



Manual 50 4th Edition Updates

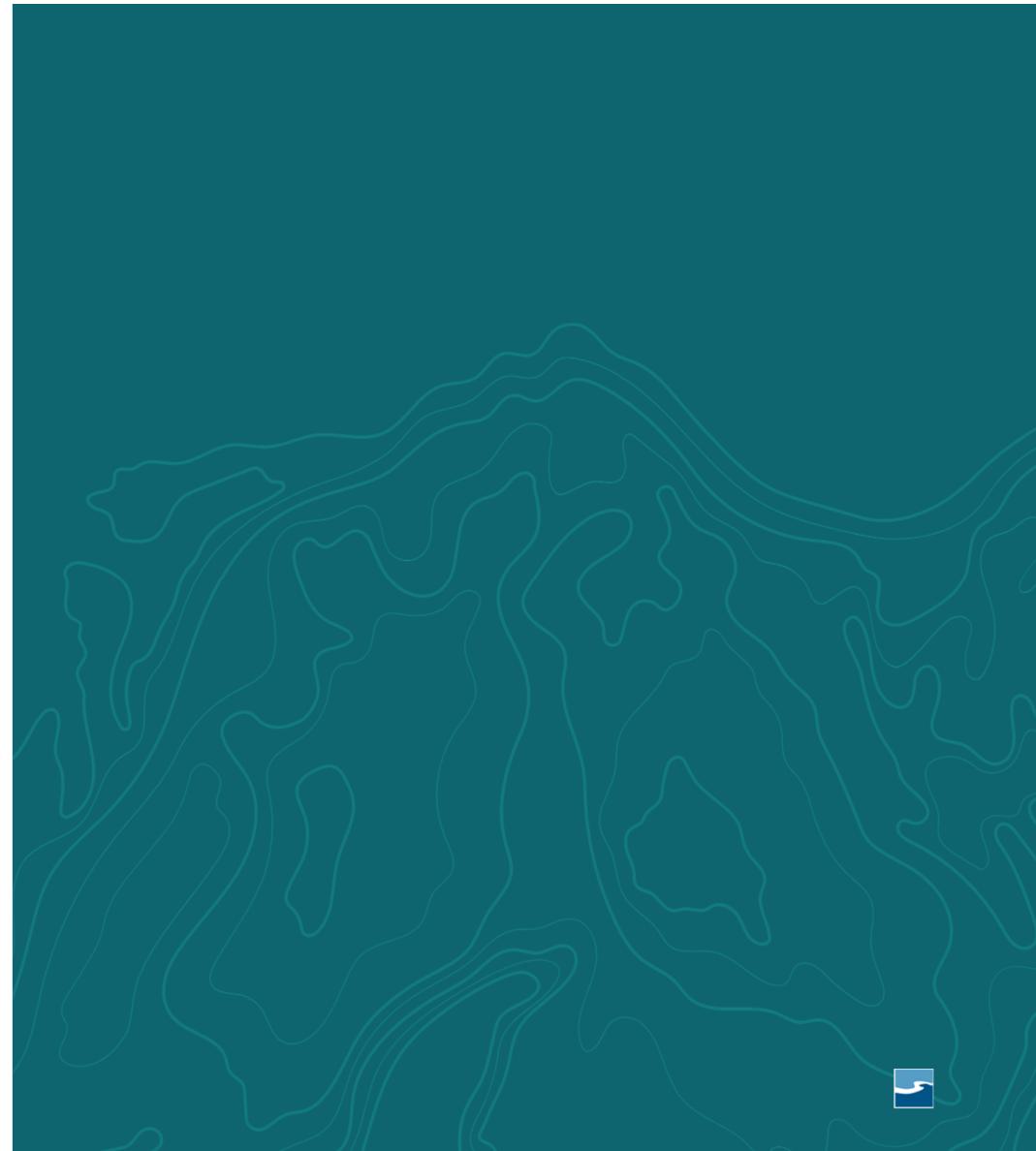
I.) Planning and Designing Your Marina

Jack C. Cox, P.E.; BC.CE, BC.PE, BC.NE

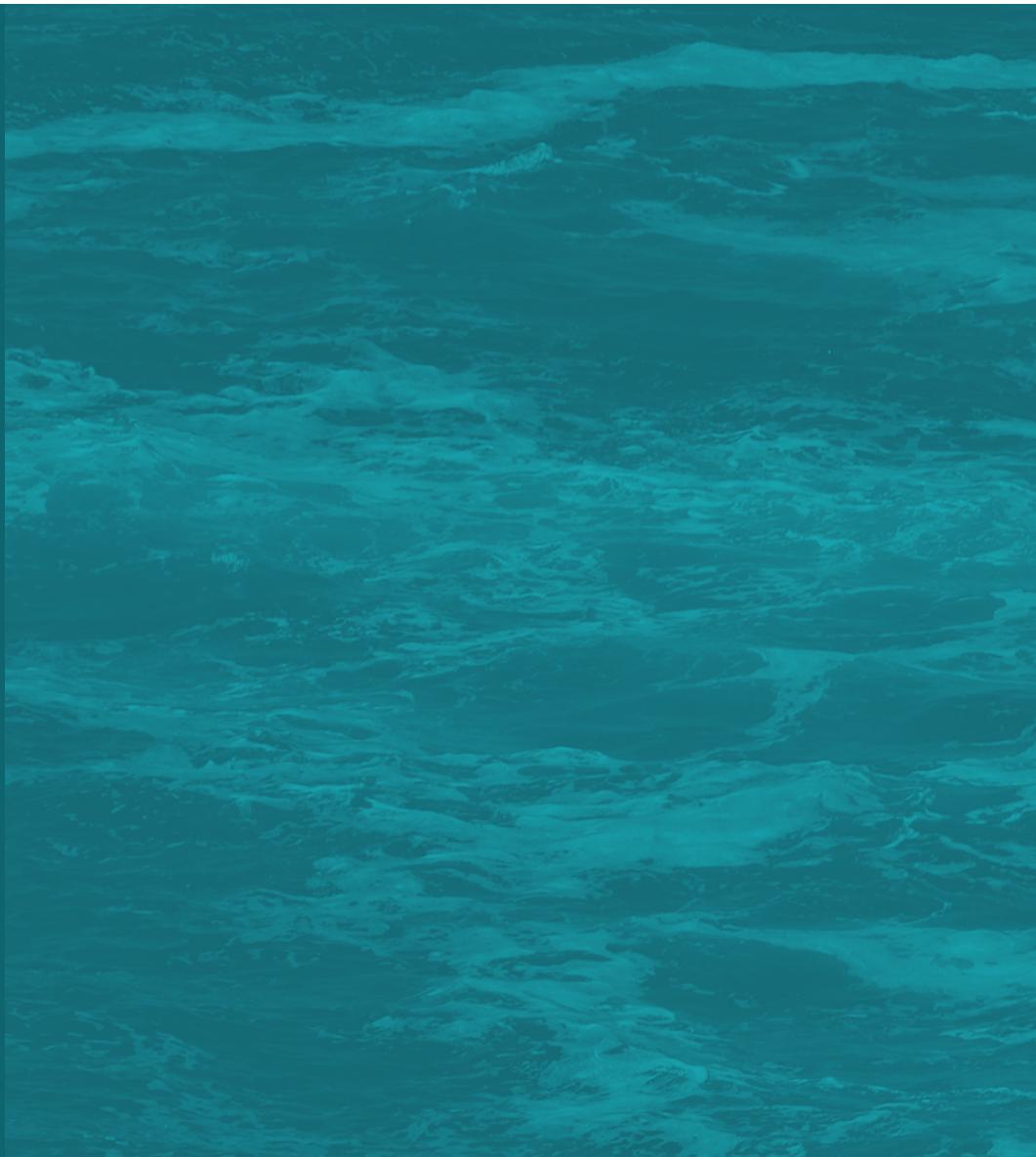
December
2025

Design Considerations

- Navigational Needs
- Facility Layout
- Harbor Protection
- Protection Devices
- Water Quality



Navigational Considerations



Navigation: Channel Depth

T_1 = Tidal change during ship transit and maneuvering.

T_2 = Allowance for unfavorable meteorological conditions and lack of precise water-level data

D = Ship static draft

$3Z_1$ = Gross underkeel clearance

Z_1 = Allowance for static draft uncertainties

Z_2 = Change in water density

Z_3 = Squat

Z_4 = Wave response allowance

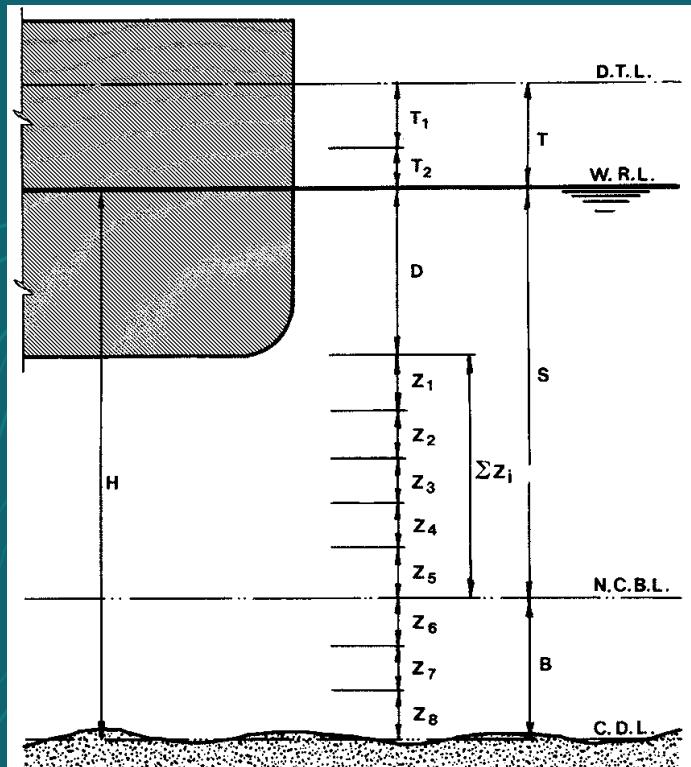
Z_5 = Net underkeel clearance

Z_6 = Allowance for bed-level uncertainties

Z_7 = Allowance for bottom change between regular channel maintenance dredging

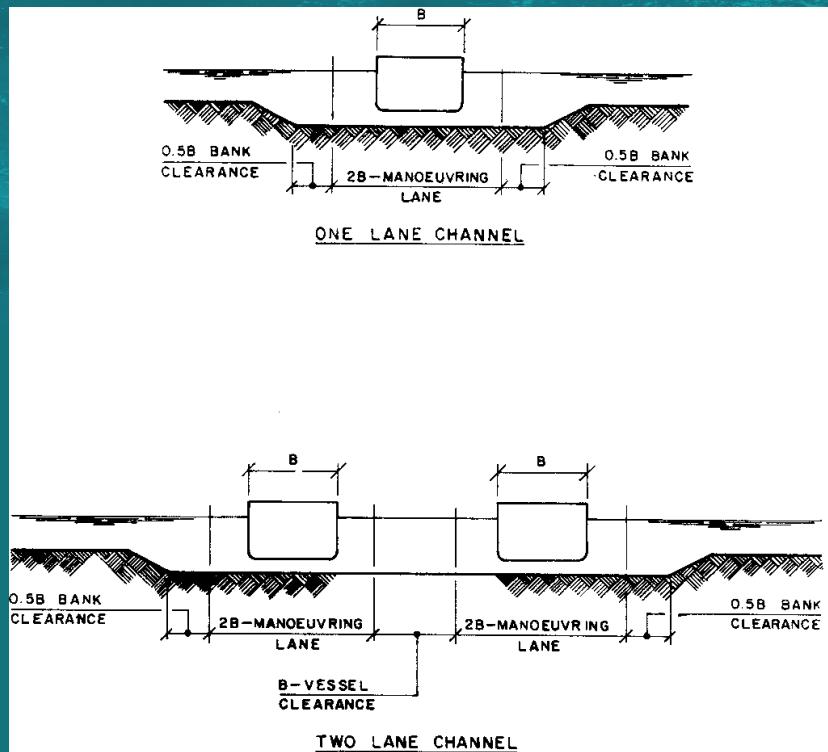
Z_8 = Dredging execution tolerance

D.T.L - design tidal level
W.R.L - water reference level
N.C.B.L - nominal channel bed level
C.D.L - channel dredge level



Ref: Trinker "Handbook of Port and Harbor Engineering", 1997

Navigation: Channel Width (Straight Segments)



One-Way Ship Traffic Channel Width Design Criteria ¹			
Channel Cross-Section	Maximum Current		
	0.0 to 0.3 m/sec (0.0 to 0.5 knots)	0.3 to 0.8 m/sec (0.5 to 1.5 knots)	0.8 to 1.5 m/sec (1.5 to 3.0 knots)
Constant Cross-Section, Best Aids to Navigation			
Shallow	3.0	4.0	5.0
Canal	2.5	3.0	3.5
Trench	2.75	3.25	4.0
Variable Cross-Section, Average Aids to Navigation			
Shallow	3.5	4.5	5.5
Canal	3.0	3.5	4.0
Trench	3.5	4.0	5.0

Criteria expressed as multipliers of the design ship beam; i.e., $W = (\text{factor from table}) \times B$

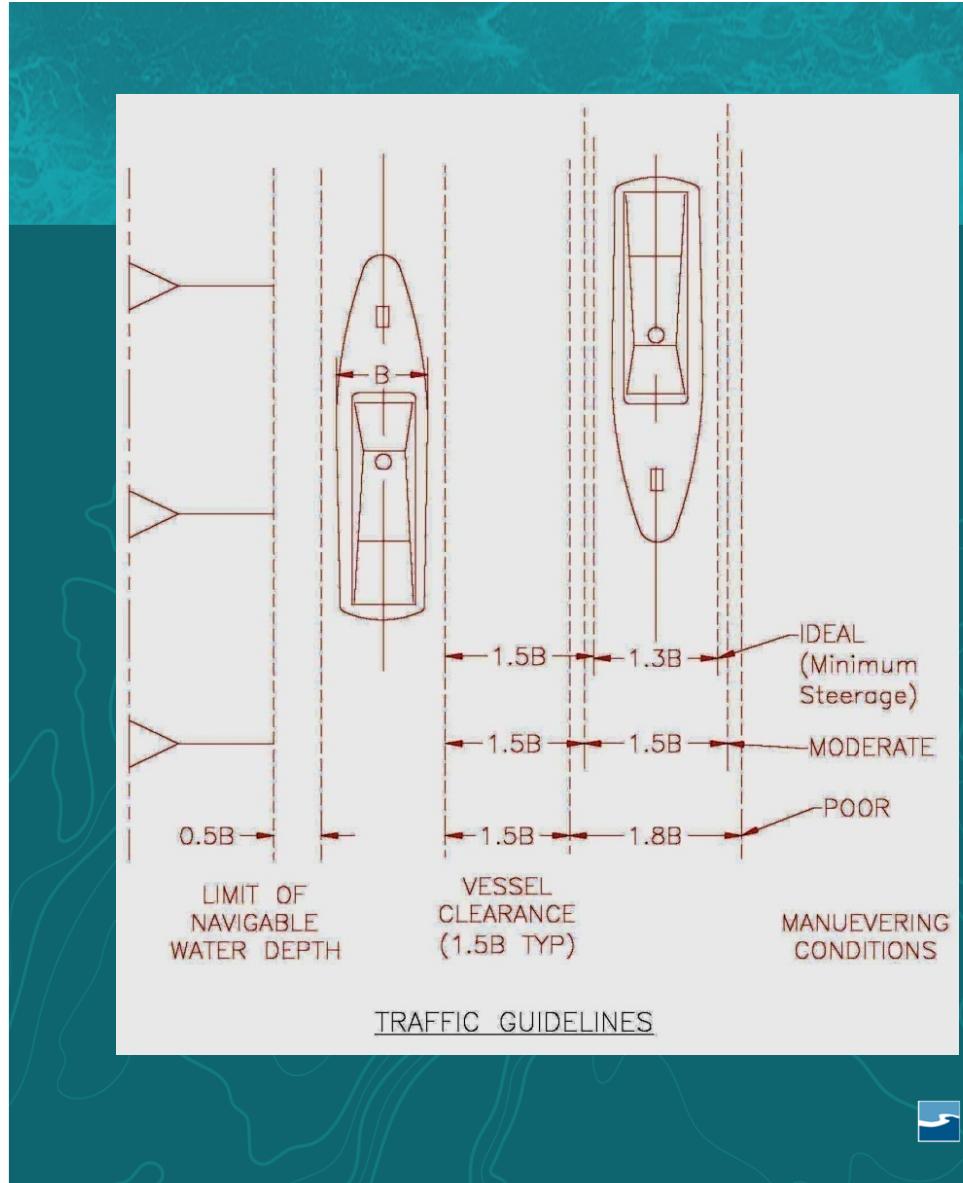
Two-Way Ship Traffic Channel Width Design Criteria ¹			
Channel Cross-Section	Maximum Current		
	0.0 to 0.3 m/sec (0.0 to 0.5 knots)	0.3 to 0.8 m/sec (0.5 to 1.5 knots)	0.8 to 1.5 m/sec (1.5 to 3.0 knots)
Constant Cross-Section, Best Aids to Navigation			
Shallow	5.0	6.0	8.0
Canal	4.0	4.5	5.5
Trench	4.5	5.5	6.5

¹ Criteria expressed as multipliers of the design ship beam; i.e., $W = (\text{factor from table}) \times B$

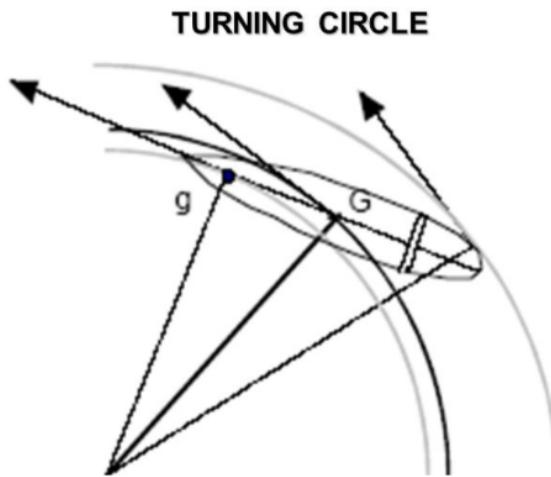


Navigation: Basic Vessel Clearance Needs

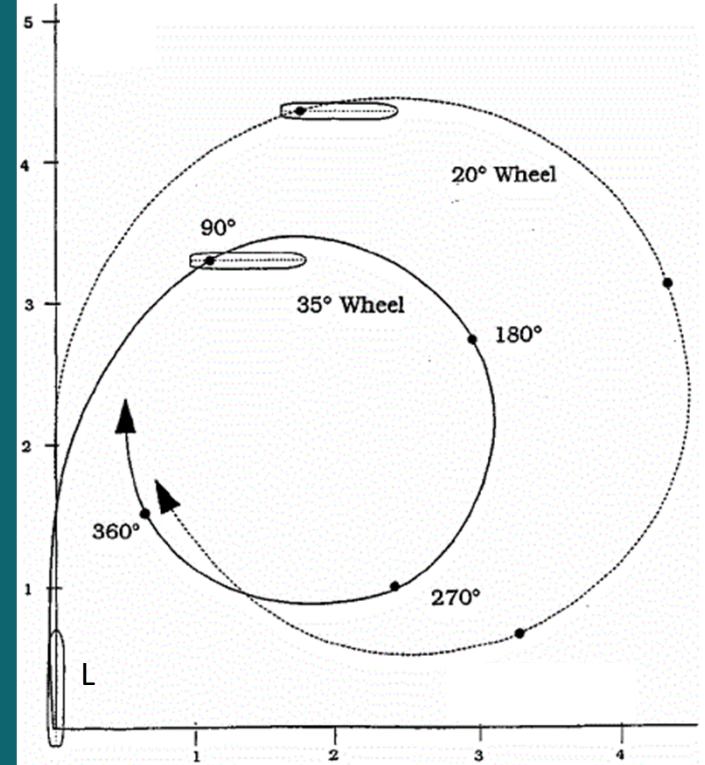
- General channel widths:
 - $W = 5B_{max}$ (ideal conditions)
 - $W = 9B_{max}$ (poor conditions)
- Boats moored along channel:
 - $W = 6B_{max} + 2B_{moored}$



Navigation: Vessel Turning Capability



Minimum turning radius for a vessel underway is $1.8 - 2.0L$.



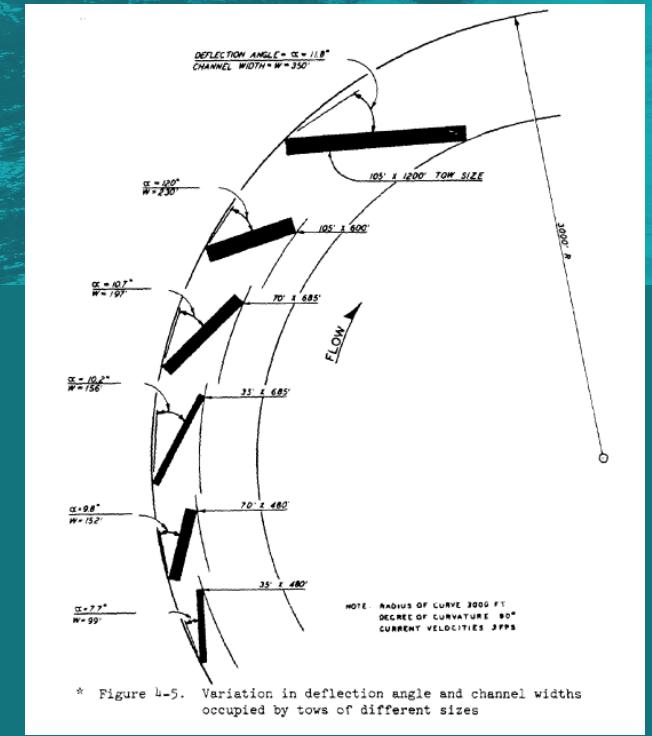
Note: Rudders stall for wheel angles $> 40^\circ$.



Navigation: Steerage in Turns

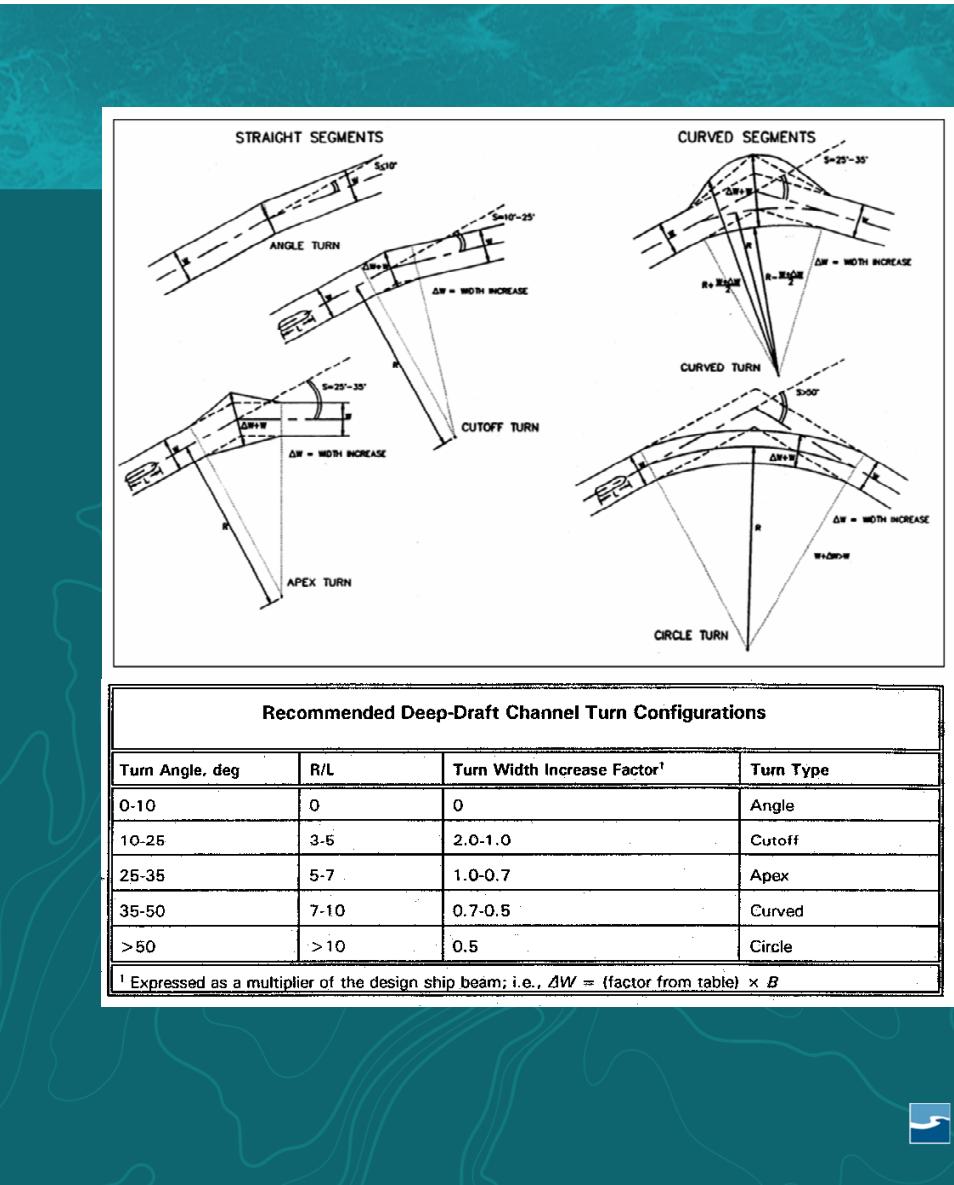


Boats turn similarly to cars steering while backing up.

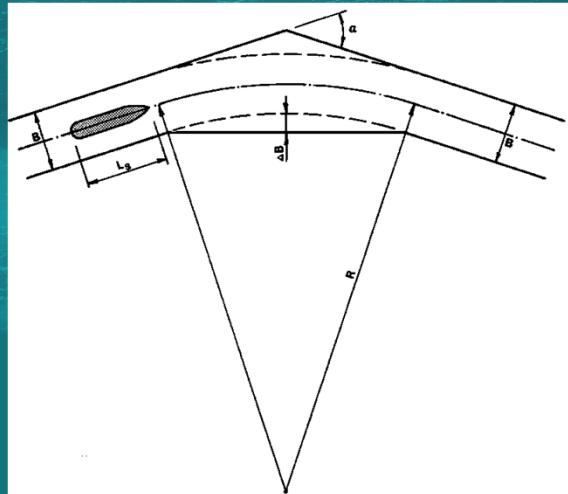


Navigation: Bends Geometry Options

Because vessel turning does not track the theoretical intended curved path of travel, added channel width is necessary in bends.



Navigation: Bend Design Guidelines



Based on ship length (L_s)

$$L_s < 150 \text{ m} \quad R_{\min} \approx 1200 \text{ m}$$

$$L_s = 150 \text{ m} \quad R_{\min} \approx 2100 \text{ m}$$

$$150 \text{ m} < L_s < 210 \text{ m} \quad R_{\min} = 1200-3000 \text{ m}$$

On the basis of the ship traveling speed (V_{\max})

$$V_{\max} \leq 5 \text{ m/s} \quad R \geq 4L_s,$$

$$V_{\max} > 5 \text{ m/s} \quad R = 8-10 \text{ times } L_s.$$

Recommended Channel Turn Configurations			
Deflection Angle, Deg	Ratio of Turn Radius/ Ship Length	Turn Width Increase Factor (* Ship Beam)	Turn Type
0 - 10	0	0	Angle
10 - 25	3 - 5	2.0 - 1.0	Cutoff
25 - 35	5 - 7	1.0 - 0.7	Apex
35 - 50	7 - 10	0.7 - 0.5	Curved
>50	>10	0.5	Circle

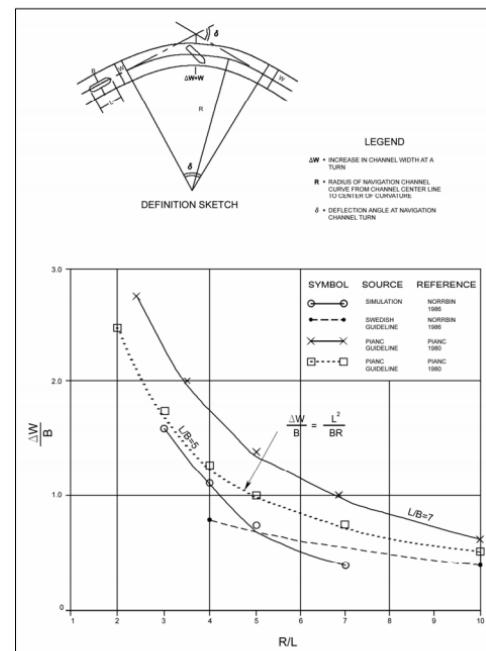
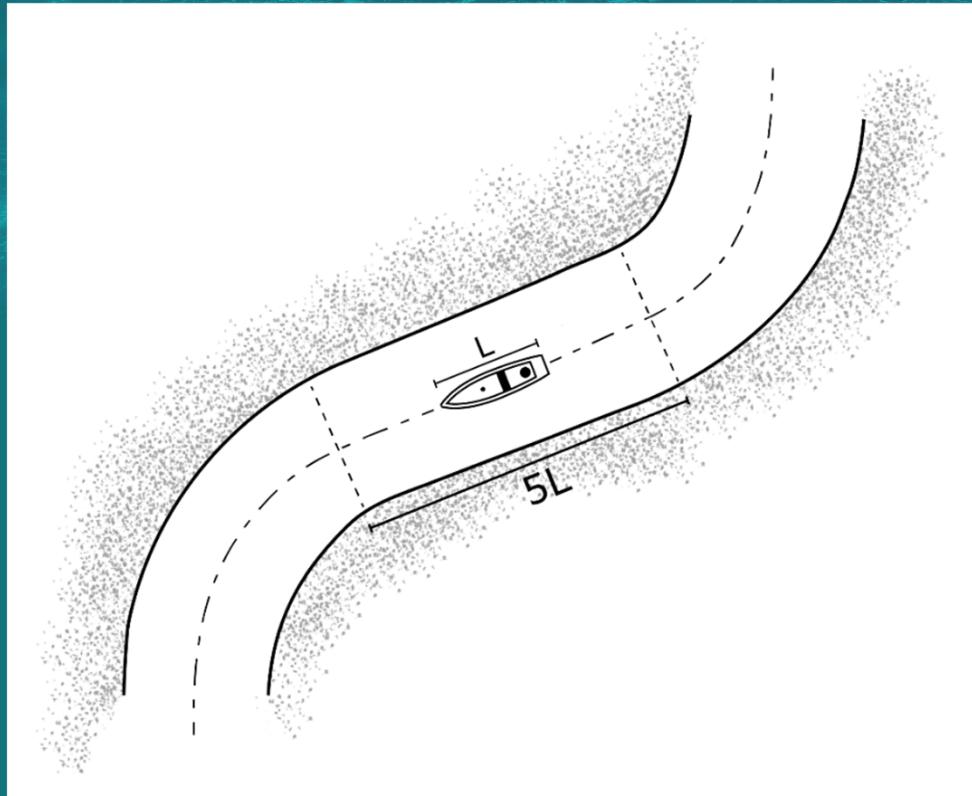


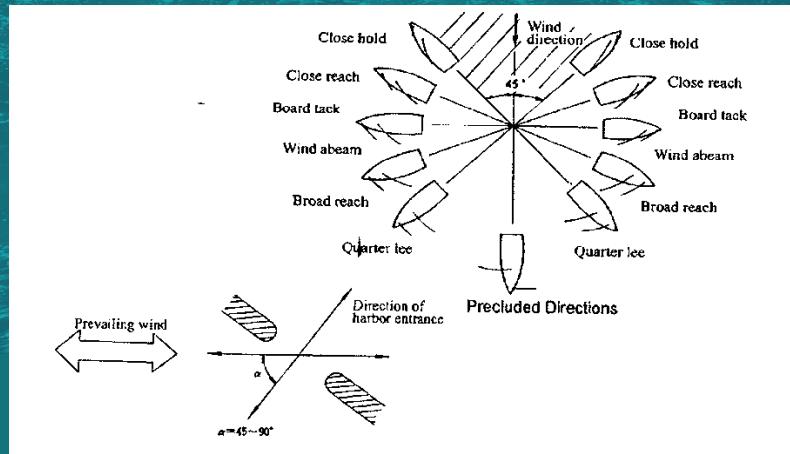
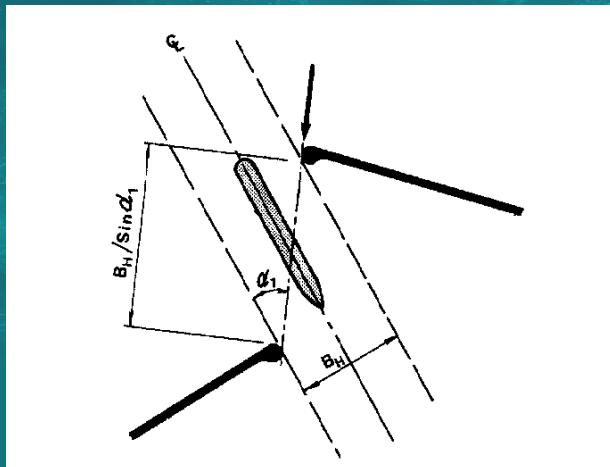
Figure 8-3. Channel width increase in turns



Navigation: Reversing Bend Design Guidelines



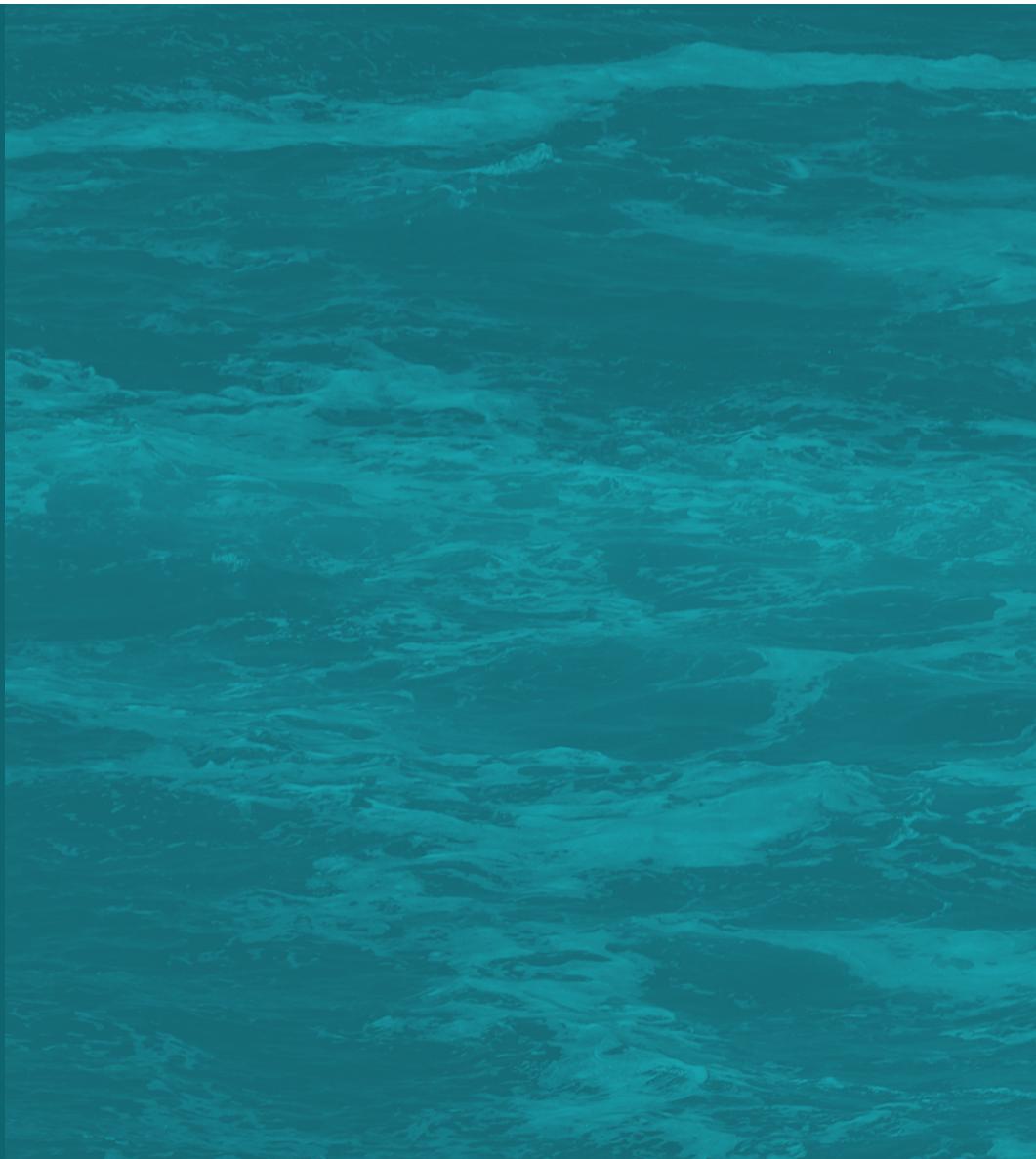
Navigation: Harbor Egress



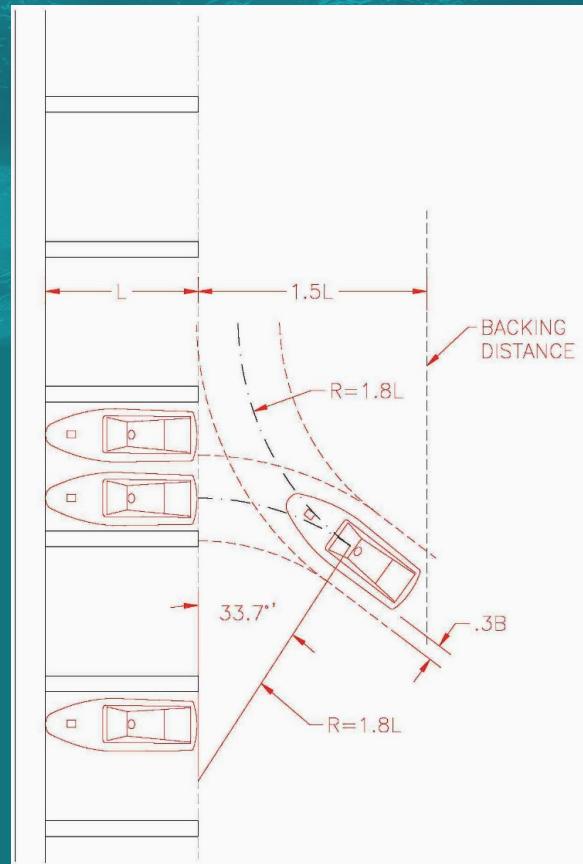
- Power Boats (ingress)
 - Poor steerage in following seas
 - Align approach $25^\circ - 35^\circ$ off wave angle
 - Design marina approach using quartering seas
 - Maximize tip shadow, but avoid shore parallel approach
- Sail Boats (egress)
 - Poor motive in head winds
 - $\alpha > 45^\circ$



New Basin Layout Guidelines



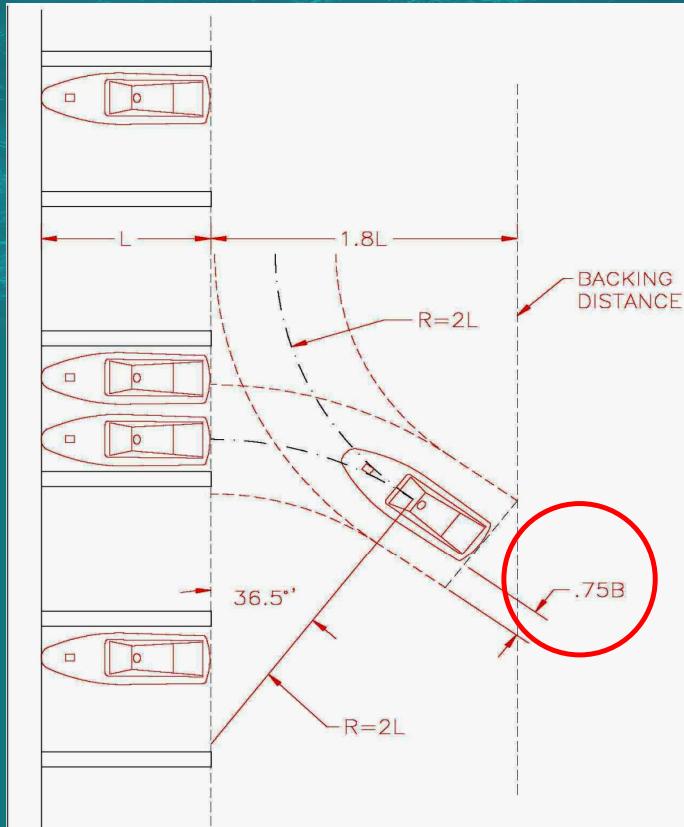
Navigation: Typical Interior Fairway



Unaided turn requires fairway = $1.5L$



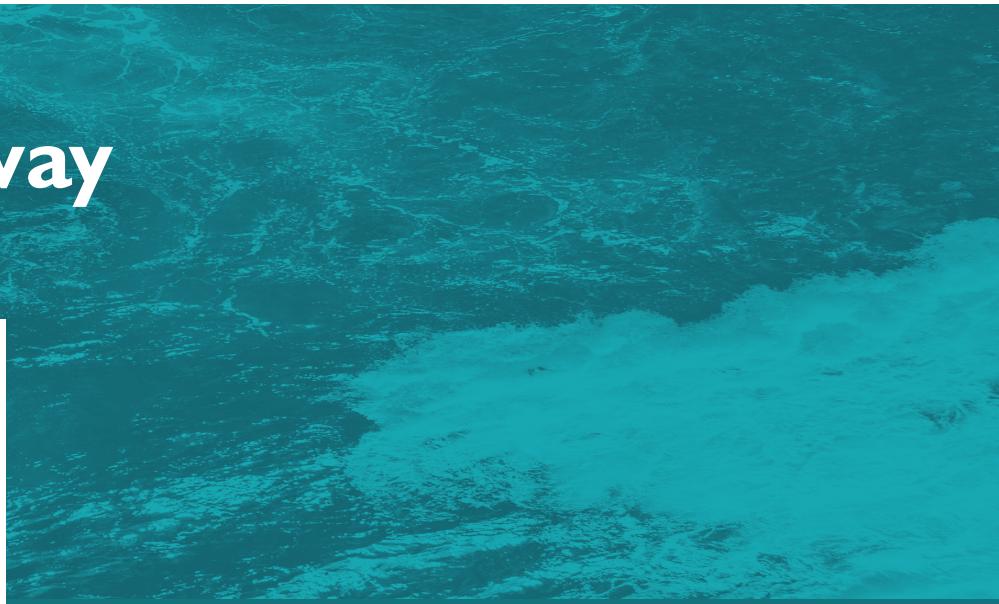
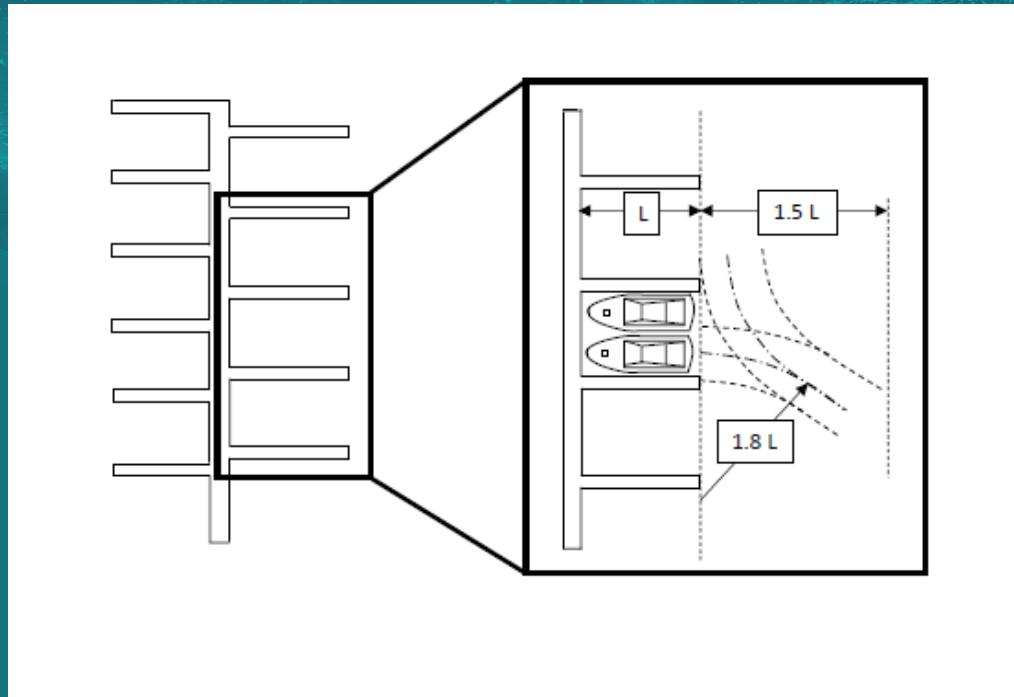
Navigation: Rough Water Fairways



Rough water turn requires fairway = $1.8L$



Navigation: Typical Fairway

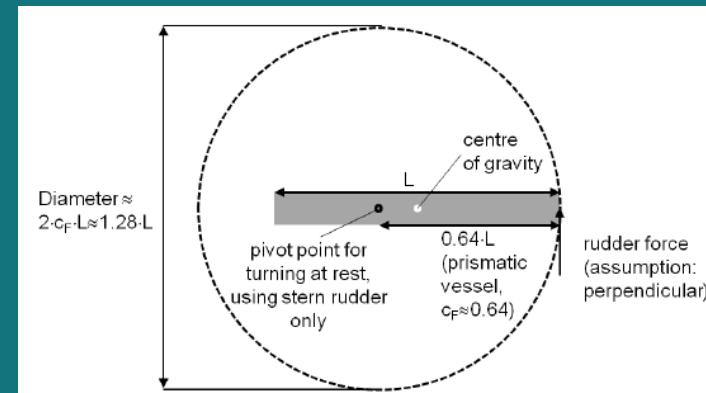
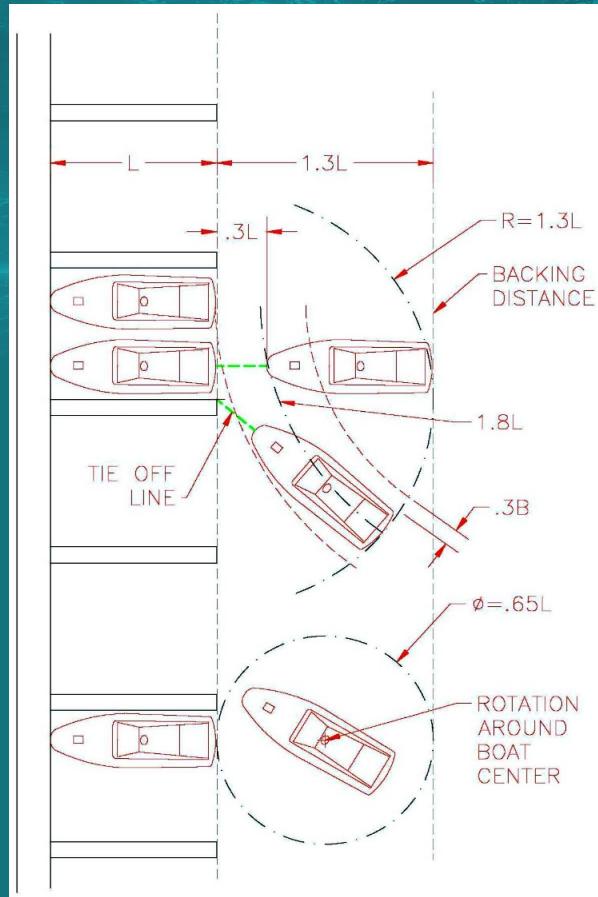


Unaided turn requires fairway = $1.5L$

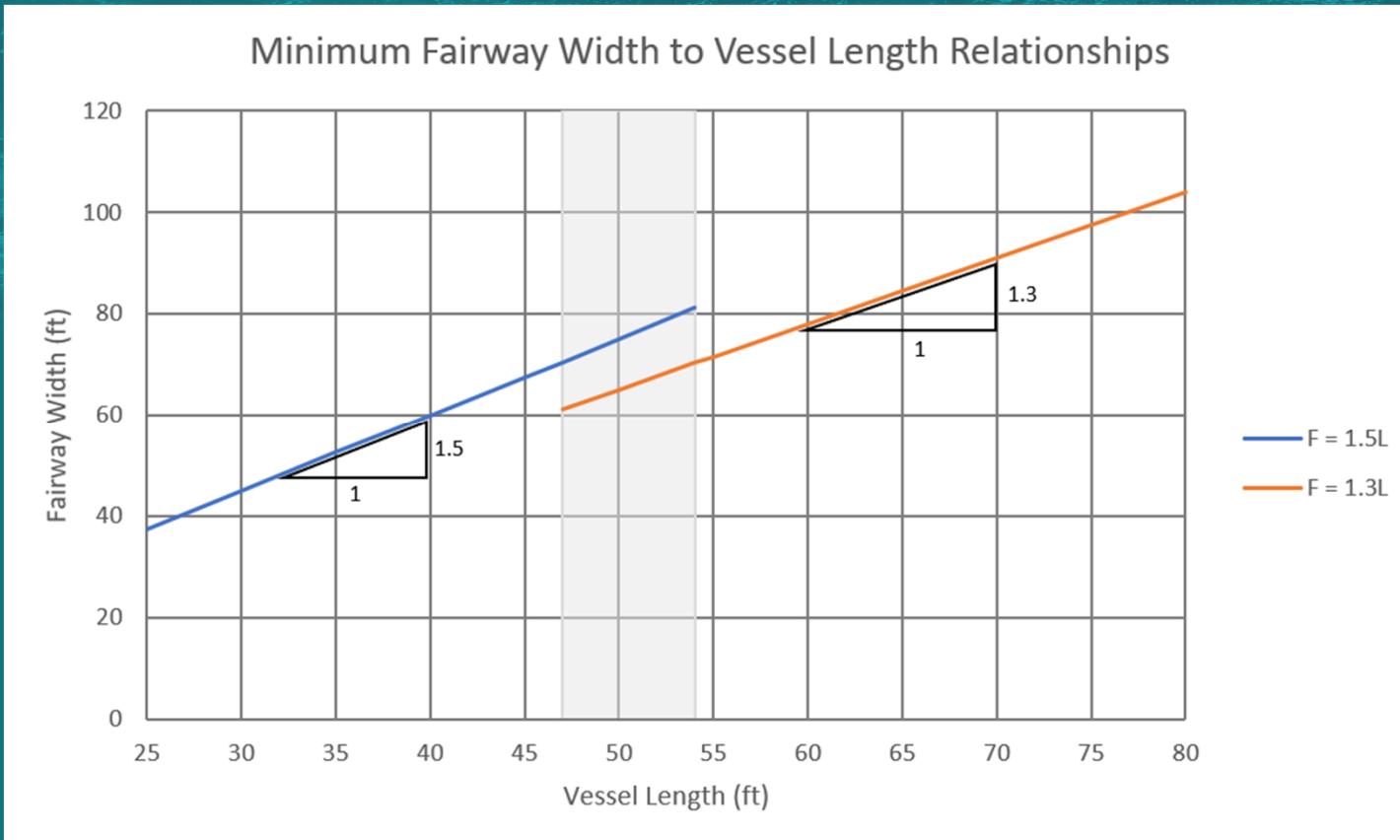


Navigation: Future Fairways?

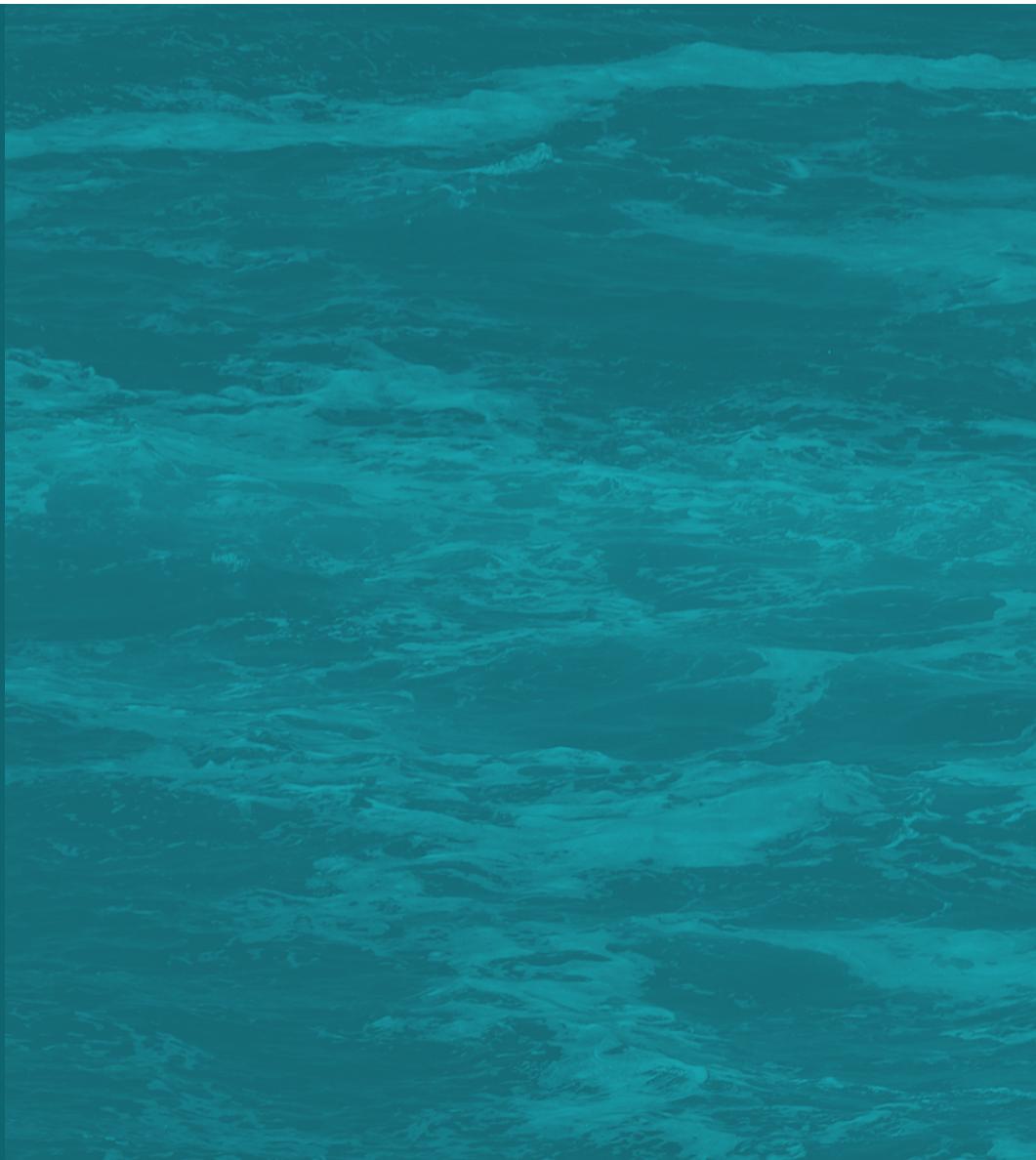
Aided turn requires
fairway = $1.5L$



Navigation: New Fairway Requirements



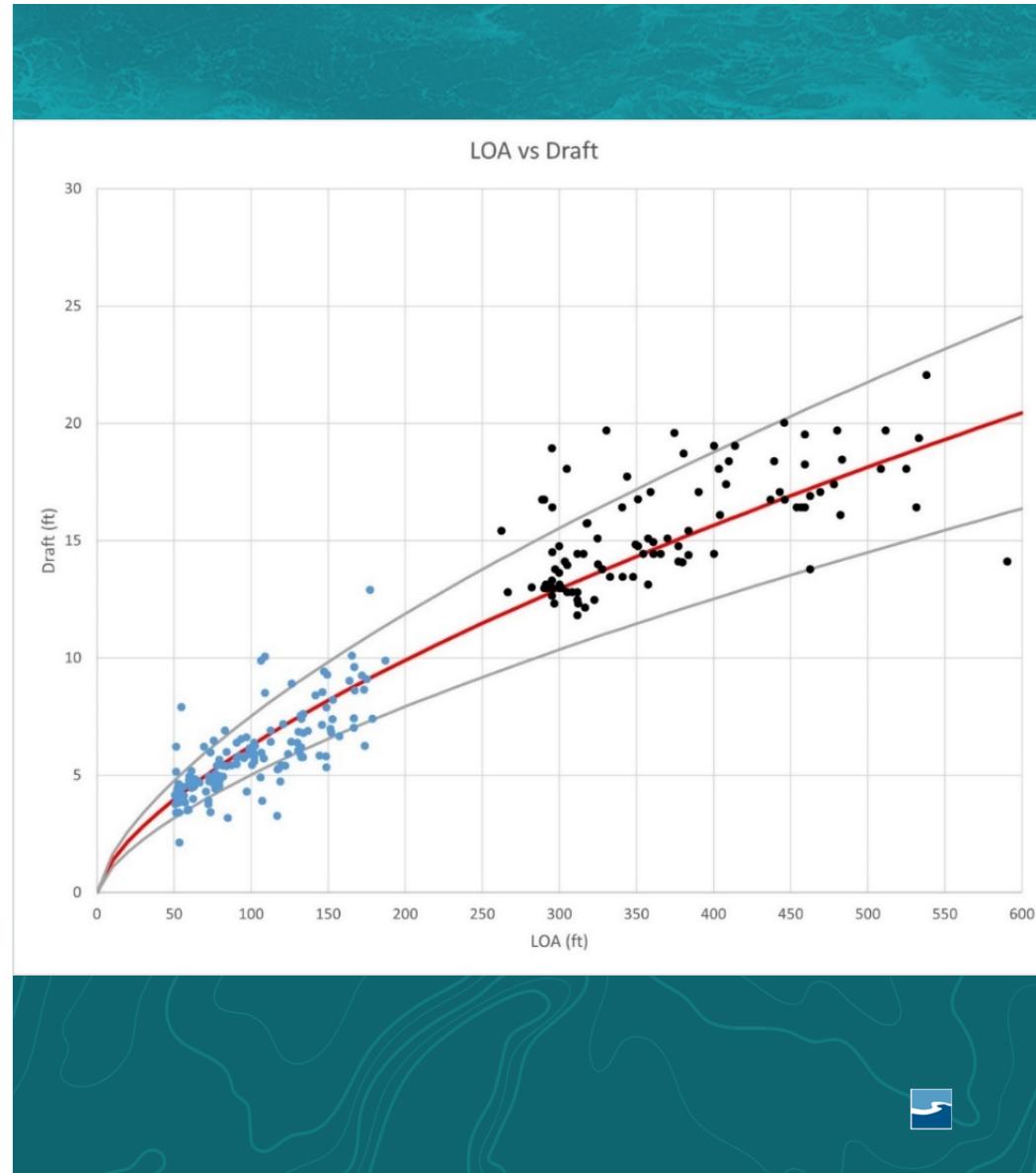
Vessel Characteristics



Navigation: Powerboat Draft to Vessel LOA

LOA vs Draft (D)

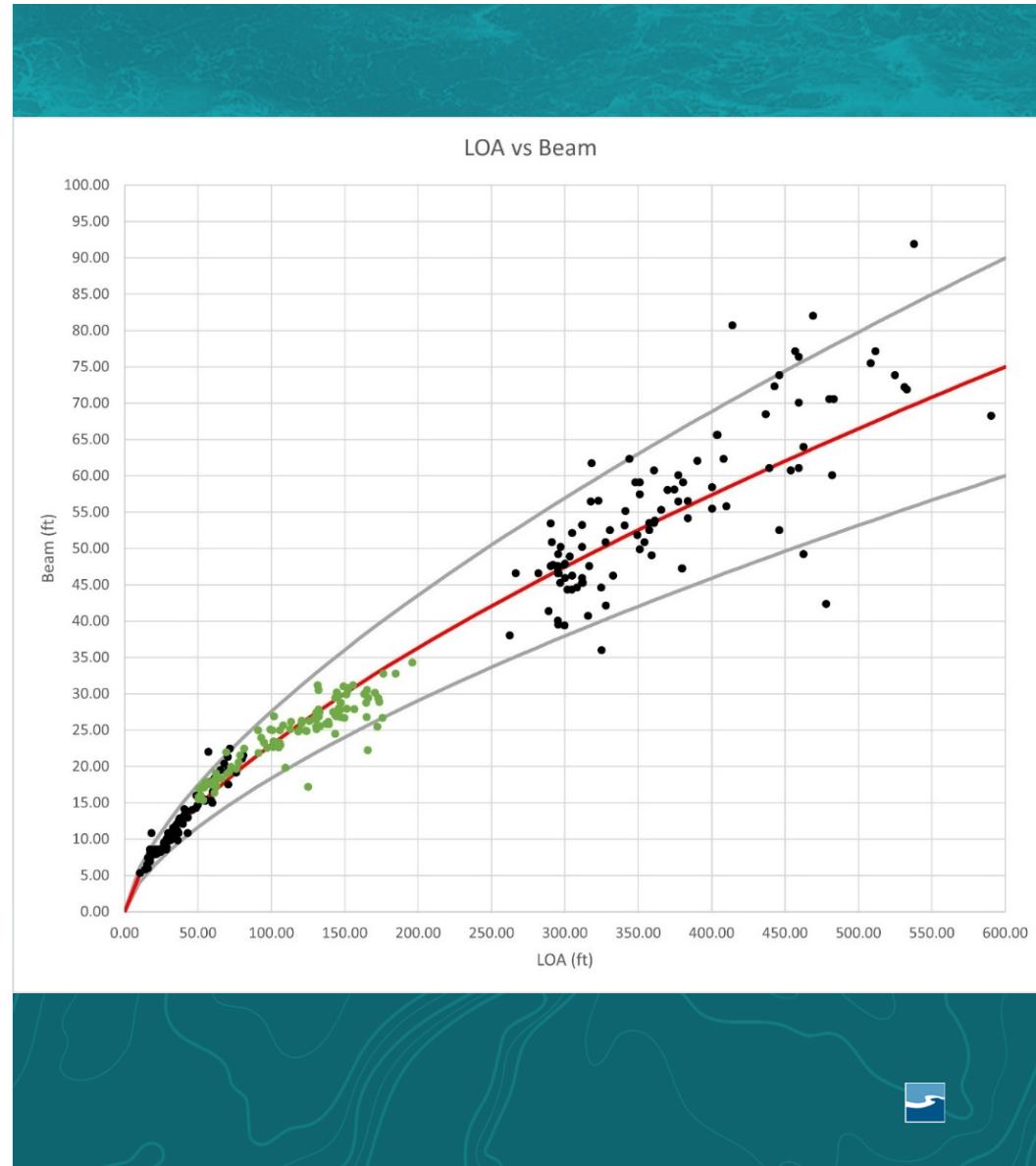
- $D_{max} = 1.3(LOA)^{0.66}$
- $D_{mean} = 1.1(LOA)^{0.66}$
- $D_{min} = 0.9(LOA)^{0.66}$



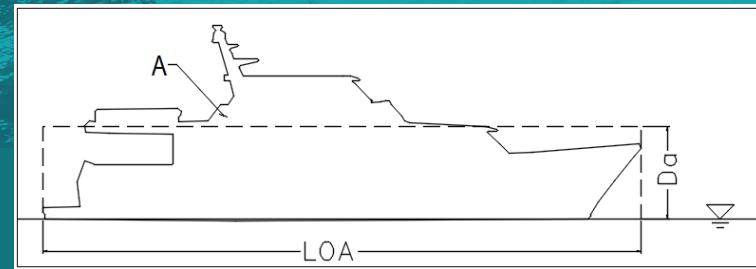
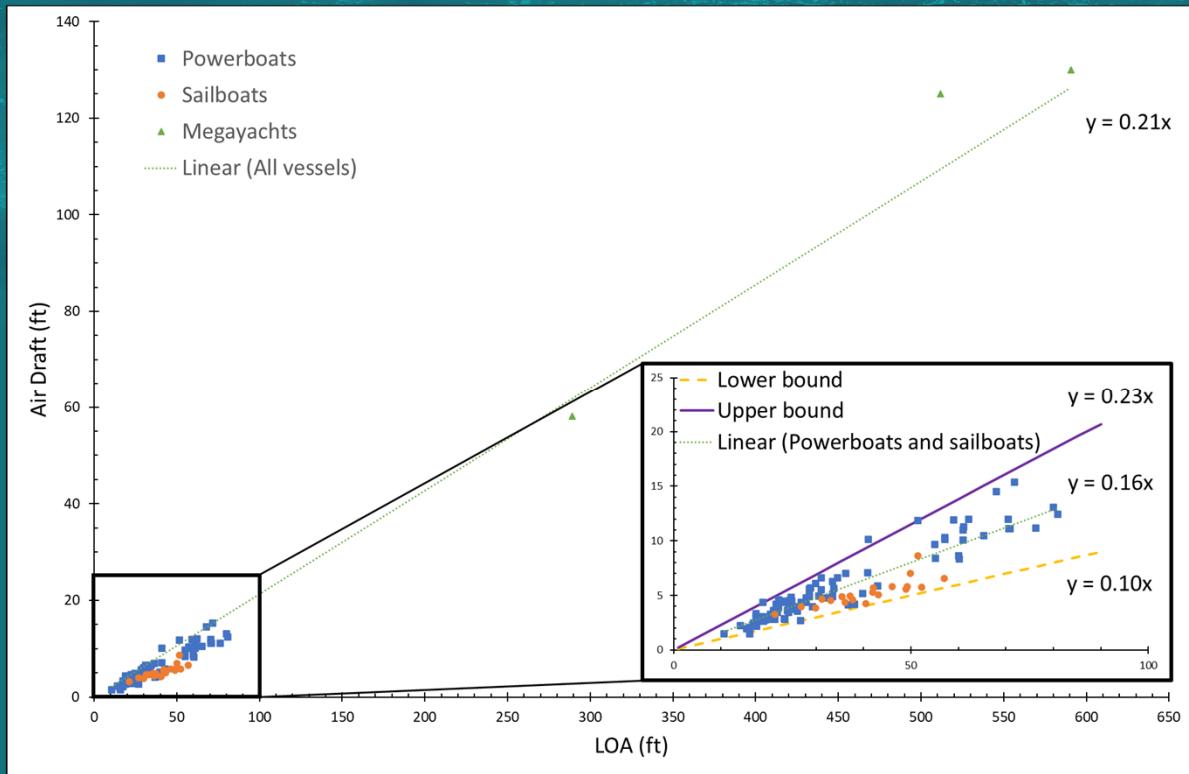
Navigation: Powerboat Beam to Vessel LOA

LOA vs Beam (B)

- $B_{max} = 0.35(LOA)^{0.66}$
- $B_{mean} = 0.3(LOA)^{0.66}$
- $B_{min} = 0.25(LOA)^{0.66}$



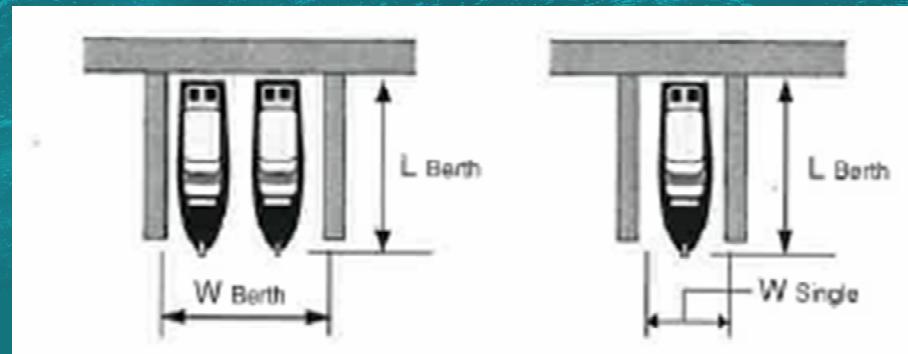
Navigation: Air Draft to Vessel LOA



$$A = D_a * (LOA)$$



Navigation: Slip Sizing



- $W_{Double} = 2B + 2f$ (assumes a typical fender/clearance equates to half the finger width)
- $W_{Single} = B + f$ where B = yacht beam and f = finger width = $0.1L_{Berth}$
- $3\text{ft.} < f < 8\text{ft.}$
- $L_{Berth} = 1.1 LOA$



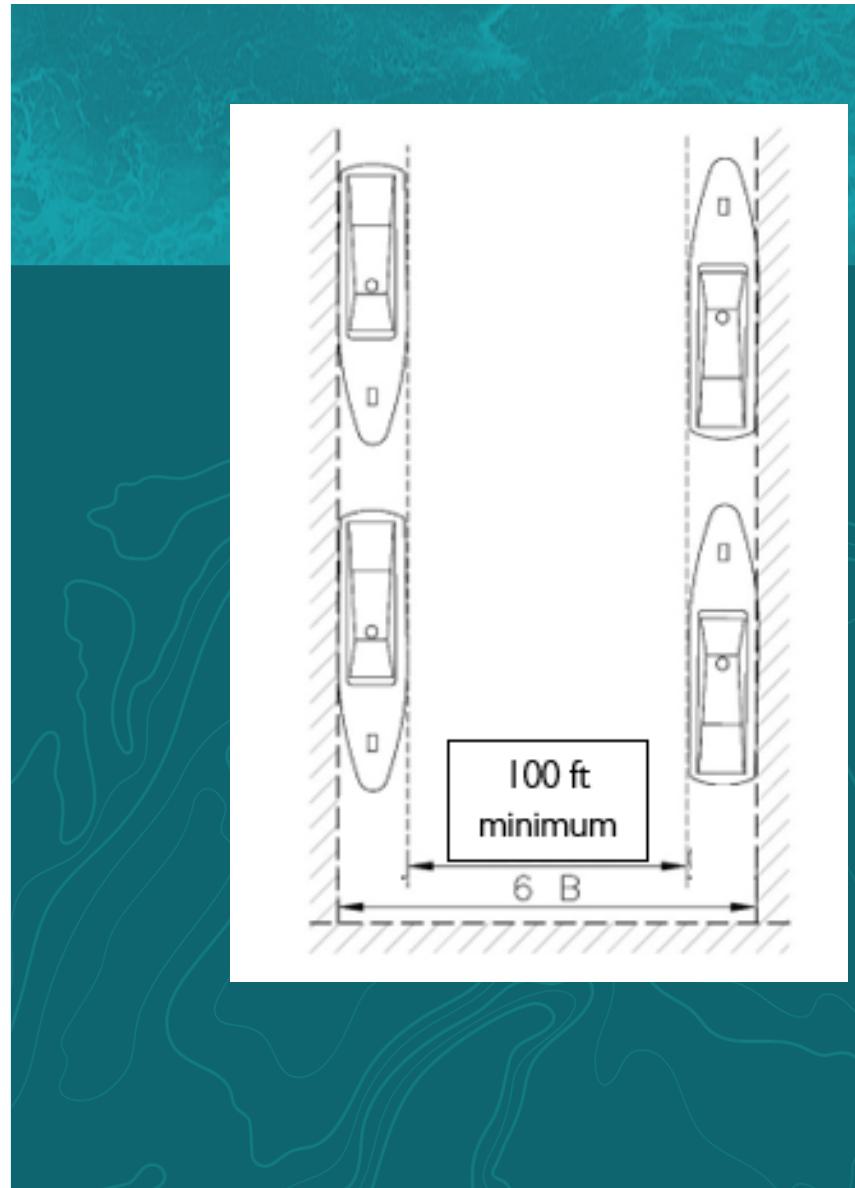
Navigation: Slip Sizing Guidance

SLIP SIZES								
Slip Length (S)	Boat Length (LOA)	Boat Beam (B)	Finger width (f)	Double Berth (W _d)	Allowance (+/- 10%)	Single Berth (W _s)	Allowance (+/- 10%)	
S	$S/1.1$	$0.3(LOA)^{0.66}$	0.1S	2B + 2f	0.2B	B + f	0.1B	
30	27	10	3	25	2	13	1	
34	31	11	3	28	2	14	1	
40	36	12	4	32	2	16	1	
44	40	13	4	34	3	17	1	
50	45	14	5	37	3	19	1	
54	49	14	5	40	3	20	1	
60	55	15	6	43	3	21	2	
64	58	16	6	45	3	22	2	
70	64	17	7	48	3	24	2	
74	67	18	7	50	4	25	2	
80	73	19	8	53	4	27	2	
84	76	19	8	55	4	28	2	
90	82	20	8	56	4	28	2	
94	85	21	8	57	4	29	2	
100	91	22	8	59	4	30	2	



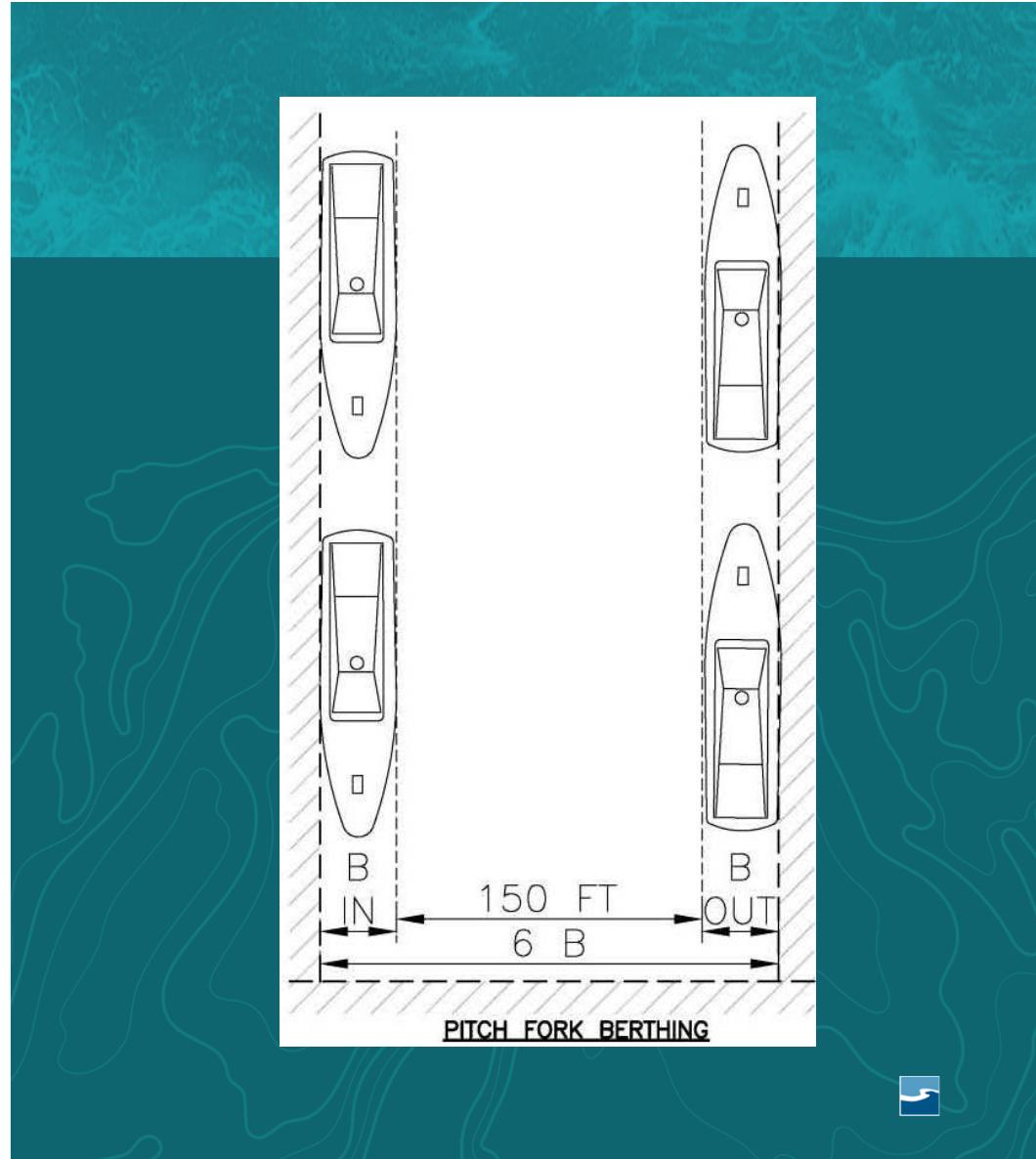
Navigation: Linear Berthing

Minimum clearance between moored vessels = $6B$ or 100ft, whichever is less.

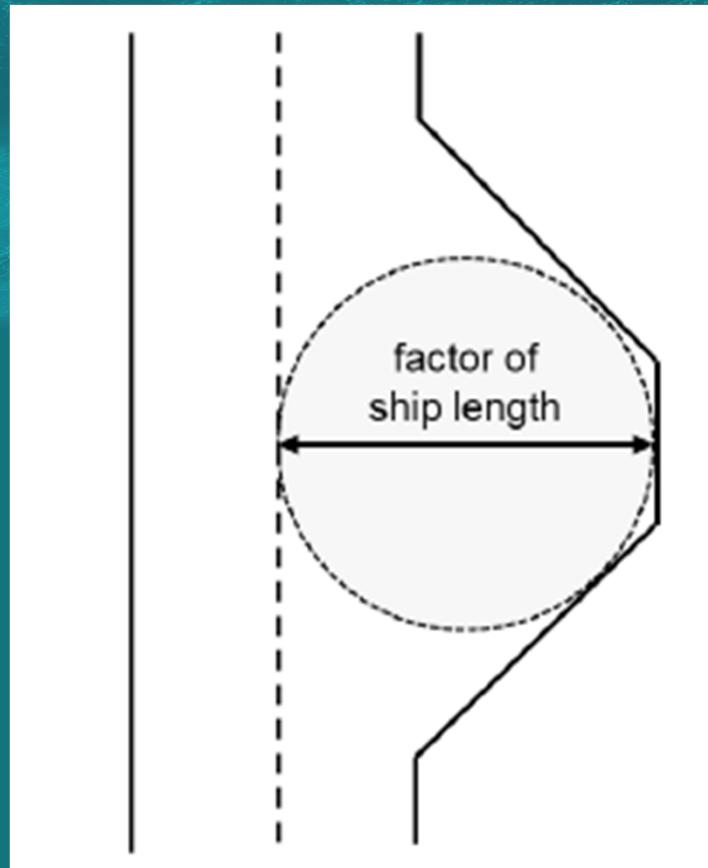


Navigation: Side Tie Berthing and Turning Circle Fairway Needs

Clearance between moored vessels = $6B$
or 45m, whichever is less.



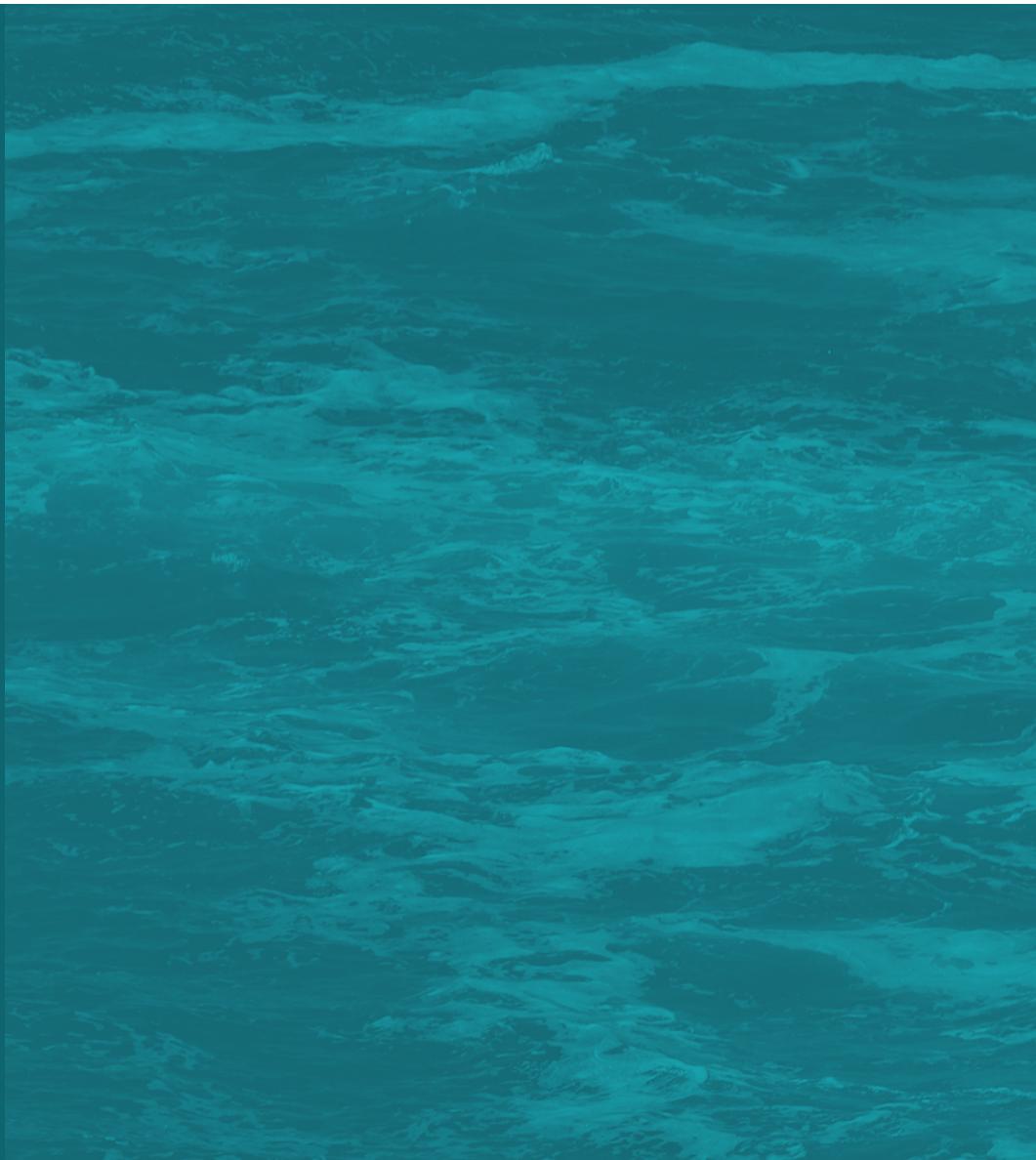
Navigation: Turning Basins



$$S = 1.3L - \frac{W}{2}$$



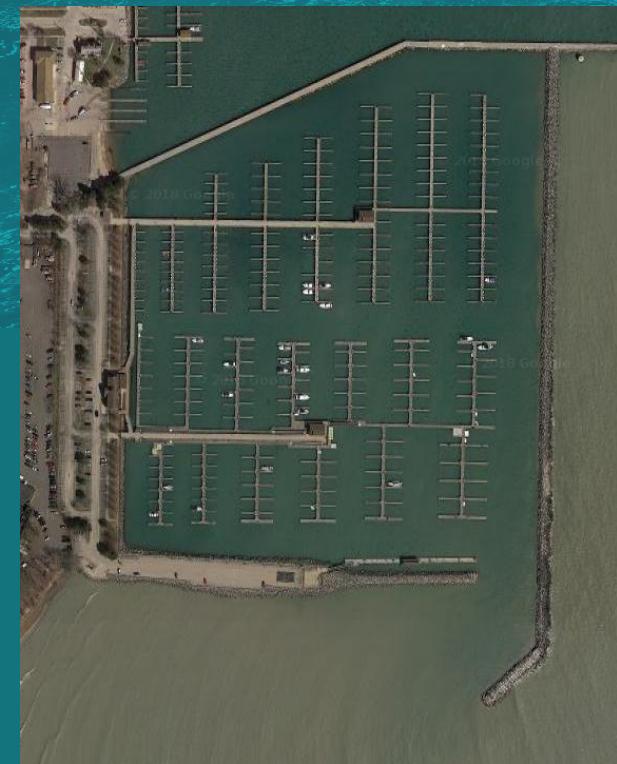
Facility Layout



Facility Layout: Dockage Configuration Options



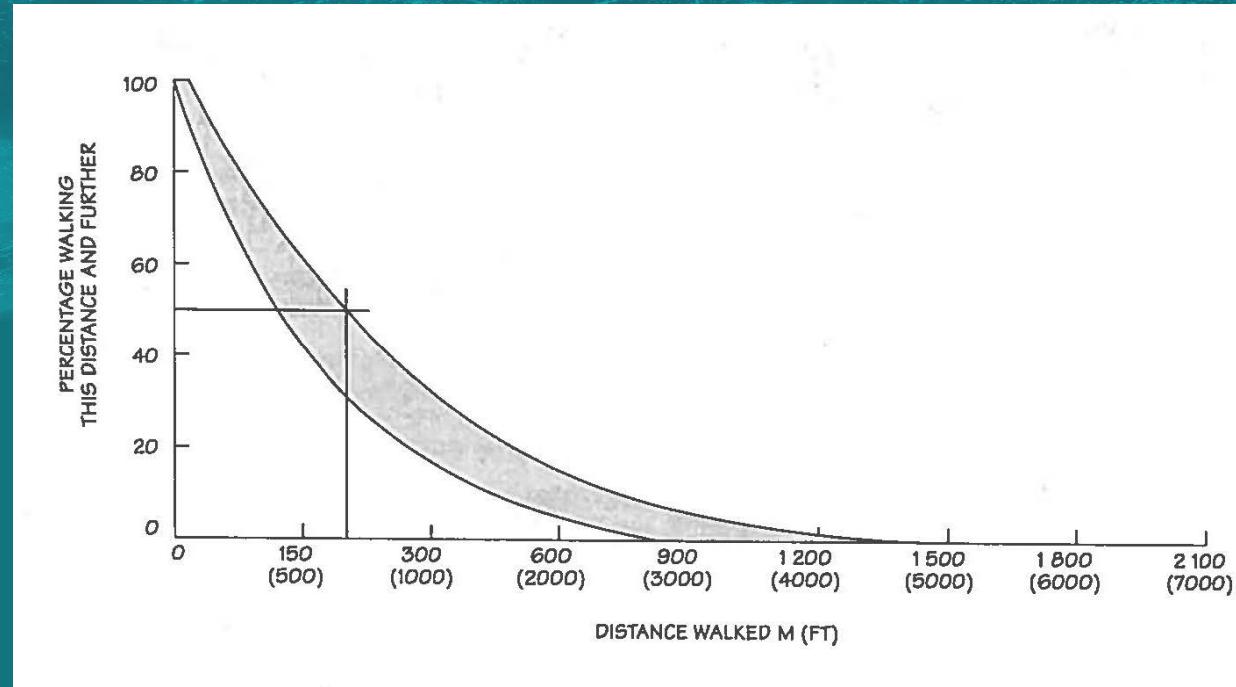
Forest



Tree



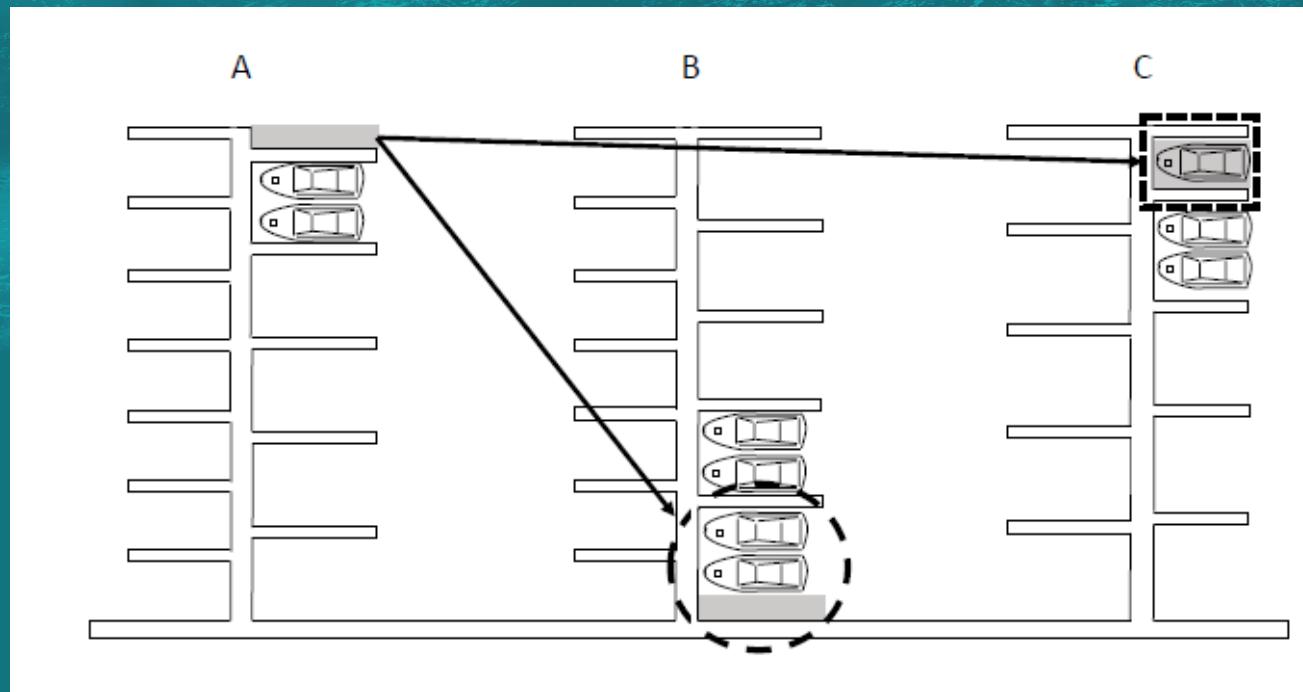
Facility Layout: Access and Walking Distance



50% of people are not willing to walk distances greater than 220m (700ft.)



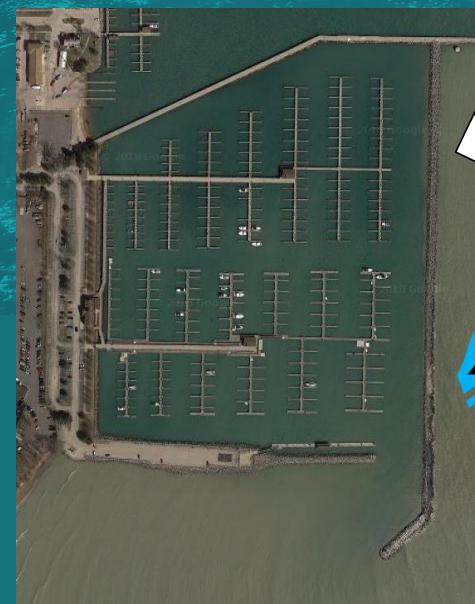
Facility Layout: Optimizing Berth Use



- Single end slips are the most desirable.
- Inner end slips require extra maneuvering room.



Facility Layout: Environmental Influences



Wind

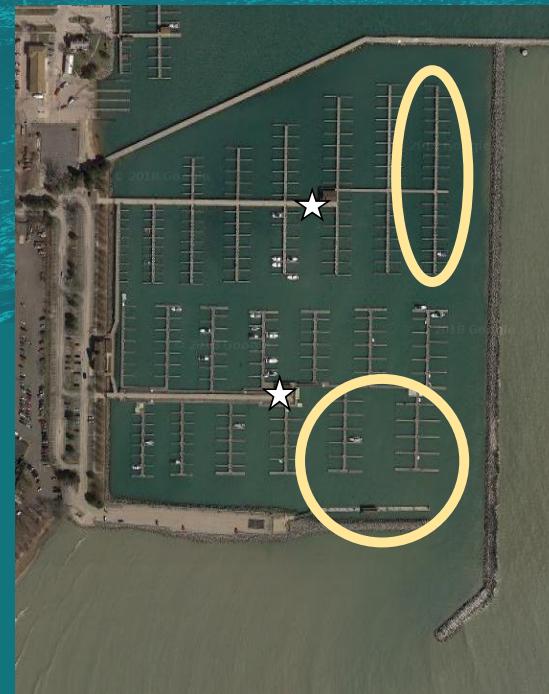
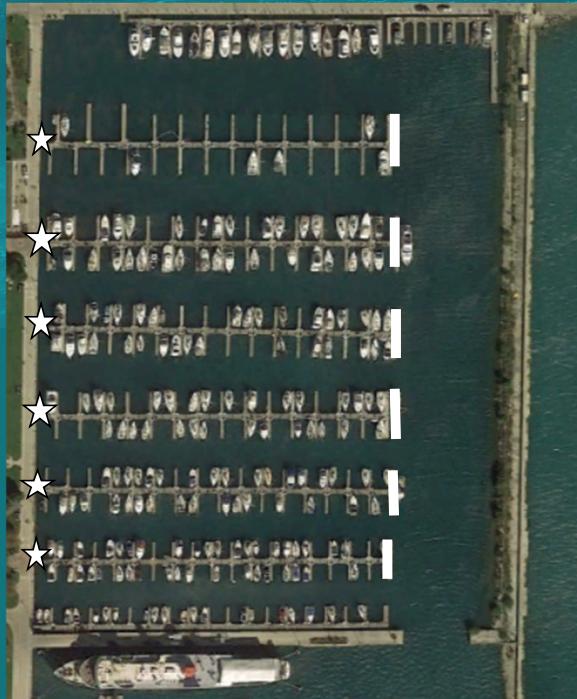
Wave



Current



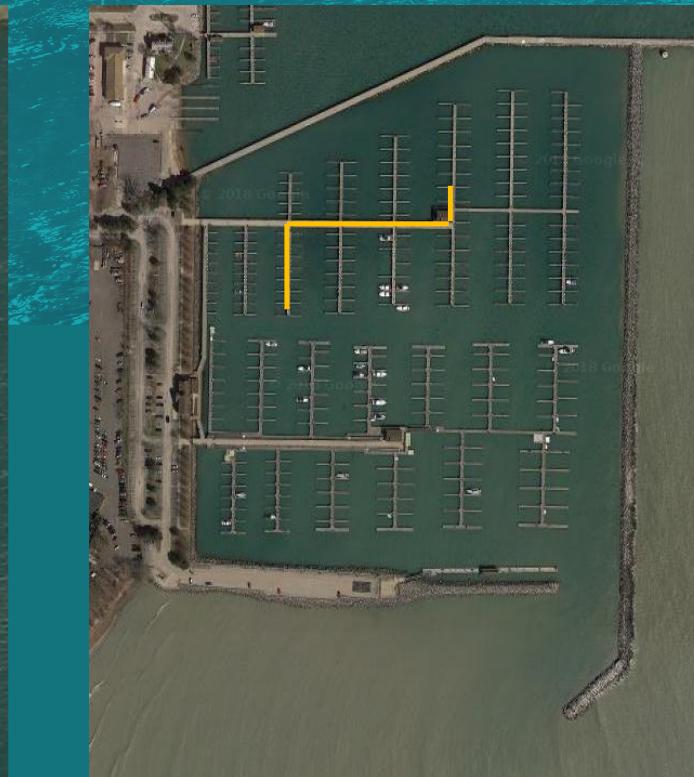
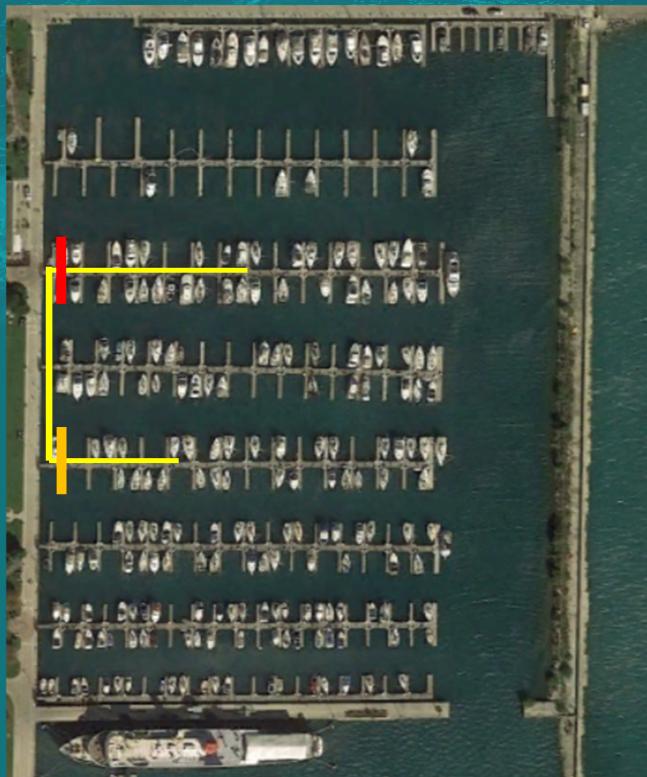
Facility Layout: Capital Costs



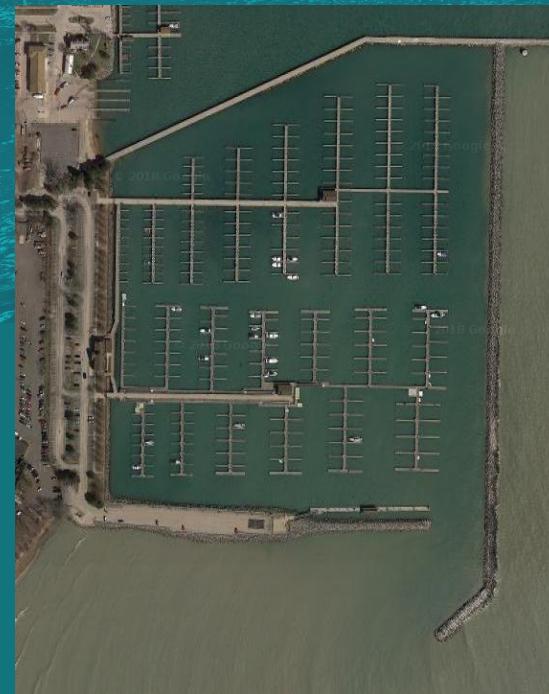
Power distribution versus power “hogs”



Facility Layout: Social Patterns



Facility Layout: Which is best value?

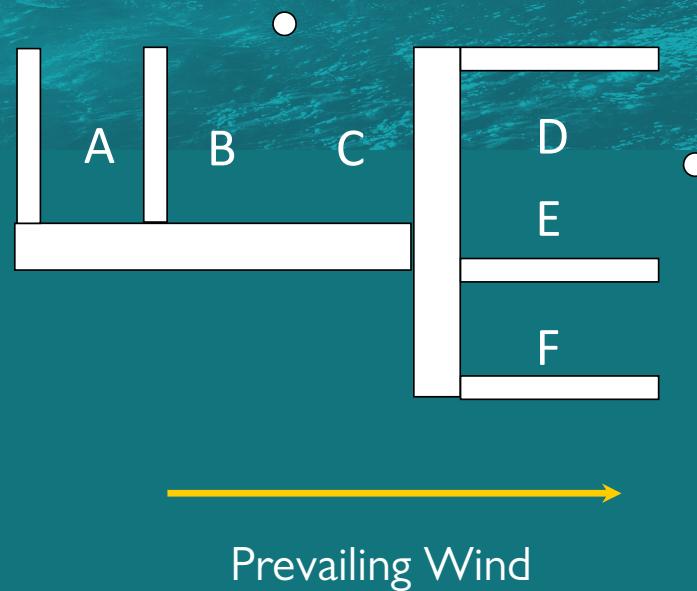


Need to consider performance, economics, and user preferences.



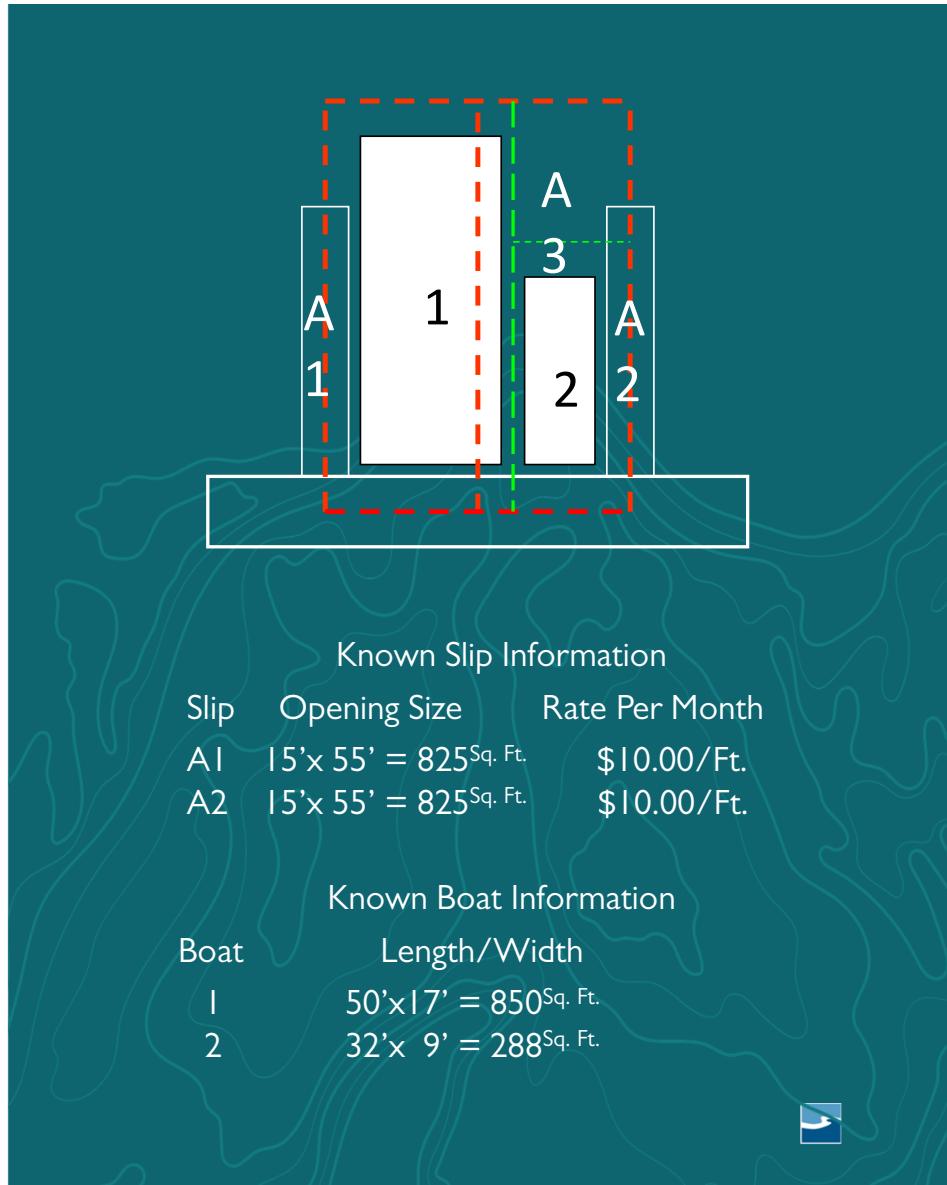
Facility Layout: Slip Valuation

Which Slip Has The Greatest Value To The Customer?

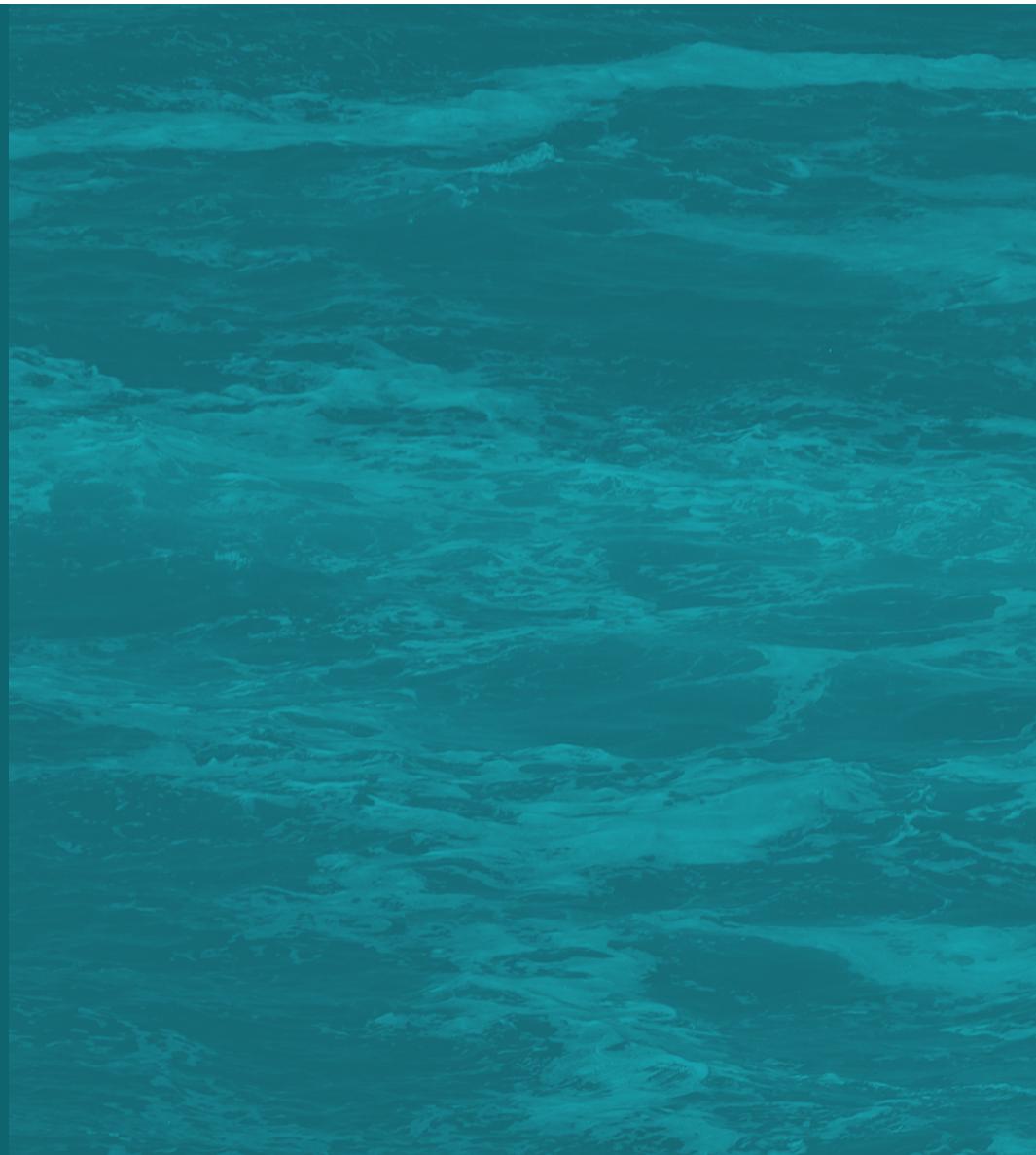


Facility Layout: Cost/ft. Versus Cost/sq. ft

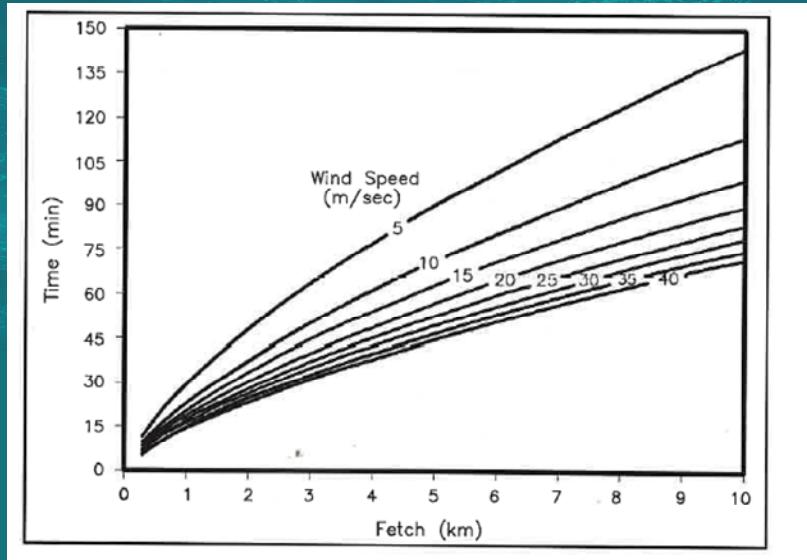
- If you charge by the boat length, your monthly income would be \$820. (Boat 1 \$500, Boat 2 \$320)
- If you charge by the greater of boat length or slip length, your monthly income would be \$1,100: a 34% increase. (Boat 1 \$550, Boat 2 \$550)
- If you charge \$0.77/ sq. ft. (\$20.00/26) of boat size your monthly income would be \$910: an 11% increase. (Boat 1 \$655, Boat 2 \$222)
- If you charge \$.77/sq. ft. for the total rentable square footage (1,003 per slip,) your monthly income would be \$1,545 an 88% increase. (Boat 1 \$954, Boat 2 \$591)
- If you associate unusable area A3 with A1: (Boat 1 \$1,090, Boat 2 \$455)



Design Criteria Development

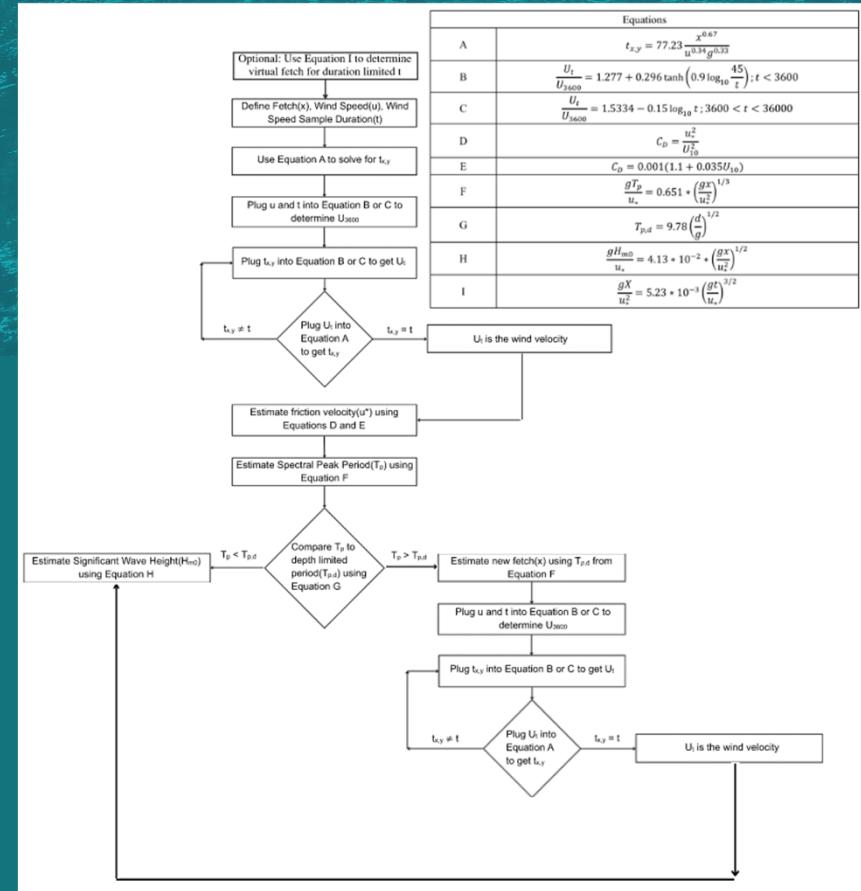


Proper Wave Hindcasting Using CERC Methods



To correctly estimate fully developed wave properties:

- Duration of wind speed must match storm duration
- Adjust wind duration from the reported wind duration (typically a 2-minute wind)

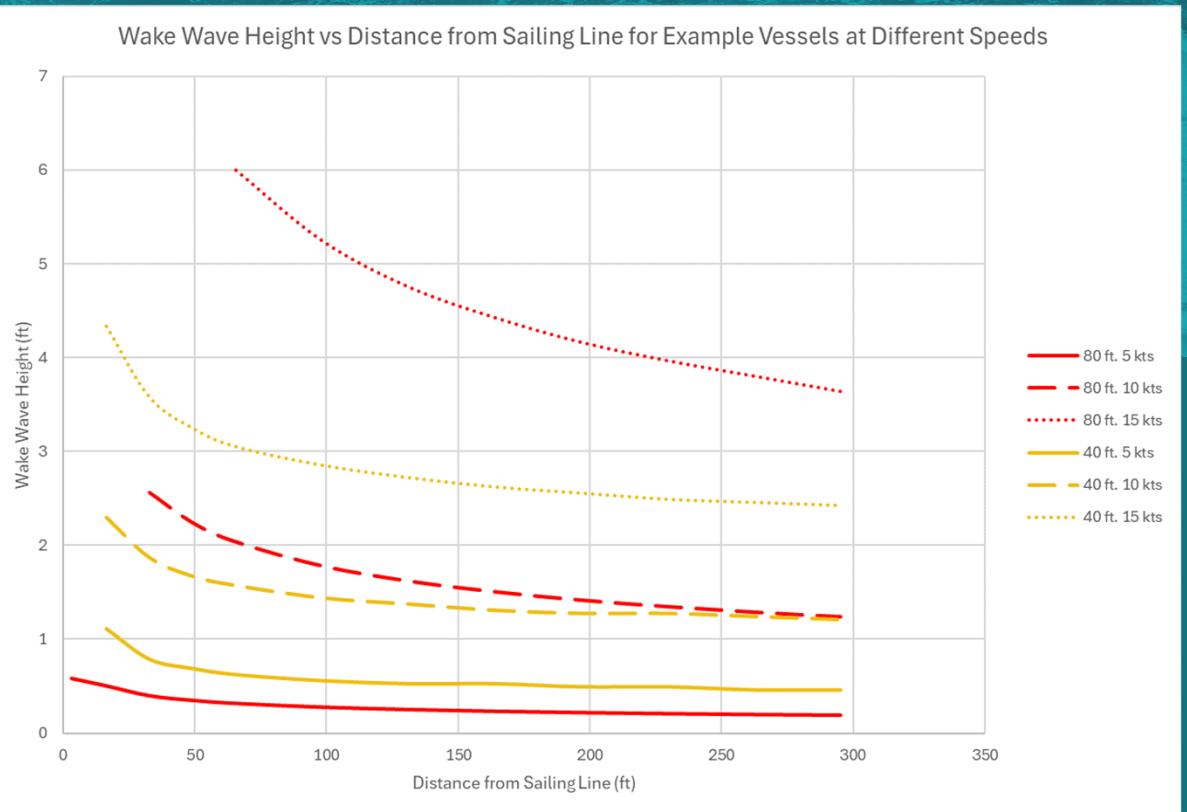
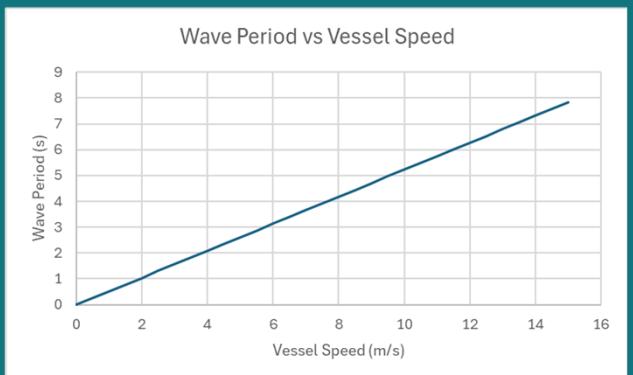
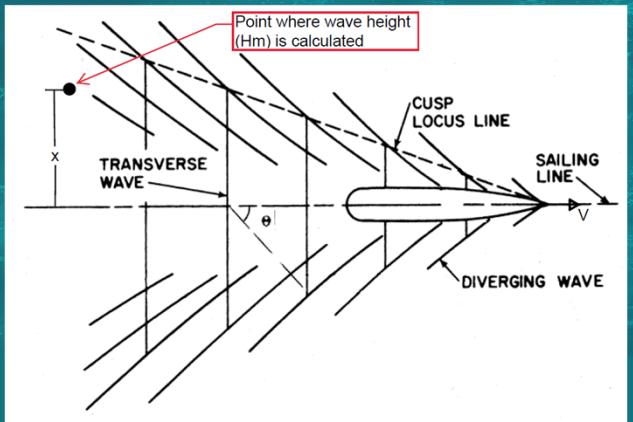


Fully Developed Seas with Sustained Wind Equivalents

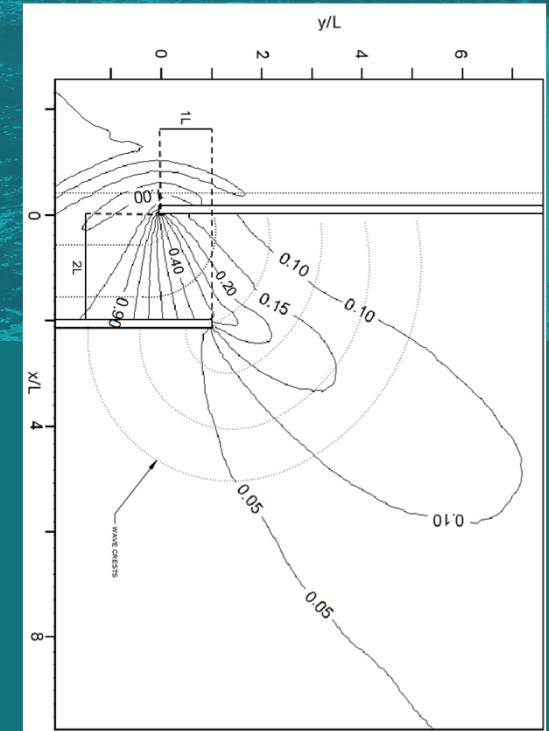
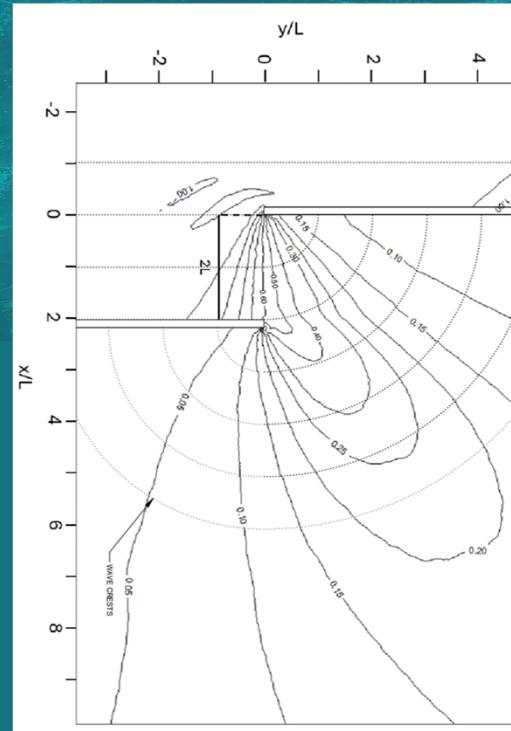
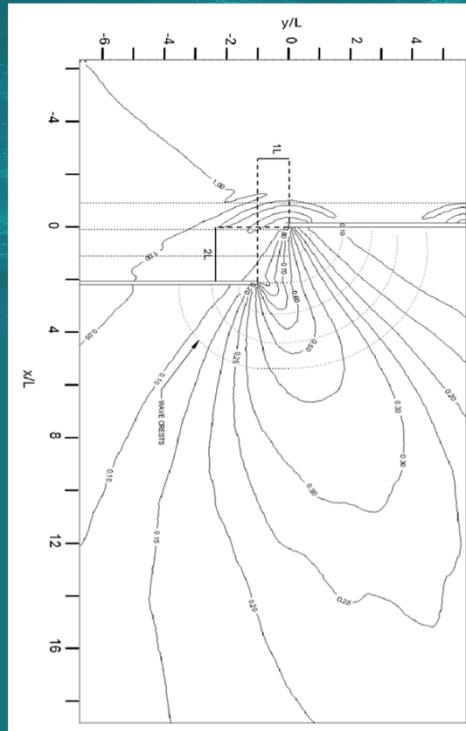
Fetch (miles)	2-minute Wind Speed (mph)	Water Depth (ft)	Fully Developed Wind Duration	Equivalent Wind Speed at Wind Duration (mph)	Wave Height (ft)	Wave Period (s)
1	20	40	42-min	17.2	0.49	1.26
1	40	40	34-min	34.6	1.09	1.64
1	60	40	29-min	52.0	1.77	1.93
2	20	40	68-min	17.0	0.69	1.58
2	40	40	54-min	34.3	1.52	2.06
2	60	40	47-min	51.5	2.47	2.42
3	20	40	90-min	16.7	0.83	1.80
3	40	40	71-min	33.8	1.84	2.35
3	60	40	61-min	51.2	3.00	2.77
5	20	40	128-min	16.3	1.04	2.11
5	40	40	100-min	33.1	2.31	2.76
5	60	40	87-min	50.1	3.77	3.25
10	20	40	205-min	15.7	1.42	2.63
10	40	40	161-min	32.0	3.14	3.43
10	60	40	140-min	48.5	5.13	4.04
15	20	40	271-min	15.42	1.70	2.99
15	40	40	213-min	31.39	3.76	3.90
15	60	40	185-min	47.55	6.13	4.59
20	20	40	331-min	15.20	1.93	3.28
20	40	40	260-min	30.95	4.27	4.27
20	60	40	226-min	46.89	6.96	5.03



Boat Wake Estimating

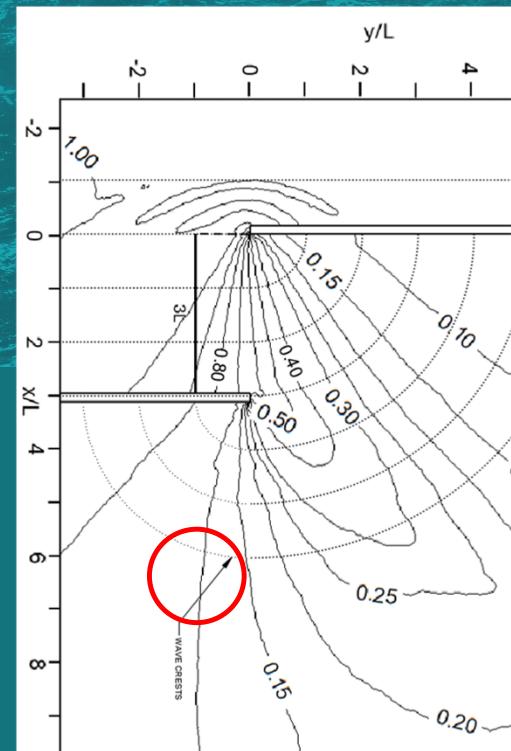
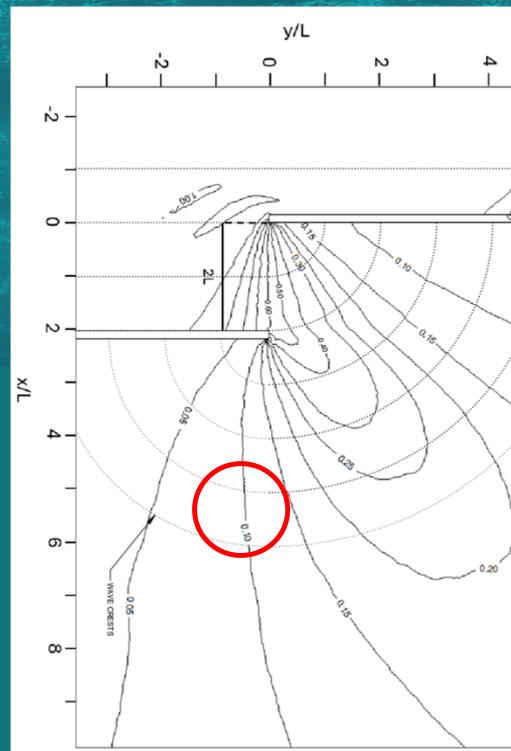
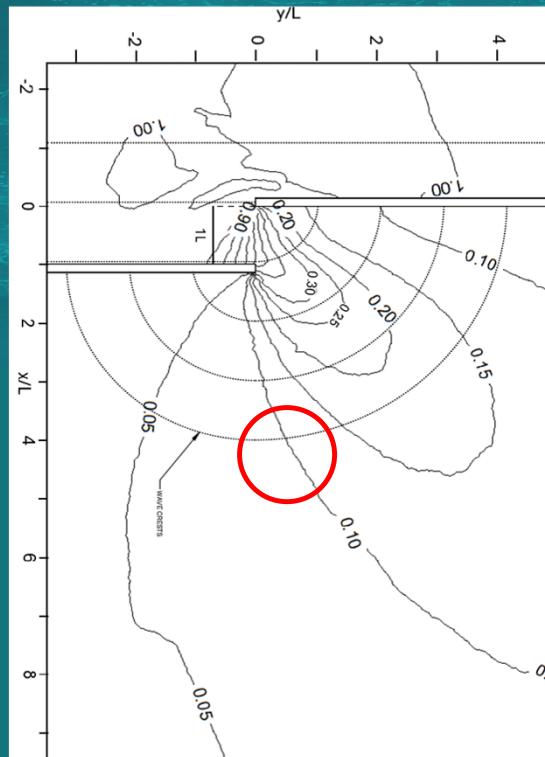


Overlapping Entrance Breakwater Transmission



Ideal overlap is $1L$ where L is the design wavelength.

Trailing Entrance Breakwater Transmission



1 Wavelength (L) stepback ($\uparrow\downarrow$) = $\frac{1}{2}L$ translation (\leftrightarrow) of same transmission value.

Harbor Protection: Optimized Entrance Considerations

Interior Spending Beach



Sediment Trapping Spur

Offset/Shadowed Entrance Approach

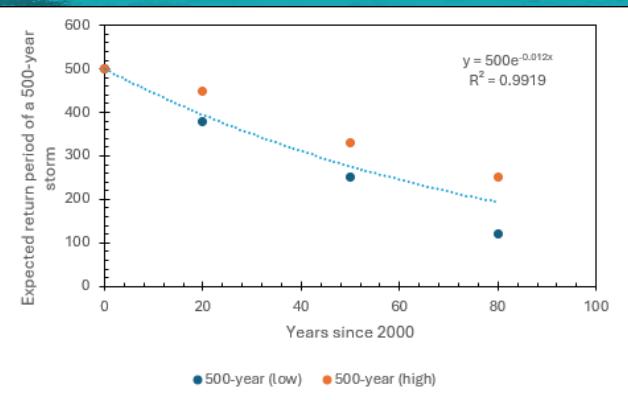
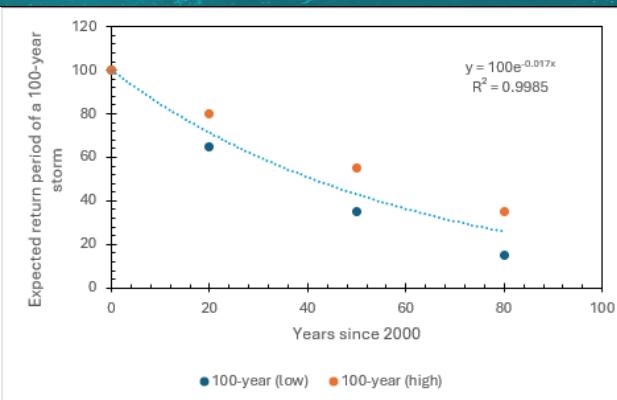
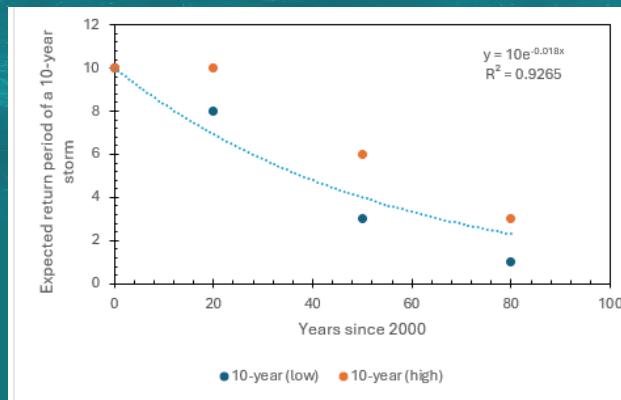
No Maneuvering Approach



Harbor Entrance Design: Best Practice Examples



Climate Change Adaptation: Storm Intensity Shift



$$RP_{future} = (RP_{2000}) * e^{(-a*years)}$$

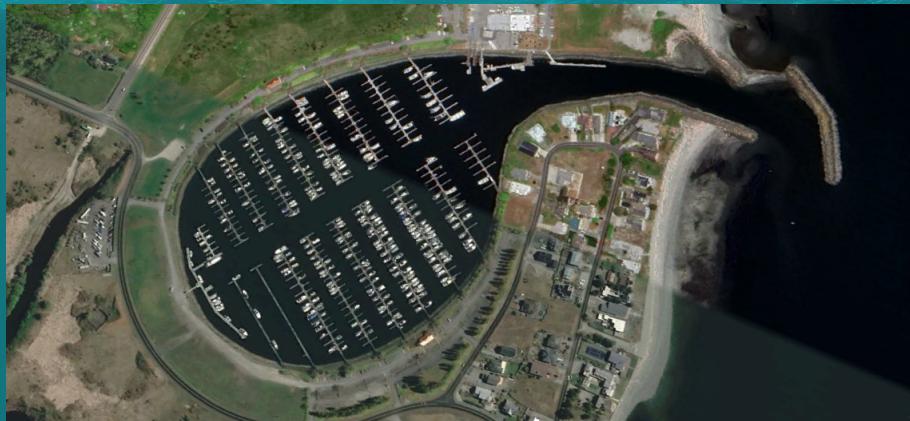
$$a = 0.012 \text{ @ 500-year}$$

$$a = 0.017 \text{ @ 100-year}$$

$$a = 0.018 \text{ @ 10-year}$$



Best Practice Forms of Harbor Designs Reimagined by Considering “Engineering with Nature”





Manual 50 4th Edition Updates

I.) Planning and Designing Your Marina

Jack C. Cox, P.E.; BC.CE, BC.PE, BC.NE

December
2025