0**	**0**	**19**
Semi-Tractor	Vessel	30	7	0	0	37
	Dock	0	3	0	0	3
	Total	**30**	**10**	**0**	**0**	**40**
Total Clerk	Dock	0	2	9	0	11
	Total	**0**	**2**	**9**	**0**	**11**
Total Longshore	Vessel	60	15	0	0	75
	Dock	2	36	0	0	38
	Rail	0	9	0	0	9
	Total	**62**	**60**	**0**	**0**	**122**
Total Walking Boss	Dock	0	0	2	0	2
	Total	**0**	**0**	**2**	**0**	**2**
Unskilled	Vessel	12	4	0	0	16
	Dock	0	3	0	0	3
	Total	**12**	**7**	**0**	**0**	**19**