

THE HATCH



"CHALLENGE THE FORCE...
CHANGE THE GAME."



FEEDBACK TO THE FLEET: REDUCING ADMINISTRATIVE DISTRACTIONS (RAD) CAMPAIGN

Topic

[Ships' Schedule In Port](#)

Idea Submitters

Sparky

Erik Rick

Community Member

What problem have Hatch users identified?

"Normal 6-section inport watch rotation provides little flexibility for sailors."
(CAPT John P. Cordle, USN (ret.))

"Traffic going to and from work is too much [due to ships' workdays beginning at same time]." (Erik Rick)

What solutions do Hatch users propose?

"Align all enlisted personnel and division officers across the work week into four (10 hour) work days, principal assistants, department heads and above retain 5 (8 hour) work days to maximize productivity, decrease duty section requirements and improve crew morale, and decrease automobile traffic and air pollution."
(Community Member)

"[Place] 80% of the crew in a day shift and the remaining 20% split between evening and night shifts." (CAPT John P. Cordle, USN (ret.))

"Have the big-deck ships come in either an hour earlier or an hour later than shore staff and small boys. This would significantly reduce traffic congestion at peak times, without too serious an impact." (Erik Rick)

What is the Navy doing about this issue?

The Navy provides Commanding Officers the latitude to create working hours that balance mission requirements and crew morale. The just-revised [OPNAVINST 1000.16L](#) (Appendix D) contains guidance on working hours for units ashore and afloat, but they "are neither restrictive nor binding on commanders or commanding officers in establishing individual working hours." A common variation ashore is "tropical hours" featuring a 0600 start and close of business in the early afternoon. The "80/20" plan referenced above is described further in the [idea text](#).

If your unit operates with alternate hours that meet mission requirements while providing crew flexibility, share it with the Fleet via [the Hatch](#).



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