Daily Supply Chain Movement Report

Date: 3 May 2023, 14:00

Container Terminals

Port Terminal	Marine operations	Waterside operations ¹	Landside operations ²	Stack occupancy	
Cape Town Entire port	Vessels at anchorage: 4 Vessels at berth: 9	Full complement (three tugs and one pilot boat)			
Cape Town Container Terminal	Vessels at anchorage: 0 Vessels at berth: 2 (CSCL Africa, Mehuin)	Actual: 1 800 TEUs Average: 1 901 TEUs	Actual: 1 012 @ 58 mins Average: 944 trucks Rail: 38 Containers	General: 40% Reefer: 27% Empty: 56%	

Bulk operations

Port Terminal	Marine operations	Waterside operations ³	Landside operations ⁴	Stack occupancy		
Cape Town						
MPT FPT (Private terminal) 8	Vessels at anchorage: 0 Vessels at berth: 1 (MSC Radiant) Vessels at anchorage: 0 Vessels at berth: 1	Actual: 283 TEUs Average: 283 TEUs Break Bulk): 1 386 tons	Actual: 177 trucks Average: 90 trucks Trucks: 230 trucks	General: 30% Reefer: 56% Empties: 11% Reefer: 1%		
Saldanha Bay (Full complement)						
ЮТ	Vessels at anchorage: 2 Vessels at berth: 2	The vessel at anchorage has been waiting at anchorage for approximately 2-4 days. Vessels at berth have been at port for 2-3 days.				
МРТ	Vessels at anchorage: 2 Vessels at berth: 2					

¹ Average refers to the average performance for 2022, using the information available.

² Average refers to the average performance for 2022, using the information available.

³ Average refers to the average performance for 2022, using the information available.

⁴ Average refers to the average performance for 2022, using the information available.

Other Updates:

Operational comments and general observations

Weather and other delays: No current updates

Load-shedding:

• No load-shedding was reported at any of our commercial ports over the latest 24-hour period.

Equipment Availability: No current updates

Staging Areas Update: No current updates

Bottlenecks: No current updates

Corridor Update: No current updates

Rail Update: No current updates

Policy Updates: No current updates

Other Updates: No current updates