




Together, we make our logistics more secure

Securely and reliably release and collect import containers via the Secure Chain

-  PIN codes no longer required
-  Only data exchange with authorised parties
-  Start in port of Rotterdam

Shippers, forwarders and inland operators: action is required from everyone!

This is how the Secure Chain works






The Secure Chain creates a closed logistics chain that solely comprises familiar, authorised parties. From the shipping line/ship agent, the authorisation to collect a container is digitally and securely passed on from one link to the next. PIN codes are no longer required. Only an inland operator (truck, train, barge) that has been authorised via the Secure Chain is able to pre-notify its arrival at the terminal and collect the container there.



All parties benefit from the smart reuse of data. Throughout the entire chain, this provides optimal insight into the status and planning of import containers.

Use the checklist

The checklist below will help you as a shipper or forwarder to prepare:

-  Read [here](#) how the Secure Chain works
-  To participate in the Secure Chain, you need the Portbase service [Cargo Controller](#) or [Cargo Release Manager](#)
-  These are the [differences between both services](#)
-  If you are not yet a Portbase customer: [register first via IAMconnected](#)
-  Instructional materials about the services are available at [Portbase Support](#)

It is also important to inform your chain partners. They will need to prepare as well. For road hauliers and barge and rail operators, the Secure Chain works via the Portbase service [Hinterland Container Notification](#).

Are you and your chain ready for the Secure Chain? Please inform the shipping line/ship agent by entering the customer code provided by them in the service Cargo Controller or Cargo Release Manager. They will transfer you immediately.