



# DOCKS AND HARBORS OPERATIONS MEETING

## AGENDA

March 19, 2025 at 5:00 PM

Port Director's Conference Room/Zoom Webinar

<https://juneau.zoom.us/j/82947522366> or (253)215-8782 Meeting ID: 829 4752 2366 Passcode 742491

**A. CALL TO ORDER**

**B. ROLL CALL:** James Becker, Tyler Emerson, Don Etheridge, Clayton Hamilton, Debbie Hart, Matthew Leither, Nick Orr, Annette Smith and Shem Sooter

**C. PORT DIRECTOR REQUESTS FOR AGENDA CHANGES**

**D. PUBLIC PARTICIPATION ON NON-AGENDA ITEMS** (not to exceed five minutes per person, or twenty minutes total time)

**E. APPROVAL OF MINUTES**

1. February 19, 2025

**F. UNFINISHED BUSINESS**

2. Goldbelt Request to Secure Seadrome Property from the City & Borough of Juneau  
Presentation by Port Director

Committee Questions

Public Comment

Committee Discussion/Action

MOTION: TO RECOMMEND ENTERING INTO A PURCHASE AND SALE AGREEMENT WITH GOLDBELT TO TRANSFER SEADROME PROPERTY TO GOLDBELT AT FAIR MARKET VALUE.

**G. NEW BUSINESS**

3. Proposed Dock Fee Regulation Changes  
Presentation by Port Director

Committee Questions

Public Comment

Committee Discussion/Action

MOTION: TO APPROVE DOCK FEE REGULATION CHANGES AS PRESENTED.

4. Moorage Waiver Request - M/V COLUMBIA  
Presentation by Port Director

Committee Questions

Public Comment

Committee Discussion/Action

MOTION: TO WAIVE DOCKAGE FEES FOR AN UPCOMING VISIT BY M/V COLUMBIA IN ACCORDANCE WITH 05 CBJAC 15.030.

**H. ITEMS FOR INFORMATION/DISCUSSION**

**I. STAFF, COMMITTEE AND MEMBER REPORTS**

**J. BOARD ADMINISTRATIVE MATTERS**

1. Next Board meeting - Thursday, March 27th
2. Next Operations-Planning meeting - Wednesday, April 16th

**K. ADJOURNMENT**

ADA accommodations available upon request: Please contact the Clerk's office 36 hours prior to any meeting so arrangements can be made for closed captioning or sign language interpreter services depending on the meeting format. The Clerk's office telephone number is 586-5278, TDD 586-5351, e-mail: [city.clerk@juneau.gov](mailto:city.clerk@juneau.gov).