



Hi. My name is Wayne McCormick. I live and work in San Diego. Several years ago a good friend of mine mentioned that he had invested some money in a "Short Sea Shipping" project. I had previous experience investing in shipping stocks before but primarily in dry bulk carriers. I had never heard of Short Sea Shipping (SSS), but the term piqued my curiosity. My business is insurance, but I found the concept he described fascinating. So I started to surf the web looking for more information on what 'Short Sea Shipping' meant and how it might work here in the United States. My curiosity and fascination led me to a new hobby.

During my research I observed that Short Sea Shipping and Marine Highway related websites were under-represented compared to their modal counterparts, *i.e.*, Rail, Highway, Air, *etc.* I decided to design an informative website that could boost the visibility of this vastly under-utilized intermodal option. This website is the result of my desire to see "marine highways" in the United States.

By nature I am not a "cheerleader" so I would not be willing to advocate for this surface transportation option if I did not believe it can work and can offer some relief to landside congestion in coastal markets. However, I am a salesman and want to do my part to "sell" the concept to as wide an audience in the United States as possible. We need to implement every conceivable marine highway option possible, as long as they are practical and economically viable. I am happy to play a small part in seeing that happen.

This website gives both existing SSS operators and proposed operators of all shapes and sizes a place to be seen and heard without bias. I truly believe that SSS in the U.S. is the biggest transportation "no-brainer" in our lifetimes. I hope you find the content of this site useful and informative.

Thanks, Wayne.

PS - In the interest of full disclosure, I may or may not invest in some of the shipping companies that may be mentioned on this website.

www.AmericasMarineHighways.com