

DISPATCH RULES FOR FOREMEN-LOCAL 94

Adopted by Membership November 5, 2009

Revised To Add Rules #22 and #23 on May 3, 2012

Rule #20 Revised by Membership Action January 8, 2015

1. Members will check in on Totals Hours for all jobs received for the month.
 - a. **Exception:** All jobs worked on **bulk** docks **shall be free hours.** These jobs shall be dispatched in normal rotation and shall be considered **“Flop Jobs”** if not taken. (**Free Hours Suspended as Per Membership Action: All Hours Must Be Counted**)
2. Hours shall return to ‘Zero’ on the first day of the month.
3. Jobs will be dispatched in rotation. Low-Hour Foremen out first.
4. Foremen who flop shall add **ten (10) hours for key and eleven (11) hours for flex jobs. They cannot work their primary shift. Foremen who check-in for a double shift and flop one of them shall flop both and add the combined total of both shifts.**
5. Check-in time deadlines: Days 3:30 p.m. Nights 1:00 p.m. **Any hall Foremen not told to check in by 3:00 p.m. Shall be paid for the following day at the prevailing rate: 10 hours for key.** “ anyone checking in after the established check-in times will be considered late and will be dispatched last after everyone including steady’s who have checked in on time”. **As Per Membership Action of January 6, 2011.**
6. Jobs will be dispatched at the following times: Days after 4:00 p.m., Nights after 2:00 p.m. Please do not call for your job before these times. **Members left on the board will remain available until 5:30 p.m.**

on Nights and 7:30 a.m. on Days. All Members Not Receiving A Job Will Be Carried Over.

7. Days off: Hall Foremen may Square-Off any three Days/Nights of each payroll week (there primary shifts) without taking average. Hall Foremen shall be availble/work four (4) Days/Nights of their primary shift or take average. Flops do not count as a Day/Night of availability. To be eligible for PGP you must be available Monday through Friday unless excused by a doctors appointment, served a subpoena, verified union business with documentation.
8. Hall Foremen Shall Take Combacks Or Call A Replacement.
9. Members can call a replacement after the first day on the job without taking hours. Foremen must take their primary shift off after calling a replacement.
10. During the hours of dispatch (1:00 p.m. To 5:00 p.m.) Only Members with Union business or emergencies will be allowed in the dispatch office.
11. All Hall Foremen shall be dispatched before any Steady's that volunteers.
12. All Third Shift jobs shall be Volunteer for both Day and Night members.
13. Steady Foremen checking in to volunteer shall give total hours worked or paid for the month on Friday.
14. All jobs shall be dispatched by check-in hours. No priority shall be given to those Foremen wishing to double back on their own jobs (night side),

any Foremen wishing to volunteer shall be dispatched by hours. Those checking-in without hours shall then follow.

15. Foremen shall not be permitted to work more than two (2) consecutive shifts.

16. **Sequence for working Days-to-Nights or Nights-to-Days:**

Days dispatch: 1) day hall, 2) night hall, 3) day steady, 4) night steady.

Night dispatch: 1) night hall, 2) day hall, 3) night steady, 4) day steady.

17. Members will take average after being **off The Board** three (3) or more consecutive Days/Nights if the Member is below average.

18. If a member flops three (3) or more consecutive Days/Nights without working, the member must take average on the fourth (4th) Day/Night or the next Day/Night the member checks in providing, the member is below average.

19. Any combination of rules Seventeen (17) and Eighteen (18) which equals three (3) Days/Nights of non availability, members shall be required to check in on average.

20. All members shall be required to be checked in before being **dispatched** to work (**Per Membership Action October 6, 2005**). Per Membership Action January 8, 2015. You must be checked in by 6:30 am to receive a timely placed order on the Day side.

21. Visitors shall be allowed to check in and work out of the dispatch hall on a no-comeback basis. The reciprocal dispatch rights shall apply.

22. When traveling between LA/LB and the ports of San Diego and Port Hueneme; consecutive shifts shall not be worked in separate ports unless cleared by an officer.

As Per Membership Action Of March 7, 2012.

23. Members on comebacks may volunteer to travel when a shortage of available work in LA/LB exists. Such members will check-in on their hours and if/when dispatched to travel, they will replace themselves for the job on which they were given a comeback. Failure to accept the travel dispatch will result in a flop and the forfeiture of the comeback job.

Members who make themselves available for travel with comebacks will check-in on their perspective boards (Days or Nights), by hours in a separate travel category. These members will be dispatched by hours against the other members within the travel category.

Sequence of dispatch for Day Side travel is as follows:

#1 Day Hall, #2 Day Hall on comebacks, #3 Night Hall, #4 Day Steady, #5 Night Steady.

Sequence of dispatch for Night side travel is as follows:

#1 Night Hall, #2 Night Hall on comebacks, #3 Day Hall, #4 Night Steady, # 5 Day Steady.

As Per Membership Action of February 2, 2012, reviewed for 90 Days and adopted as of May 3, 2012

UNION POSITION REGARDING THIRD SHIFTS

As Approved on December 8, 2006

1. The third (3rd) shift is **Volunteer Only**, with lowest hours first out in the following sequence: 1) Hall; 2) Steady.

2. All third (3rd) shift jobs are **One Shift Only With No Comebacks.**

3. The primary shifts for all Foremen is either the First (1st) shift (Days) or the Second (2nd) shift (Nights).

4. All Hall Foremen, Day or Night, **Must Add Ten (10) Hours Or Be Checked-In On** their respective primary shift (1st or 2nd) in order to be dispatched to the third (volunteer) shift.