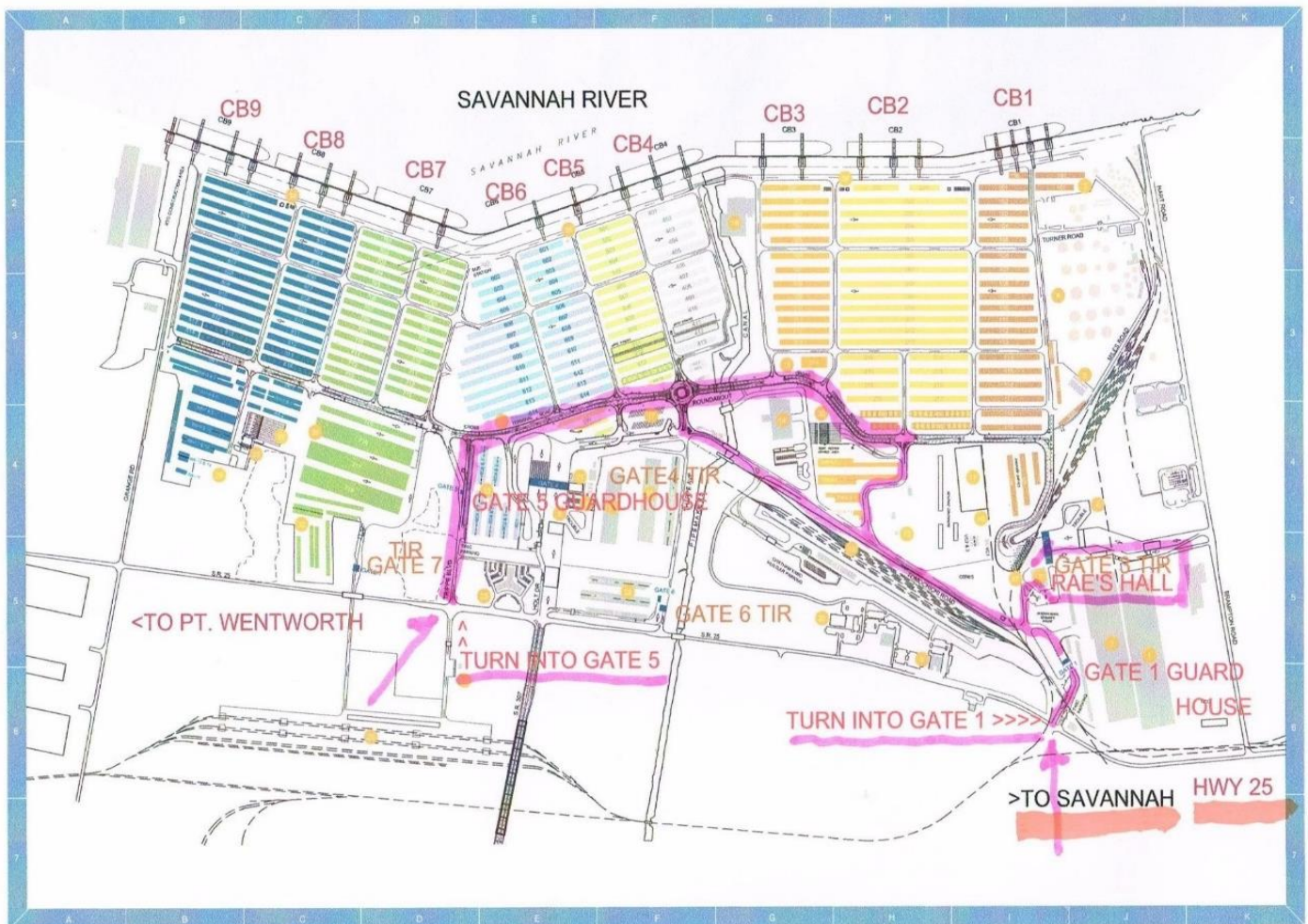


**CHAPTER I: ARRIVE, SIGN IN AND GETTING WORK MATERIALS: FOR ALL EMPLOYERS, follow PINK road to RAE'S HALL**

Rae's Hall is located to the right after the curve upon entering Gate 1 off Hwy 25. Gate 1 is only open from 5:30AM to 7:30 PM, Monday through Friday. Further down the Hwy Gate 5 is open 24 hours, 7 days a week. From there follow the pink road to the ROUNDABOUT and turn right (*G.P.A. NO LONGER ALLOWS THIS RIGHT TURN*)... continue straight across the circle and make a right before the long warehouse. Make a left at the dead end on Tomochichi road and start looking to your left for Rae's Hall. Go back the same way to get to the CB: container berths.





Above is the Rae's Hall building. To enter the doors in the lobby, place your TWIC card vertical and flat against the BLACK BOX to unlock the door.

The three stevedoring companies are all located within the RAE'S HALL office building. Entering the front lobby, SSA is the door to your left and the others the door to the right. Through the right side door turn left and proceed to the INNER LOBBY to receive your MTC/PORTS AMERICA paperwork and equipment. For CERES continue down this hall, make a left down the next hallway then right into the kitchen/snack room.

Below is all the Clerk equipment and paperwork for a 4 gang ship. Behind each gang's paperwork is a RADIO and HANDHELD for each of the 2 field clerks. Also shown are extra batteries and note the SIGN IN SHEET below the cup.



The jobs are chosen by seniority 10 minutes before the start time. Watch what these guys do and say. Make sure to sign in under the gang (FWD,MID,AFT) you are behind with your first and last name and 14750\_\_ \_\_ ID number. You will pick up a set of paperwork, a HANDHELD and one or two RADIOS; See **RADIO AND HANDHELD** chapter. Ask for help!!

Your paperwork is set up with a GAME PLAN first, a SPACE SHEET next and SEQUENCE SHEETS for each ship bay with what you are to do, in the order they are to be done. (see those chapters).



From Rae's Hall head to the river to find your ship at the CONTAINER BERTH (CB# \_\_) the dispatcher told you. Ride the dock looking for the concrete blocks with painted stack #'s to find your first position. Go to the "WORKING THE CONTAINER FIELD" chapter.

This is a 4 gang ship with 4 container cranes. From the ship front (BOW) to its rear (STERN) they are called FWD, MID-FWD, MID-AFT and AFT. If 3 gangs, FWD, MID and AFT.

