



# Port of Skagit

## VISITOR RESERVATION at LA CONNER MARINA

Major credit cards accepted (Visa, MasterCard or Discover)  
except American Express

La Conner Marina  
P.O. Box 1120  
613 North 2<sup>nd</sup> Street  
La Conner, WA 98257  
(360) 466-3118  
Email [visitor@portofskagit.com](mailto:visitor@portofskagit.com)

Arrival Date \_\_\_\_\_  
Departure Date \_\_\_\_\_  
No. Nights Stay \_\_\_\_\_  
Daily Rate \_\_\_\_\_ Total Paid \_\_\_\_\_  
Date Processed \_\_\_\_\_  
Processed by: \_\_\_\_\_  
Port Account No. \_\_\_\_\_

Dock Location Desired (if available)  F South Basin  G North Basin  Inside  Outside  
Rendezvous Group Name \_\_\_\_\_

Name \_\_\_\_\_  
E-mail \_\_\_\_\_  
Address \_\_\_\_\_  
City / State / Zip \_\_\_\_\_  
Contact Phone No. \_\_\_\_\_

Boat Name \_\_\_\_\_ Overall Length \_\_\_\_\_  
Boat Registration or Document No. \_\_\_\_\_

Reservations are not required, but are recommended from June through August. We have two visitor docks with 1,200 feet each, available on a first-come, first-served basis. La Conner Marina accepts reservations no less than two days in advance of arrival and the full amount is due at time of reservation for the number of days reserved. Contact marina office with credit card information, or mail check to process reservation. If you decide to cancel your reservation, a full refund is available if cancelled in writing ten (10) days prior to the arrival date.

Summer rate May 1<sup>st</sup> through September 30<sup>th</sup> \$1.00 per foot  
Winter rate October 1<sup>st</sup> through April 30<sup>th</sup> \$ .80 per foot  
Overnight guest moorage includes electricity.

**La Conner Marina WiFi is available free. No login or password is required.**

The current in the Swinomish channel flows North when going to a high tide and flows to the South when going to a low tide. The best time to arrive at the marina is one hour before or after high or low tide. Vessels may arrive after 1:00 p.m. the day of the reservation and checkout time is before 12:00 noon.