DISPATCH 2/4/2024

Foremen download whatsapp and shoot me a message so I can add everyone into the group I will need all foremen to send a message in whats app every moring by 0715 with attendance and again at the end of the day

JOB NUMBER 00 COST CODE ER	JOB NAME 880 JOB NUMBER ECT COST CODE LOCATION FOREMAN PHONE	Pump House 73 ATLANTIC CONSTRUCTORS Dismantle Pump House 73	JOB NAME JOB NUMBER COST CODE LOCATION FOREMAN PHONE	SS WRIGHT 00898 ERECT NIT Norfolk 787-378-5412	JOB NAME JOB NUMBER COST CODE LOCATION FOREMAN PHONE 100 35 36 49 50	Charleston PRESERVATION Shane Walters 804-816-7546 Shane Walters Tyler Williams Greg Williams Adam Owens Donald Owens II	
BE ON SITE AT 07	00 Dismantle	pumphouse scaffold 00897 call Chris Benko 757-435-1365	Night Shift	: Modify hatch covers and contain			
JOB NUMBER 00 COST CODE Inspe LOCATION Colonna's FOREMAN Jose (NGPORT JOB NAME 5550 JOB NUMBER cost cope swest yard LOCATION Corona FOREMAN PHONE	SHIPPINGPORT 00550 DISMANTLE Colonna's west yard Quadarius Boyd 757-800-9150	JOB NAME JOB NUMBER COST CODE LOCATION FOREMAN PHONE 7 32 44 37 4 96 21	ODU O0591 DISMANTLE 1016 w 41st street Saeed Brown 757-452-8419 Saeed Brown Keon Miller Hassaun Jones Tyron Sessoms Jeremy Baria Donald Owens Jr JoJuan Benton	JOB NAME JOB NUMBER COST CODE LOCATION FOREMAN PHONE 48 51	MOF 00866 PRESERVATION HII Joe Seals Joe Seals Khristien Smith	
0500 Inspections then inspe		6STBD PONTOON then move to 9P Wingwall Check in with Marcom (Ryan Weatherbee, (757-268-1937)		Start time is 0700- walk all materials back to the truck and stack neatly on the truck			
JOB NAME JOB NUMBER COST CODE LOCATION FOREMAN PHONE	I SICK JOB NAME JOB NUMBER COST CODE LOCATION FOREMAN PHONE		JOB NAME JOB NUMBER COST CODE LOCATION FOREMAN PHONE	Baron Communications 880 Warehouse	JOB NAME JOB NUMBER COST CODE LOCATION FOREMAN PHONE 97 98 1115 96 99	WAREHOUSE 89997 BULK Shop Jesse Butts Jesse Butts LaDaniel Thigpen Olu Wilson Donald Owens Jr Trammell McManes	
				Come to the office and drill out conduit clamps		Clean Up and Put Away all Materials	