

AGENDA
Virginia Port Authority (VPA) Board of Commissioners
Executive Committee Meeting
Monday, November 16, 2015 – 5:00-6:00 P.M.

Meeting Location:

Virginia Port Authority Boardroom
600 World Trade Center, 101 West Main Street
Norfolk, Virginia

Executive Committee Members:

John G. Milliken, Chair
John N. Pullen, Vice Chair
Jennifer D. Aument
Alan A. Diamonstein
Gary T. McCollum

Open Session

Safety Briefing

1. Call to Order by VPA Vice Chairman, John N. Pullen

Closed Session

2. Motion to convene a closed meeting in accordance with The Virginia Freedom of Information Act, pursuant to the requirements of §2.2-3711(A)(3), for the discussion or consideration of the acquisition of real property for a public purpose and as it relates to the operations and growth of the Port's terminal facilities, where discussion in an open meeting would adversely affect the bargaining position or negotiating strategy of the public body, and pursuant to the requirements of §2.2-3711(A)(6), to discuss or consider the investment of public funds into the Port's terminal facilities where bargaining is involved, where, if made public initially, the financial interests of the VPA would be adversely affected; and, pursuant to §62.1-132.4, to discuss confidential proprietary and financial information and data furnished to the VPA relating to the strategic growth and operation of the Port's terminal facilities; and pursuant to the requirements of § 2.2-3711(A)(1) to discuss or consider the performance and salaries of specific Port of Virginia officers as said performance ties to goals of the organization and its respective divisions – Vice Chairman Pullen; John F. Reinhart, CEO/Executive Director

Open Session

3. Certification of closed session and roll call
4. Opportunity for public comment and adjournment

Please Note: The VPA Board will attend a dinner at approximately 6:00-6:30 p.m. at the Town Point Club, 300 World Trade Center, Norfolk. There will be no business matters or decisions discussed or voted on during dinner.