

Grand Turk, Turks and Caicos Islands

Seven miles of turquoise-fringed limestone, where a sheer 7,000-foot wall drops just offshore and wild donkeys roam cobblestone streets laid down by 18th-century salt rakers.

 Pier (Grand Turk Cruise Center)  Typical call: 7–9 hrs  USD  English  Drive on the left

MY DAY IN PORT

Ship/Date: _____	Arrive: _____	All aboard: _____
Excursion: _____	Notes: _____	

GETTING ASHORE

Docking: Pier — up to 3 ships simultaneously at Grand Turk Cruise Center

Walk to town: Cockburn Town is ~3 miles north; taxi or golf cart recommended

Best For: Wall diving, snorkeling, beaches, colonial history

Don't Miss: Governor's Beach and the Turks & Caicos National Museum

 Getting around:  Taxi  \$8–\$12/person ·  Rideshare  not available

TOP THINGS TO DO

- **Wall Dive or Snorkel at The Edge** — Grand Turk's signature attraction: a sand shelf at 30–40 ft that plummets 7,000 ft into the Columbus Passage.
- **Gibbs Cay Stingray Encounter** — A short boat ride to an uninhabited cay where wild southern stingrays glide up to meet you in waist-deep water.
- **Cockburn Town & National Museum** — Walk or taxi to the sleepy colonial capital — 18th-century Bermudian buildings, red British phone booths, and roaming wild donkeys.
- **Governor's Beach** — A 20-minute walk or 5-minute taxi north of the cruise center, Governor's Beach offers wide powdery sand and calm shallow turquoise water shaded by...
- **Golf Cart Island Loop** — Rent a golf cart and drive the full length of the island: cruise center, Governor's Beach, Cockburn Town, the lighthouse at North Wells, and Pillory...

BEST WALKS

- **Cruise Center to Governor's Beach** ~1 mile north | 20 min | Flat & easy — Head north along the beach from the cruise center past Jack's Shack beach bar to Governor's Beach — the island's best stretch of sand with shade trees and calm water.
- **Cockburn Town Front Street Walk** Short loop | 1–2 hrs | Best with taxi to town — Taxi to Cockburn Town and walk Front Street and Duke Street past the painted Bermudian salt-era buildings, the red phone booths, and the National Museum.

WEATHER · DAYLIGHT · MONEY

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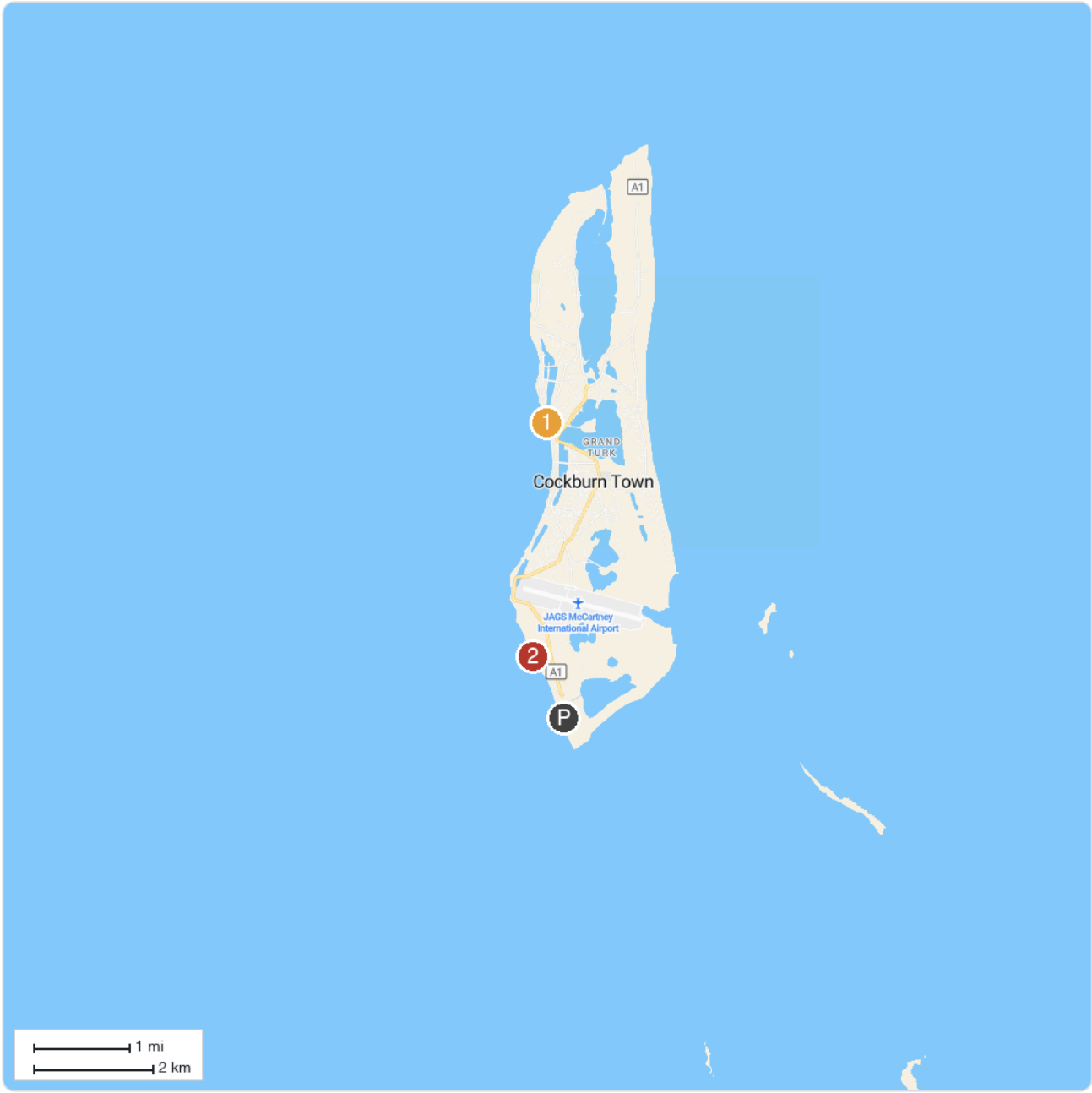
KNOW BEFORE YOU GO

- Book golf carts early. They're the best way to see the island and sell out on multi-ship days — reserve online before you sail.
- Taxis charge per person, not per ride. Agree on the price before getting in — expect \$5–10 per person each way to Cockburn Town.
- Bring cash for local spots. US dollars are the official currency. Card is fine at Margaritaville; small bars, taxis, and the museum prefer cash.
- The cruise-center beach gets crowded. Walk 20 minutes north to Governor's Beach or taxi to Pillory Beach for a quieter, equally beautiful alternative.
- Don't feed the donkeys. Wild donkeys and horses roam freely — they're photogenic but remain wild. Admire from a distance.
- Bring reef-safe sunscreen. There's little natural shade near the cruise center beach. High SPF and a hat are essential — the Caribbean sun is intense.

Grand Turk, Turks and Caicos Islands — Port Map

cruiseports.org

Red = walkable sights · Amber = excursions farther out · P = cruise terminal. Numbers match the order you'd typically visit.



1 Turks and Caicos National Museum

Explore island history, culture, and the Molasses Reef shipwreck.

2 Governor's Beach

Relax on a pristine, quiet beach; great for swimming.

P Cruise port / terminal