## Wikiprint Book

Title: EwEugEcospaceFishery

Subject: Ecopath Developer Site - EwEugEcospaceFishery

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## 10.8 Ecospace fishery

The *Ecospace fishery* form (Figure 10.9) is used to assign fleets, i.e., to define in which habitat(s) a fishing fleet may operate, and to identify whether a given fleet may operate within a restricted area.

For each fleet indicate where it may operate by clicking:

- All: if it can operate in all habitats (default setting), or;
- For each habitat click if may operate in the given habitat;
- MPA: click if the fleet is allowed to operate in the given protected areas.

Effective power: sets relative catchabilities by gear type, treating effort for each gear as starting at base value of 1.0 so that F for the gear (F = qE=Catch/biomass) is 1.0 · q where q is relative catchability. This is to avoid measuring effort in some unnecessary unit. Effective power should be entered as a non-negative parameter, and has a default value of 1.

Total efficiency multiplier: a scaling factor for effort by fleet, it should be non-negative, and has a default value of 1.

Basic estimates Basemap Fishery ▼ X									
:	Set:								
	Fleet \ habitat use:	All	mud bottom	seagrass	deep water	low salinity	MPA1	Effective power	Tot.Eff.Multip.
1	Gillnet / Trawl	$\overline{\mathbf{v}}$						3.000	1.000
2	Purse Seine	$\checkmark$						3.000	1.000
3	Haul Seine	~						3.000	1.000
4	Rec. Hook Line				$\checkmark$	$\checkmark$	$\overline{\mathbf{V}}$	3.000	1.000
5	Crab Traps		$\mathbf{\nabla}$	$\checkmark$				3.000	1.000
6	Cast Net	~						3.000	1.000
7	Bait Trawl		$\mathbf{\nabla}$	✓				3.000	1.000

Figure 10.9 The Ecospace fishery form.