

GENERAL PROCEDURES FOR CABIN CHARTER PROGRAMS

1. Check in and boarding starts from 15:30 on your first day and the first meal is dinner on board. "Checkout" will be on the last day after breakfast at 10:30 am.
2. As the first and the last days are transfer days, these nights will be spent in the marina.
3. During the "Blue Cruise" the engines will mostly be used. However the sails can be opened from time to time according to the weather conditions and wind direction. The sail on the yacht will be opened at least twice a week.
4. The captain may make changes to the cruise programme according to the sea and weather conditions. This is for the safety and security of our guests.
5. It is not allowed to bring drinks or alcoholic beverages on board from outside. A large selection of drinks can be purchased from the bar on board the yacht and bills will be paid at the end of the cruise.
6. Our cruises are sold directly as well as through our tour operators. Our clients consist of people who love the sea from all over the globe and we believe this creates the perfect opportunity to meet people from every type of culture. We cannot and do not control the age or nationality of guests on board. If you would like to hire a private yacht then please see our private charter selection (rent a gulet).
7. Our cruises are carefully planned and every detail thoughtfully considered. We have had the experience of planning cruises for a number of years. Tours are printed in our brochures and therefore we cannot make changes to the itinerary according to customer's special requirements.
8. Every morning when guests are at breakfast there will be a routine cleaning of the WC and cabins. In the middle of the week there will be general cleaning of the yacht.
9. Bed linen is provided at the beginning of the cruise and is not changed until the end unless required. *For 'Luxury cabin charter programs' bed linen will be changed in the middle of the week.
10. Instructions of the boat will be given to our guests by the embarkation.

