Navigational Best Practices – Port of Corpus Christi

Check in Points for LaQuinta Channel Traffic

Be advised that no vessel traffic shall meet in the La Quinta Channel unless agreed upon.

Any traffic entering the La Quinta Channel must check in with the Harbormaster on VHF-FM channel 12, the check in points are as follows: Aransas-Corpus Christi Bay Cutoff Channel Daybeacon 37; Baffin Bay Daybeacon 7; Aransas Pass Lighted Buoy 7 and Aransas Pass Lighted Buoy 8 and Aransas Bay Alternate Route Light 51.

Ship and barge meetings in the Corpus Christi Ship Channel

All meeting situations are recommendations for a ship and barge meeting unless otherwise agreed.

For additional reference, charts defining the Inner and Outer Harbor areas described below are located on the Port of Corpus Christ's Harbormasters Office page.

- **No meeting in the Industrial Canal - section between the Main Basin and Avery Basin.**
- **No meeting at the Avery Docks – section between the Avery Basin and Chemical Basin**
- **No meeting from the breakwater to Main Basin.**
- **No meeting between the Chemical Basin West entrance and Bulk Terminal #3**
- **No meeting between Tule Basin and Viola Basin.**
- **No meeting at the Harbor Island Intersection.**

Fleet Names – Effective June 2024

For additional reference, a chart showing the fleet locations is located on the Port of Corpus Christ's - Harbormasters Office page.

In the interest of navigational safety and situational awareness only reference the fleets using the names below.

Avery Basin Fleet

Main Basin Fleet

Tule Basin Fleet

Chemical Basin Fleet

Viola Fleet

Kirby Fleet

Bunkering by Barge - Restrictions

- **Bunkering at Bulk Terminal #2 by barge is not permitted for vessels exceeding 106' beam.**

- **Bunkering at Citgo #1 and ADM is not allowed when both Citgo #1 and ADM are occupied. Bunkering is only allowed if there is no vessel at Citgo 1 or no vessel at ADM, and only during daylight hours.**

- **Bunkering at Flint Hills #3 and Cargo dock #16 is not allowed when both docks are occupied by ships. Bunkering is only allowed if there is no ship at Flint Hills #3 or Cargo dock #16 and only during daylight hours.**