PROCESSED 87 FEEDERS AND 21 METRO CARS. CPU'S WERE COMPLETE BY 00:40. KEPT TEAMS TO PROCESS NIGHT LOADS. FINAL NIGHT LOAD WAS COMPLETED AT 1:55. NEED TO IMPROVE SECOND HOUR BREAKAGE TO DROP MORE TEAMS, AND ADJUST ON THE OUTBOUNDS EARLIER IN THE NIGHT.

PEOPLE:		Plan:	Actual:	Explanation:		
BSC Impact Element:	# of Injuries:	0	0	NONE		
BSC Impact Element:	New Hire Turnover:	0	0	NONE		
SERVICE:		Plan:	Actual:	Explanation:		
	# LIBs Scanned:	0	7	GVICA missing hot pull time		
	# Missed Origin Scanned:	0	0	NONE		
	# E3 LIB:	0	0	NONE		
	Hold Over Loads:	0	0	NONE		
	Hold Over Volume:	0	0	NONE		
	Inbound Loads Not Processed:	0	0	NONE		
	Inbound Volume Not Processed:	0	0	NONE		
	Non-Commit Loads:	0	0	NONE		
	Non-Commit Volume:	0	0	NONE		
	# LIB due to Breakdown:	0	0	NONE		
BSC Impact Element:	SEAS Total LIB Frequency:	1650	1999	ON PLAN		
	Misload Frequency:	4000	3597	Mtg SS w/ 4 due to not splitting lights		
	Departure Scan Frequency:	60	63	ON PLAN		
BSC Impact Element:	% Smalls Bagged:	92	76.7	poor process rate		
BSC Impact Element:	Dmg/Ovrgd/Plfg Frequency:	7500	2840	Mtg Unassigned w/ 4		
BSC Impact Element:	On-Time Departure %:	80	83.1	ON PLAN		
	Total Mispicks:	0	551	Mtg BW 206		
	Mispicks Not Rescanned:	0	42	Mtg Sec C 7		
PERFORMANCE: PI		Plan:	Actual:	Explanation:		

	Sorted Volume:	8	4 72393	NONE
	Irreg Volume:	2125	2035	NONE
	Smalls Volume:	25498	19172	NONE
BSC Impact Element:	Hub PPH:	95.95	93.08	MISSED PLAN BY 3 PIECES
	Total Hours:	787.51	777.72	MISSED BY 23.23 HOURS
	Breakdown Hours Impact:	0	0	NONE
	MSD % Effective:	70	70	NONE
	Unload Start Time:	22:00	22:00	NONE
	Unload Down Time:	1:32	1:55	NONE
	Sort Span: 3.5	3333333333 3333	666666666666666666666666666666666666666	NONE
	Flow per Hour:	24055	18468	NONE
	Staffing Worked:	245	252	NONE
	Paid Day:	3.89	3.09	NONE
	Process Rate:	21840	23457	NONE
	Trailers Processed:	110	87	NONE
	Late loads after 8pm / 1:30am:	0	5	3 SDICA, 2 ECNTC
	Target Load Cuts:	0	0	NONE
	Belt Stops:	0	217	Mtg Yellow 31
	Bags Left for Next Sort:	0	0	NONE
BSC Impact Element:	EDS % Effective:	70	70	NONE
BSC Impact Element:	Inside Overtime Hours:	0	0	NONE
BSC Impact Element:	PTRS Overtime Hours:	0	0	NONE