

**\*\*\*DRAFT\*\*\* AGENDA**  
**THE PORT DISTRICT OF SOUTH WHIDBEY ISLAND**  
**SPECIAL MEETING of the BOARD OF COMMISSIONERS**  
**Thursday, April 28, 2011 at 9:00 am**  
**Port Office Conference Room, 1804 Scott Rd. Freeland, WA**

1. SPECIAL MEETING

- A. Call to Order
- B. Pledge of Allegiance

2. PROJECT ACTION ISSUES – Commission & Staff Review and Direction on:

- A. South Whidbey Marina Expansion Project Design & Schedule Review Workshop
  - 1. *Review of Current Initial-phase Concepts with Design Engineer Input*
    - **Breakwater Solo:** 400' Breakwater with Gangway only,  
Presumably without Port Sec. Grant, Construction anticipated in 2012
    - **Breakwater Solo with South Dock:** 400' Breakwater w/ Gangway plus New 100' Dock,  
Intended to retain Port Sec. Grant, Construction anticipated in 2012
    - **Breakwater Solo Additional Concepts:** Puma proposals, 266' + 133' Concept  
Intended to retain Port Sec. Grant, Construction anticipated in 2012
  - 2. *Proposal for Design thru Bid Docs from Reid Middleton*
  - 3. *Commission Direction for Further Action*
- B. New Project Opportunities and Coordination with Comprehensive Scheme
  - 1. *Commission Review and Designation of Concepts for Possible Comp Scheme Inclusion*
    - Mukilteo Parking Concepts and Port Attorney Input
    - Commercial Kitchen
    - Surveillance Cameras at Port Boat Ramp Facilities
    - Funicular in Langley
    - Telecomm Facilities
    - Other Commission Concepts
  - 2. *Next Steps:*
    - Staff Review of Designated Concepts according to current Comp Scheme criteria
    - Staff Report to Commission with info & recommendations for Comp Scheme Amendment
    - Schedule for Public Hearing for Comp Scheme Amendment
- C. Harbor Operations
  - 1. *Commercial Lease Issues*

3. ACTIVITIES/INVOLVEMENT REPORTS

- A. Skagit-Island Regional Transportation Policy Organization (RTPO)
  - 1. *Proposal to Designate Tech Advisory Committee Seat for Non-Voting Port*

4. UPCOMING MEETING COORDINATION - Topics for:

- A. May 10 Regular Meeting

4. ADJOURNMENT