



Port of Vancouver USA

Board of Commissioners Meeting

AUGUST 27, 2024



Open Forum

To provide virtual oral comment during the board meeting, you must register no later than 12:00 p.m. Monday, August 26, 2024, by emailing povcommissioners@portvanusa.com



Action Items



Action Item E-1

Approve Contracts with WSP USA Inc., SGA Engineering, RH2 Engineering and Otak Inc. for On Call Civil Engineering Design & Consulting Services



Action Item E-2

Approve Public Works Contract for Bid 24-42:
Priority Paving Project No. 1



Action Item E-3

Approve Resolution 4-2024: Appointment and Bonding of Port Treasurer and Port Auditor



Action Item E-4

Approve Contract with Parametrix for Model
Toxics Control Act Remediation & Consulting
Services





- Site - Historical Maximum Extent of HVOC Contamination
- Area of Site Included in Agreed Order 18152
- Expanded Areas of Investigation
- Stormwater Pond
- Cadet Facility
- Kinder Morgan Facility
- NuStar Facility



Unfinished Business



New Business



CEO Report



Commissioners Reports



Upcoming Events

Next Commission Meeting

- Regular Commission Meeting – Tuesday, September 10, 9:30 a.m.

Community Events

- First day of School, Evergreen Public Schools – Tuesday, August 27
- First day of School, Vancouver Public Schools – Wednesday, August 28
- Live music with River Twain at the waterfront AC Marriott hotel – Friday, August 30, 6:00 p.m. – 9:00 p.m.; free
- Port offices closed for Labor Day – Monday, September 2
- Shumway Neighborhood Association Meeting – Tuesday, September 3, 6:30 p.m., hybrid meeting, St. Luke's Episcopal Church on 4th Plain, community room
- Arnada Neighborhood Association Meeting – Saturday, September 7, 7:00 p.m. – Location TBD. Arnada is trying a Saturday meeting to accommodate neighbors who can't attend on a weeknight
- Final season of Beaches Summer Social and Cruisin' event at Portland International Raceway. Held Wednesday evenings through September 25. Live music, food, drag racing, cars and bikes on display. Fee to attend. Full details on Beaches website at www.beachesrestaurantandbar.com



Communicating with the Commission

- Share your thoughts during Open Forum, the public comment period for all regularly scheduled commission meetings.
- Email the commissioners at povcommissioners@portvanusa.com
- Speak to the commissioners by calling the port office at 360-693-3611 for specific contact information.
- Mail your comments to:
POV Board of Commissioners
3103 NW Lower River Road, Vancouver, WA 98660
- For more information, visit the port's website: www.portvanusa.com



Port of Vancouver USA

3103 NW Lower River Road

Vancouver, WA 98660

info@portvanusa.com

360-693-3611



Workshop

CYBERSECURITY UPDATE



Cybersecurity



Changes in the Cyber Environment

- Staff
- Proposed Regulations
- Asset Management – Cloud Based
- Partnerships – Sharing of Knowledge
- Email Protection



Threat Landscape

- Vulnerability Disclosers
- Third Party
- Maritime / Ports
- Critical Infrastructure
- Public Sector
- Rapid Development / Change



Challenges

- Sustainable Funding / Cost
- Grant Parameters
- Regulation
- Coordination – Information Sharing
- Artificial Intelligence
- Wrong Focus



Regulation

- US Coast Guard
- Federal
- State
- Other
- Privacy



Challenges in Regulation

- “Who’s on First?”
- Undefined Terms
- Reporting
- Timelines
- Funding



Cybersecurity Questions?



AI



What Is It?

- Artificial Intelligence
- Narrow AI
- General AI
- Rapid Growth Since Chat-GPT Public Release
Q4 2022



How Could the Port Use It?

- Summarizing Email Chains, Documents, Creation of FAQ's
- Public Meeting Minutes
- Drafting Policy
- Specific Subject Based Chat Bots



Challenges with AI

- Rapid Development of AI in Everything
- Regulation
- Staff
- Auto Pilot/ Easy Button
- Is it Correct? Bias?
- Where Does the Data Go?
- RFP's, RFQ's, Resumes



What's Next?

- Testing – Very Small Pilot Group
- Working with Different Agencies to Map Out Policy
- Determination on How the Port is Going to use AI
- Guidelines/Policy



AI Questions?



Thank You!

