

APPENDIX A - Category Specific Supplement

SHORT SEA SHIPPING

I. Objective

To invest in improvements to short sea shipping infrastructure that contribute to economic growth, a clean environment and stronger communities.

II. Subcategories

New construction, additional capacity, and rehabilitation of the following capitalized and fixed port infrastructure that increases short sea shipping capacity:

- Wharves and associated infrastructure;
- Intermodal facilities, multi-modal, or transfer facilities; or
- Capitalized and fixed equipment for loading/unloading required for expansion of short sea shipping.

Notes:

- Short sea shipping is defined as the movement of cargo by water over relatively short distances, excluding trans-oceanic voyages.*
- Projects under this category could include Intelligent Transportation Systems (ITS) components as part of the overall project.*
- The purchase of vessels, infrastructure that supports passenger-only ferry services, maintenance of existing facilities, as well as maintenance activities including dredging, are not eligible for funding.*

III. Outcomes and Benefits

The project must demonstrate how it provides benefits to British Columbians in support of one or more of the following outcomes:

- Improving efficiency (e.g., reduced traffic congestion, increased freight capacity and speed, results in new shippers and trade movements);
- Improving safety;
- Reducing the environmental footprint and providing environmental benefits such as air quality improvement; or
- Improving integration between transportation modes.

IV. Project Specific Criteria

- Must demonstrate the economic advantages and the broader public benefits of the project.
- Demonstration that the project improves access to at least one of the following:
 - Multi-modal transportation corridors, and/or intermodal transfer facilities;
 - Commercial and/or industrial sites; or
 - Regions with significant natural resource potential.
- Confirmation that the project will be built on or adjacent to port lands.