



AGENDA

Port & Harbor Advisory Commission Regular Meeting

Wednesday, January 25, 2023 at 5:00 PM

City Hall Cowles Council Chambers In-Person & Via Zoom Webinar

Homer City Hall

491 E. Pioneer Avenue
Homer, Alaska 99603
www.cityofhomer-ak.gov

Zoom Webinar ID: 954 2610 1220 Password: 556404

<https://cityofhomer.zoom.us>
Dial: 346-248-7799 or 669-900-6833;
(Toll Free) 888-788-0099 or 877-853-5247

1. **CALL TO ORDER, 5:00 P.M.**
2. **AGENDA APPROVAL**
3. **PUBLIC COMMENTS UPON MATTERS ALREADY ON THE AGENDA** (3 minute time limit)
4. **RECONSIDERATION**
5. **APPROVAL OF MINUTES**
 - 5.A. PHC Meeting Minutes
6. **VISITORS/PRESENTATIONS** (10 minute time limit)
 - 6.A. FY23-24 IIJA Work Plan for Port Projects - Jenny Carroll, Special Projects & Communications Coordinator
7. **STAFF & COUNCIL REPORT/COMMITTEE REPORTS** (5 minute time limit per report)
 - 7.A. Port Finance/Budget YTD Report
 - 7.B. Port & Harbor Staff Report
 - 7.C. Homer Marine Trades Association (HMTA) Report
 - 7.D. Harbor Project Updates from Port Director Hawkins
 - 7.E. Homer Spit Comprehensive Plan Update
 - 7.F. Industry Forum Update from Commissioners Siekaniec & Shavelson
 - 7.G. Synopsis of the PHC January 16, 2023 Worksession/Charrette from Chair Matthews
8. **PUBLIC HEARING(S)**
9. **PENDING BUSINESS**
10. **NEW BUSINESS**
 - 10.A. FY2023-24 Federal Infrastructure Investment and Jobs Act (IIJA) Work Plan – Port Projects

11. INFORMATIONAL MATERIALS

11.A. Reappointment of Commissioners Pitzman & Friend

11.B. Critical Habitat Area Management Plan, Provided by Mayor Castner

11.C. Port & Harbor Statistics

11.D. PHC Meeting & City Council Report Calendar

12. COMMENTS OF THE AUDIENCE (3 minute time limit)

13. COMMENTS OF THE CITY STAFF

14. COMMENTS OF THE COMMISSION

15. ADJOURNMENT Next Regular Meeting is **WEDNESDAY, FEBRUARY 22, 2023 at 5:00 p.m.** and a Worksession at 4:00 p.m. All meetings scheduled to be held in the City Hall Cowles Council Chambers located at 491 E. Pioneer Avenue, Homer, Alaska and via Zoom Webinar.