

Phase	focus	Target	Points	Remarks
Approaching				
	- marked on chart	Harbour and route printed in Sea Chart		
	- marking	Visible signs on approaching route (navigation marks and info signs)		
	- lighting	Dayboards/leading lights/info signs/harbour name etc. well lit and visible		
	- crossing traffic	Safe approach to guest piers also in poor visibility (dark, fog etc.)		
Berthing				
	- depth info	water depth info in front of the docking places marked		
	- width of place	width of place marked		
Mooring				
	- condition of pier	Engagement of pier reasonable, chains ok, gangway/gate in good shape, underwater structure physically checked every 5 years		
	- docking points	Links/cleats in good shape and well attached to pier		
	- slips/buoys	Slips solid, well attached to pier, pontoons in good shape, buoys ok		
	- poles	Poles solid, straight, good shape, rope supports ok		
	- numbering of places	Each guest place identified and clearly marked		
Pier facility				
(-safety)	- electricity	each 25m (?), intact, checked		
	- water supply	each 25m (?), intact, hoses ok and long enough		
	- life buoys	each 25m (?), intact		
	- boat hook	each 25m (?), intact, floating, min. 2m long		
	- safety ladders	each 25m (?), intact, easy to climb		
	- fire extinguisher	max 50m from the furthestmost boat, yearly inspected, location marked		
General safety				
	- First aid kit	Available in office / outside business hours contact info well marked		
	- First Aid know-how	Personnel trained		
	- rescue plan	Harbour has a written rescue/evacuation plan for fire or other danger, personnel trained and rehearsals committed		
	- rules and regulations	Written and available on info board (several languages)		
	- info board	Info board where most important alarm- and contact information / maps of the area etc.		
	- fuel supply	Separated from guest places, according to local rules, safe		
	- surveillance	24/7 or surveillance cameras etc.		
	- recycling / garbage	Collection point for garbage according to local rules / safe and surveillance ok		