

To all

	en schepenen, Grote Markt 1, 2000 Antwerp		
└ Your message	Your reference	_ Our reference	date
			March 13, 2020
contact Werner Weijts	phone +32 (0)3 338 93 14	mail info@antwerpcityport.be	

All correspondence to be sent to: college van burgemeester

Measures following the outbreak of the COVID-19 Coronavirus

Dear Best

The FPS Health and the City of Antwerp are taking necessary and strict measures to slow down the spread of the Corona virus and to protect public health. This means that only essential services will still be guaranteed. The non-essential services will be suspended until April 3, 2020. The Antwerp City Port remains operational.

However, all activities that are not absolutely necessary to guarantee the continuity of the operation of the Stadshaven will be canceled. Visitors to our offices and the Dry Dock Site are asked to stop by only if absolutely necessary.

All passenger ships, both river and sea cruise ships, event ships and day tour boats with already planned reservations, can moor in the urban port area or along the Scheldt quays 'zone city' **to supply** (provisions, drinking water, ...). However, passengers are not allowed to embark or disembark.

If there is a need for a berth in function of canceled sailing programs, you can contact the Antwerp City Port to obtain a temporary berth. Even if there is no planned arrival to the urban port area or the Scheldt quays zone city, but mooring needs to be moored briefly in

Antwerp City Port Postal address: Grote Markt 1, 2000 Antwerp | Office address: Droogdokkenweg 4 – Haven 18, 2030 Antwerp Phone +32 3 338 93 14 | info@antwerpcityport.be | www.antwerpcityport.be function of supplies, the Antwerp City Port can be contacted to obtain a temporary berth depending on or taking into account the moor planning.

It is currently being examined whether canceled berths can be exempted from cancellation costs due to the current Corona crisis. This will be communicated later.

Sincerely

JAN

Werner Weijts harbor master Antwerp City Port