

MEMORANDUM OF AGREEMENT
Hours of Work
Bargaining Unit 04

This MEMORANDUM OF AGREEMENT is entered into this 28th day of October, 2004, by and between the State of Hawaii, the Hawaii Health Systems Corporation, the Judiciary, the City and County of Honolulu, the County of Hawaii, the County of Maui, and the County of Kauai ("Employer") and the Hawaii Government Employees Association, AFSCME, Local 152, AFL-CIO ("Union") on behalf of the employees of Bargaining Unit 04.

Article 21 – Rest Periods shall be amended as follows:

“Article 21 – Rest Periods and Lunch Period

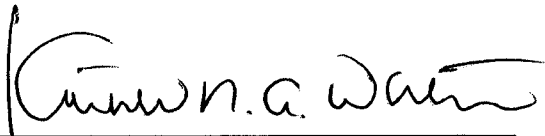
A. All Employees shall be allowed rest periods of ten (10) minutes during each half of the workday or work shift and before each two (2) hours of continuous overtime work performed after completing a regular workday or work shift of eight (8) hours. The times and locations at which rest periods shall be taken are to be determined by the department head or designee after giving due consideration to the desires of the Employees and the requirements of the department.

B. All Employees shall be allowed a lunch period not exceeding forty-five (45) minutes. Such lunch period shall not constitute working time.

This MEMORANDUM OF AGREEMENT is effective on the day first set forth above and shall continue in effect until such time that the provisions herein are incorporated into the BU 04 collective bargaining agreement with the printing of the next BU 04 collective bargaining agreement.

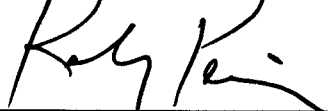
IN WITNESS WHEREOF, the parties hereto by their authorized representatives have executed this MEMORANDUM OF AGREEMENT as of the effective date written above.

FOR THE EMPLOYER:



State of Hawaii

FOR THE HAWAII GOVERNMENT
EMPLOYEES ASSOCIATION:






Office of Collective Bargaining



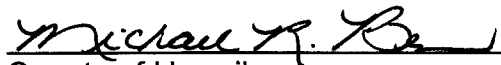
Hawaii Health Systems Corporation



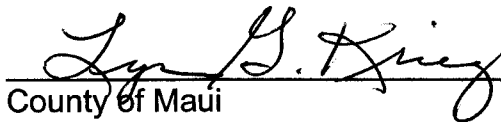
Judiciary



City and County of Honolulu



County of Hawaii

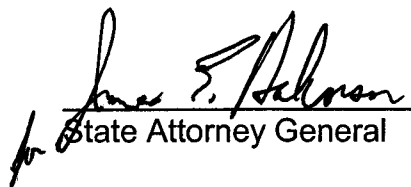


County of Maui



County of Kauai

APPROVED AS TO FORM



State Attorney General