

Visiting Charity Vessel Policy

The council operates a variety of private craft moorings within the harbours infrastructures and has always welcomed visiting craft.

Our Policy states that any vessels wishing to visit the harbours while raising monies for charity should make arrangements for their visit well in advance of their entry into the harbour.

Due to the increased number of vessels approaching the Harbour Offices for charity sailing craft/events etc, it is necessary to clarify the criteria and set out the procedures which must be met regarding charity sailing craft/events.

Any vessel owner/owners wishing to visit our ports on a charity basis must fulfil the following criteria:

- An application/notification of any intended visits must be made in writing to the relevant Harbour Office at least 4 weeks before any intended visit and include details of ETA, length of stay, charity etc
- The application should include a letter of endorsement from the nominated charity.
- The application will be considered by the Portfolio Holder for Harbours and if successful will be confirmed in writing.
- Upon arrival in port the master/skipper of the vessel must declare himself / herself to the Harbour Office at the first available opportunity.
- The letter of confirmation from the Harbour Office must be brought with you when you visit the port.

Any vessels which do not fulfil the above criteria will be required to pay all outstanding fees pertaining to their visit in full.

Decisions regarding reduced harbour dues/berthing fees will be made on an individual basis and agreed by the Portfolio Holder for Harbours.

The length of stay at reduced fees is unlikely to exceed 48 hours except in extreme extenuating circumstances.

The location of any berth provided will be at the discretion of the Harbour Master or his official representative.

If an applicant has indicated that he/she/they is/are registered as disabled then details of any requirements regarding berthing are to be included in the letter of application.