

MEMORANDUM

Item No. 60d
Date of Meeting: August 11, 2009

DATE: August 10, 2009
TO: Tay Yoshitani, Chief Executive Officer
FROM: Ralph Graves, Managing Director, Capital Development
Ref: (a) RCW 39.04.020 and RCW 39.04.280
(b) Port of Seattle Resolution 3605, Para. 4.2.3.7
SUBJECT: DECLARATION OF CRITICAL WORK SITUATION

The purpose of this memorandum is to formally inform the Commission in accordance with Resolution 3605, Section 4.2.3.7 that a Critical Work situation was declared on August 10, 2009 to repair broken fender piles at Terminal 91.

Marine Maintenance had been monitoring the condition of the wooden fender system on the east side of Terminal 91 and noted the ongoing wear and damage of other sections of the fender system. Currently there are 11 fully broken piles with several more heavily abraded and damaged. It is expected that Cruise ships would not be able safely to berth on the east side of Terminal 91 if any further damage occurs.

The current plan is to replace 16 existing timber fender piles with 18"-20" steel piles in a configuration to accommodate the camel barges currently in use. Initial planning and permit approvals have been applied for and obtained by Port Staff. Port Staff has located surplus Port owned steel piling to effect the repair and will use a combination of an existing Water Crane Open Order Small Works contract and port crews to install the piling. The estimated cost for this work is approximately \$350,000.

On August 10th, 2009 a determination was made that a Critical Work situation existed, and the Chief Executive Officer was notified. The Chief Executive Officer made a finding that a Critical Work situation did exist at the Port of Seattle, Seaport Terminal 91 and authorized the use of existing public works contracts to affect the required repairs to the fender system. We directed the contractor to do the work. If left unaddressed a true emergency as defined by RCW 39.04.280 is substantially likely to develop.

REQUESTED: *Ralph Graves*
DECLARED: *Tay Yoshitani*