

	SF	BN	FRIS
Engineer Bid – Permanent Bid and Engineer Standing bid eliminated. Engineer bid will be utilized to fill all vacant positions. Process change includes:	Yes	Yes	Yes
Adding, Updating and Deleting Engineer Bids are effective immediately	No	Yes	Yes
Engineer Bid will only be removed if the engineer purges the bid	Yes	Yes	Yes
Advertised jobs will be awarded by Engineer Bid	Yes	No	Yes
Temporary Vacancies – All temporary vacancy agmts remain in effect, some will no longer apply acct an engineer going on vacation for 7 days or more will be permanently removed from their job	No	No	Yes
Vacation Schedules – All engineers will have the option to slide their vacation to their rest days/rest cycle or slide their vacation earlier 72 hours	Yes	Yes	Yes
Scheduled and floating vacation days begin at 0900 minus lead time of the assigned board the engineer protects	Yes	Yes	Yes
Engineers will not protect service for an on duty call of 0001 or greater on the first day of a scheduled or floating vacation day	Yes	Yes	Yes
Engineer Displacements – All engineers are subject to displacement and will receive 24 hours to place their bump	No	Yes	Yes
Engineers can only bump the junior engineer assigned to the pool or extra board they desire to protect	Yes	Yes	Yes
Engineers will have displacement rights to any job that was advertised and closed while they were off for any layoff or vacation	Yes	Yes	Yes
30 day bumps are allowed anytime the 30 day holddown has been satisfied	No	Yes	No
Upon return from vacation of 7 days or more, engineers will have the following options, and can choose a combination there of:			
Choose to go back to the specific job they were previously assigned, regardless of seniority	Yes	Yes	Yes
Choose to go back to their previous board and hold their previous rest cycle	Yes	Yes	Yes
Board Adjustments – All engineer board adjustments will be done on Mondays at 0900 minus the lead time of the board assigned	Yes	Yes	Yes
All Cut adjustments will remove the junior engineer, will re adjust rest cycles to keep distribution	Yes	No	No