



PORT OF OAKLAND

SUMMARY DESCRIPTION for PERMIT APPROVAL

(This Summary Agenda Sheet to be used for ALL permits in this category for which Board approval is recommended.)

DATE: November 27, 2024

PORT PERMIT NO: PDP-50-2024

BUILDING PERMIT APPLICATION: New Construction Addition X Alteration

PORT TENANT (APPLICANT):

BNSF Railway LLC

LOCATION OF PROPOSED WORK: 333 Maritime Street, JIT, Maritime

BRIEF DESCRIPTION OF PROPOSED WORK: BNSF Railway proposes improvements at the entrance to the Joint Intermodal Terminal (JIT). BNSF proposes to install gate arms and additional kiosks at the yard entrance. The work includes installation of two gate arms and two kiosks on the inbound lanes and two gate arms on the outbound lanes. Existing lighting and electricity will serve the improvements.

ENVIRONMENTAL: This project has been determined to be exempt from the requirements of the California Environmental Quality Act pursuant to Section 15301, for minor alteration of existing facilities involving negligible or no expansion of existing or former use.

SUSTAINABILITY: The Port Tenant will follow current Green Building and Energy Codes as enforced by the City of Oakland, as well as the construction debris recycling requirements. All materials removed from the site will be reused or recycled to the extent feasible.

SCHEDULED FOR

BOARD ACTION: Date: December 19, 2024

VALUATION OF

WORK: \$100,000

FROM: PORT PERMITS, ENVIRONMENTAL PROGRAMS & PLANNING

Joe Marsh

Date: 11/27/2024

Recommend Approval

ROUTE TO:

(1) PORT ENVIRONMENTAL ASSESSMENT SUPERVISOR, ENVIRONMENTAL PROGRAMS & PLANNING

ASSESSMENT: CEQA Guidelines Section 15301

Cat. Ex. /Sec.No., Neg.Dec., Mit.Neg. Dec., or EIR

Eric Englehart

Date: 11/27/2024

Recommend Approval

(4) PORT ENVIRONMENTAL PROGRAMS & PLANNING DIRECTOR

G. Khan

Date: 12/02/2024

Recommend Approval

(2) CHIEF OPERATING OFFICER

Kristi McKenney (Dec 3, 2024 11:11 PST)

Date: 12/03/2024

Recommend Approval

(3) EXECUTIVE DIRECTOR

Danny Wan

Date: 12/06/2024

Recommend Approval