

Agenda

- Introduction
- Risk Management Framework
- Risk Transfer
- Relevant Insurance
- Opportunities for Collaboration
- Open Forum- What's on the Horizon
- Questions & Contact Info



Introduction - Parker, Smith & Feek

- Founded in 1937 in Seattle
 - First client- Alaska Steamship Company
- Bellevue, Portland, Spokane, Anchorage & Honolulu
- P&C, Employee Benefits, Surety, Personal Lines
- Practice Group Specialization
 - Marine, Manufacturing, Food/Bev/Agriculture
- Loss Control/Risk Management
- Workers Compensation
- Claims Advocacy
- Contract Review



Introduction- Mark Gleason

Suburban Maryland w/No Connection to the Ocean!

Commercial Fisherman - WA, AK, CA

Moss Landing Marine Lab

Cal State University Monterey Bay

- NMFS Santa Cruz
- NOAA MPA Science Center
- UW School of Marine Affairs
- Sea Grant Fellow
- Fishing Industry Advocate
- Maritime Industry Advocate
- Independent Consultant
- Marine Insurance Broker





Risk Management Framework

- Commercial Fisherman?
 - Don't Get Killed or Maimed!
- Fisheries/Natural Resource Science & Mgmt?
 - Stock Collapse/Non-Target Species Decline
 - Habitat Degradation
 - Community Health
- Industry Advocacy?
 - Regulatory & Political Risk
- Marine Pilotage?
 - Environmental Degradation
 - Physical Infrastructure



Risk Transfer Tools

- Eliminate Risk? Never...
- Manage What You Can
- Transfer What You Can't
- Three Parties to an Insurance Contract
 - Insured
 - Insurer
 - Broker
- Better to Have & Not Need Than to Need & Not Have!



UNOLS-relevant Insurance

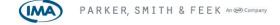
- Hull & Machinery
- Protection & Indemnity
- Marine General Liability
- Marine Employers Liability
 - What is a Vessel?
 - Who is a Crew?
- Vessel Pollution
- Bumbershoot?!?!?!
- USL&H
 - Situs
 - Status
- Cargo
- War Risk





Opportunities for Collaboration

- Incident Reporting
- Cooperative Insurance Purchasing
- Working Group on Insurance



What's on the Horizon?

- Baltimore
- Lithium-Ion Batteries & Vessel Fires
- Cyber
- NTSB Reports
- Inflation
- Cost of Claims

