

TENDERING INFORMATION FOR CANNES

In Cannes, we will be utilizing small boats to transport you ashore. This is called a Tender Service, using Tender Boats. This service is provided by a local company in Cannes. In order to make sure every Guest is transported safely, we suggest that you follow the Safety Guidelines below.

SAFETY INSTRUCTIONS:

- 1. Do not crowd in gangway areas.
- 2. Have your hands free to use the railings.
- 3. Wear comfortable, safe shoes since areas might be slippery.
- 4. Wait for a signal from the Crew Member in charge to board or disembark.
- 5. Follow instructions of the Crew Members.
- 6. Use any hand rails and do not jump or run while boarding
- 7. Sit down while in the tender boat at all times. Do not stand up as the tender boat approaches the pier or the ship. Remain seated in your seat row until you can step directly to the boarding point without standing in line. Keep in mind that there may be sudden movements while the tender boat is along side the ship, due to the motion of the seas.
- 8. No smoking in the tender or in line.
- Notify Crew Member if you have any problems or feel uncomfortable.

ALL GUESTS:

You will need your 'Key to the World' and Photo ID (Guests 18 years and older) ready as you debark the ship. Please follow the tendering process below that pertains to you. Tenders will run continuously throughout the day from the Disney Magic to Cannes Pier and back until Last Tender at 6:45 pm

FOR GUESTS WITHOUT PORT ADVENTURES:

Tendering will begin at approximately 8:00 am via a Tender Ticket process in Buena Vista Theatre, Deck 5, Aft. We ask that you have breakfast, and collect all members of your party before picking up tickets. Ticket distribution will take place only in the Buena Vista Theatre and run until approximately 10:30 am. or when open tenders are announced, allowing you to proceed directly to a gangway on Deck 1 without a ticket. ALL GUESTS GOING ASHORE INDEPENDENTLY MUST TURN IN THEIR TENDER TICKETS IN ORDER TO BOARD THE TENDER. TENDER TICKETS ARE NOT AVAILABLE AT THE GANGWAYS. Remain in Buena Vista Theatre, Deck 5, Aft until sent down to the designated gangway for tendering. You should allow at least 45 minutes for tender travel time.

FOR GUESTS GOING ON PORT ADVENTURES:

- If your Port Adventure meets before Mid Day:
 - Please meet at your designated excursion meeting location onboard at the time listed on your Port Adventure Ticket. Your Port Adventure Ticket will be considered your Tender Ticket.
- · If your Port Adventure meets at Mid Day or later and you are not planning to go ashore prior to your excursion meeting time:
 - Please meet on the Pier. You should allow at least 45 minutes for tender travel time before your excursion meeting time on the pier. An announcement will be made when tender tickets are no longer required approximately 10:30 am. or when announced. Until then, please meet in the Buena Vista Theatre, Deck 5, Aft to collect a tender ticket.
- If your Port Adventure meets at Mid Day or later and you'd like to spend the morning in Cannes, then meet your excursion on the pier.
 - You may go ashore starting at approximately 8:00 am. Please meet in Buena Vista Theatre, Deck 5, Aft, to pick up a Tender Ticket. Remain in Buena Vista Theatre, Deck 5, Aft until your Tender Number (printed on ticket) is called, then proceed down to the designated gangway for Tendering. You should allow at least 45 minutes for tender travel time. Remember to meet on the pier at the specified time listed on your Port Adventure ticket.

Towels will be provided for all water-based excursions. We kindly ask you to return them back to the ship after your tour.

All excursions will return to the Cannes Pier, where tender service will run continuously back to the Disney Magic until 6:45 pm.

The Disney Magic will depart on time. Guests going ashore independently are reminded to leave enough time to return to the ship.

THE LAST TENDER BACK TO THE DISNEY MAGIC WILL LEAVE THE CANNES PIER AT 6:45 PM. WE ENCOURAGE GUESTS TO RETURN EARLIER TO AVOID LONG TENDER WAIT TIMES.