10.7 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 $1.0 \cdot q$ 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 | | | | | | | | | |
|---|-------------------------------------|-----|------------|----------|------------|--------------|------|-----------------|-----------------|--|
| 1 | | | | | | | | Set: | | |
| | Fleet \ habitat use: | All | mud bottom | seagrass | deep water | low salinity | MPA1 | Effective power | Tot.Eff.Multip. | |
| 1 | Gillnet / Trawl | | | | | | | 3.000 | 1.000 | |
| 2 | Purse Seine | | | | | | | 3.000 | 1.000 | |
| 3 | Haul Seine | | | | | | | 3.000 | 1.000 | |
| 4 | Rec. Hook Line | | | | | | | 3.000 | 1.000 | |
| 5 | Crab Traps | | | | | | | 3.000 | 1.000 | |
| 6 | Cast Net | | | | | | | 3.000 | 1.000 | |
| 7 | Bait Trawl | | | | | | | 3.000 | 1.000 | |

Figure 10.9 The Ecospace fishery form.