

N (Sjever)

LEGENDA - LEGEND

■ Vez brodal / Vessel's Berth

- 1 - Kruti rasuti tereti / Dry bulk storage area
- 2 - Prostor za kontejnere / Container Storage area
- 3 - Silos za žitarice / Grain Store
- 4 - Silos Glinice / Alumina Silo
- 5 - Skladište petrokoksa / PetCoke Store
- 6 - Hladnjača / Cold Store
- 7 - Putnički Terminal / Ro-Ro / Ferry Terminal
- 8 - Terminal naftnih prerađevina / Oil Terminal "Naftni Terminali Federacije"
- 9 - Terminal naftnih prerađevina / Oil Tanker Storage Barge "LPT"
- 10 - Zatvorena skladišta za suhi komadni teret / Dry Store
- 11 - Lučki kontrolni centar / Ploce Port Control centre
- 12 - Vez za tankere / Tanker Berth - "T" Jetty
- 13 - Skladišni prostor za drvo / Timber storage area
- 14 - Služba održavanja / Maintenance service area
- 15 - a) Lučka uprava Ploče / Port of Ploče Authority Office
b) Luka Ploče, Terminal operators and stevedoring company
- 16 - Lučka vatrogasna postrojba / Port Fire Fighters Brigade
- 17 - Služba hitne medicinske pomoći / Ambulance
- 18 - Ured Lučke usluge / Cargo services offices
- 19 - Ulaz broj 1 - vozila i osobe / Gate No. 1 - Vehicle and personnel access
- 20 - Ulaz broj 2 - osobe / Gate No. 2 - Personnel access
- 21 - Poštanski ured / Post Office
- 22 - Autobusni i željeznički terminal / Bus and Railway Station
- 23 - Benzinska crpka / Petrol Station
- 24 - Lučka kapetanija Ploče / Harbour Master's Office
- 25 - Piloti Ploče / Port of Ploče Pilot Station
- 26 - Policijska postaja Ploče / Police Station
- 27 - Carinarnica Ploče / Custom Office Ploče
- 28 - Hotel
- 29 - Kontejnerski terminal / Container Terminal
- 30 - Terminal rasutih tereta - u izgradnji / Dry Bulk terminal - under construction (end 2013)

DRY BULK TERMINAL
KANAL VLAŠKA / VLAŠKA CHANNEL

Obala/Quay IV
Obala/Quay III
Obala/Quay V
Obala/Quay VII
Quay II
Quay I

Glavna cesta / Main road
Željeznički kolosijek / Railroad
Port Parking Area

500 m

LUČKA UPRAVA PLOČE / PORT OF PLOČE AUTHORITY
LUKA PLOČE / PORT OF PLOČE
PORT ID Number: 21473
UN Locator Code: HRPLE
IMC2011