

# CREATING A POSITIVE REPORT USING THE VESL HARVESTER APPLICATION

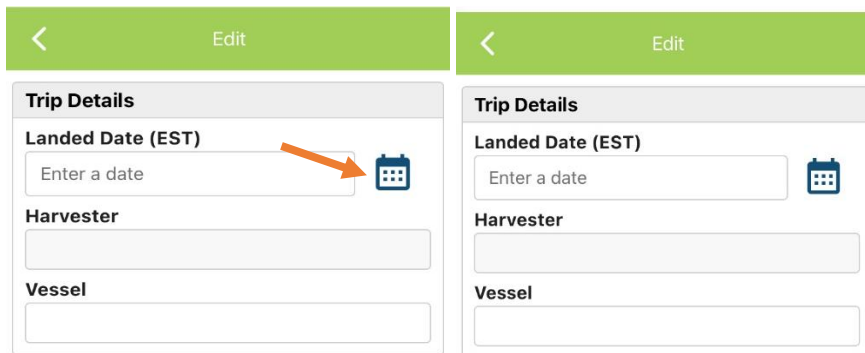
The ME DMR VESL Harvester Application uses a dynamic form, which means the fields you are required to fill out are dependent on the gear you select. Only the fields you are required to report will be displayed.

1. After you have logged into (or opened) the application you are presented with three options:
  - A. “FIND REPORT” allows you to search on previously created reports.
  - B. “CREATE REPORT” opens the applications reporting screen.
  - C. “CREATE DID NOT FISH” will bring you to the VESL website (requires active internet connection) to create and submit your “did not fish” reports.



The screenshot shows the main menu of the DMR Harvester Report application. At the top is a green header with the text "DMR Harvester Report" and a power icon. Below the header are three large, light gray buttons with blue text: "FIND REPORT", "CREATE REPORT", and "CREATE DID NOT FISH".

2. Creating a Report
  - A. After you click on “CREATE REPORT” (in Step 1b above) you will arrive at this screen. Click on the calendar icon to select your “Landed Date”. A box will pop up showing the month, day, and year. Click “SELECT” once you’ve chosen the date.



The image shows two side-by-side screenshots of the "Trip Details" form. Both forms have a green header with a back arrow and the word "Edit". The form contains three input fields: "Landed Date (EST)" with a calendar icon, "Harvester", and "Vessel". In the left screenshot, an orange arrow points to the calendar icon. In the right screenshot, the calendar icon is also visible.



The screenshot shows a date selection calendar. The calendar is a table with months in the first column, days in the second column, and years in the third column. The "June 6 2021" row is highlighted with an orange box. Below the calendar is a blue button labeled "CONTINUE". At the bottom of the calendar, there are two buttons: "CANCEL" and "SELECT", with an orange arrow pointing to the "SELECT" button.

Month	Day	Year
March	3	2018
April	4	2019
May	5	2020
June	6	2021
July	7	2022
August	8	2023
September	9	2024

B. Click on “Harvester”. Click the drop-down arrow, then click on your name when it pops up.

The first screenshot shows the 'Trip Details' form with the 'Harvester' field highlighted by an orange box. The second screenshot shows a modal titled 'Select a Harvester' with a dropdown menu showing 'Fisherman' and a 'SELECT' button. The third screenshot shows the 'Harvester' field populated with 'ROBERT B. WATTS II' and a 'CANCEL' button.

C. Then click on the drop-down arrow for “License” and select the license you want to report for by clicking on the license number in the list that pops up. Click “SELECT” once you are done selecting the license.

The first screenshot shows the 'Trip Details' form with the 'License' field highlighted by an orange box. The second screenshot shows a modal titled 'Select a Harvester' with a dropdown menu showing 'ROBERT B. WATTS II' and a 'SELECT' button. The third screenshot shows the 'License' field populated with '2884' and a 'SELECT' button.

- D. Then click on “Vessel” to choose your vessel. Click the drop-down arrow to see the list of vessels available. Click the vessel from the list and then click “SELECT” once you choose the vessel.

The first screenshot shows the 'Edit' screen with 'Trip Details'. The 'Vessel' field is highlighted with an orange box. The second screenshot shows a 'Select a Vessel' modal with a list of vessels: 'The Inferno' and 'Capt. Chunk's Boat'. An orange arrow points to the drop-down arrow in the 'Vessel' field. The third screenshot shows the same modal with 'Capt. Chunk's Boat' selected, and an orange arrow points to the 'SELECT' button.

- E. Enter the number of crew (including the captain in the count). Then click “CONTINUE”.

The first screenshot shows the 'Edit' screen with 'Trip Details'. The '# of Crew' field is highlighted with an orange box. The second screenshot shows the same screen with the number '2' entered in the '# of Crew' field. An orange arrow points to the 'CONTINUE' button at the bottom right.

F. After clicking “CONTINUE”, you will be able to add your effort information by clicking on the “+ ADD” button.

The screenshot shows a mobile application interface with a red header bar containing a back arrow, the word "Report", an edit icon, and a save icon. Below the header is a section titled "Trip Details" with the following information: "Landed Date (EDT)" 06/07/2021, "Harvester" ROBERT B. WATTS II (2884), "Vessel" Capt. Chunk's Boat, and "# of Crew" 2. At the bottom of the screen is a section titled "Fishing Effort" with a blue button labeled "+ ADD" that has an orange arrow pointing to it.

G. First, pick your gear by clicking on the drop-down arrow for “Gear Type”. You can start typing the gear name into the search field. Click on the applicable gear type from the list. Once you do this, more effort fields will appear.

This block contains three screenshots illustrating the workflow for adding fishing effort. The first screenshot on the left shows the "Edit Fishing Effort" screen with a red header. It has fields for "Effort", "Gear Type" (with a dropdown arrow highlighted by an orange arrow), and "Species" (with a "+ ADD" button). The middle screenshot shows a search overlay with a text input field containing "Lobster". Below the input is a list of gear types: "OYSTER CAGE", "RAKES, OYSTER", "POTS AND TRAPS, LOBSTER", "POTS AND TRAPS, LOBSTER INSHORE", and "POTS AND TRAPS, LOBSTER OFFSHORE". A keyboard is visible at the bottom of this overlay. The third screenshot on the right shows the "Edit Fishing Effort" screen after a selection. The "Gear Type" dropdown now displays "POTS AND TRAPS, LOBSTER". Additional fields have appeared, including "Gear Qty", "Gear Sets", "Set Time" (with a dropdown arrow), "Gear in Water", "# of Buoys", "Depth" (with a dropdown arrow), and "Sea Time". A blue "CONTINUE" button is at the bottom.

- H. Enter the total traps hauled that day in “Gear Qty” and the count of the strings (traps connected on a continuous line - triples, pairs, singles, etc.) hauled that day under “Gear Sets”.

The screenshot shows the 'Edit Fishing Effort' form. The 'Gear Type' is set to 'POTS AND TRAPS, LOBSTER'. The 'Gear Qty' field contains the value '300' and the 'Gear Sets' field contains the value '60'. These two fields are highlighted with an orange rectangular box. Below them are fields for 'Set Time', 'Gear in Water', '# of Buoys', 'Depth', and 'Sea Time'. A 'CONTINUE' button is at the bottom.

- I. Next, click on the drop-down arrow for “Set Time” to enter the time the traps soaked between hauls. You will need to select your “Set Time Units” (hrs, days, mins) first, then you can enter the corresponding time.

This block contains three screenshots illustrating the 'Set Time' selection process. The leftmost screenshot shows the 'Edit Fishing Effort' form with an orange arrow pointing to the drop-down arrow of the 'Set Time' field. The middle screenshot shows the expanded dropdown menu with three options: 'DAYS', 'HOURS', and 'MINUTES'. The 'DAYS' option is highlighted with an orange box. Below the menu is a 'CANCEL' button. The rightmost screenshot shows the 'Set Time' field with 'DAYS' selected and a numeric keypad displayed over it. An orange arrow points to the 'DAYS' text next to the input field.

- J. Next, enter your “Gear in Water”, which is the total number of traps in the water *at the beginning of the day* for the Landed Date you are currently reporting on.

The image shows two side-by-side screenshots of a mobile application interface titled "Edit Fishing Effort". Both screens display the same form fields: "Gear Type" (POTS AND TRAPS, LOBSTER), "Gear Qty" (300), "Gear Sets" (60), "Set Time" (5 DAYS), "Gear in Water", "# of Buoys", "Depth", and "Sea Time".  
In the left screenshot, the "Gear in Water" field is highlighted with an orange border, and a numeric keypad is visible below it.  
In the right screenshot, the "Gear in Water" field contains the value "600", with an orange arrow pointing to it.

- K. Then enter the “# of Buoys”. This is the count of all end-lines (not including toggles) that you have in the water.  
Example: If you have 600 traps all rigged as 10 trap trawls with 2 end-lines per trawl, your “# of Buoys” would be 120  
→  $600 \text{ traps} \div 10 \text{ trap trawls} = 60 \text{ trawls} \rightarrow 60 \text{ trawls} \times 2 \text{ end-lines each} = 120 \text{ buoys (end-lines)}$ .

The image shows two side-by-side screenshots of the same "Edit Fishing Effort" form. In the left screenshot, the "# of Buoys" field is highlighted with an orange border. In the right screenshot, the "# of Buoys" field contains the value "120", with an orange arrow pointing to it. The numeric keypad is visible at the bottom of the right screenshot.

- L. Next, enter the “Depth” by clicking the drop-down arrow. You will need to pick the “Depth Unit” (ft or fa) before you can enter the corresponding depth.

The first screenshot shows the 'Edit Fishing Effort' form with various fields: Gear Type (POTS AND TRAPS, LOBSTER), Gear Qty (300), Gear Sets (60), Set Time (5 DAYS), Gear in Water (600), # of Buoys (120), Depth (empty), and Sea Time. An orange arrow points to the drop-down arrow on the Depth field.

The second screenshot shows a modal dialog with two options: FATHOMS and FEET. An orange box highlights these options, and a CANCEL button is at the bottom.

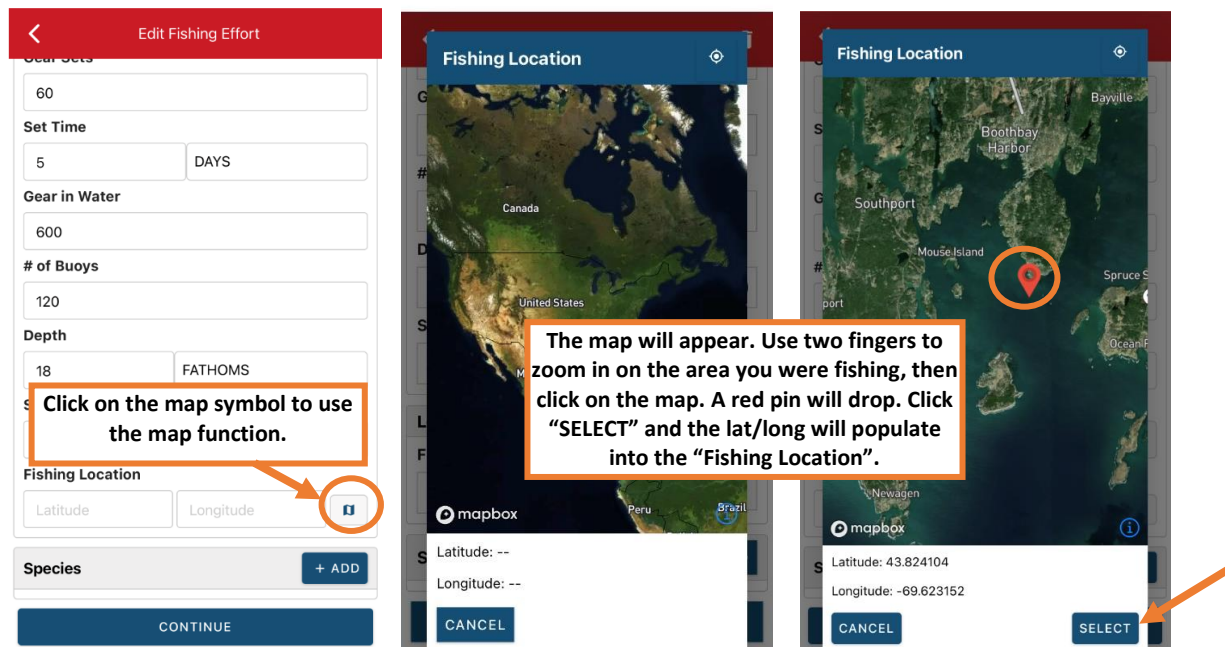
The third screenshot shows the form with the Depth field now containing '18' and the unit set to 'FATHOMS'. An orange arrow points to the '18' in the Depth field. A numeric keypad is visible at the bottom of the screen.

- M. Next, enter the “Sea Time”. The “Sea Time” units are defaulted to hours. This will be your total time spent at sea for the trip you are reporting on.

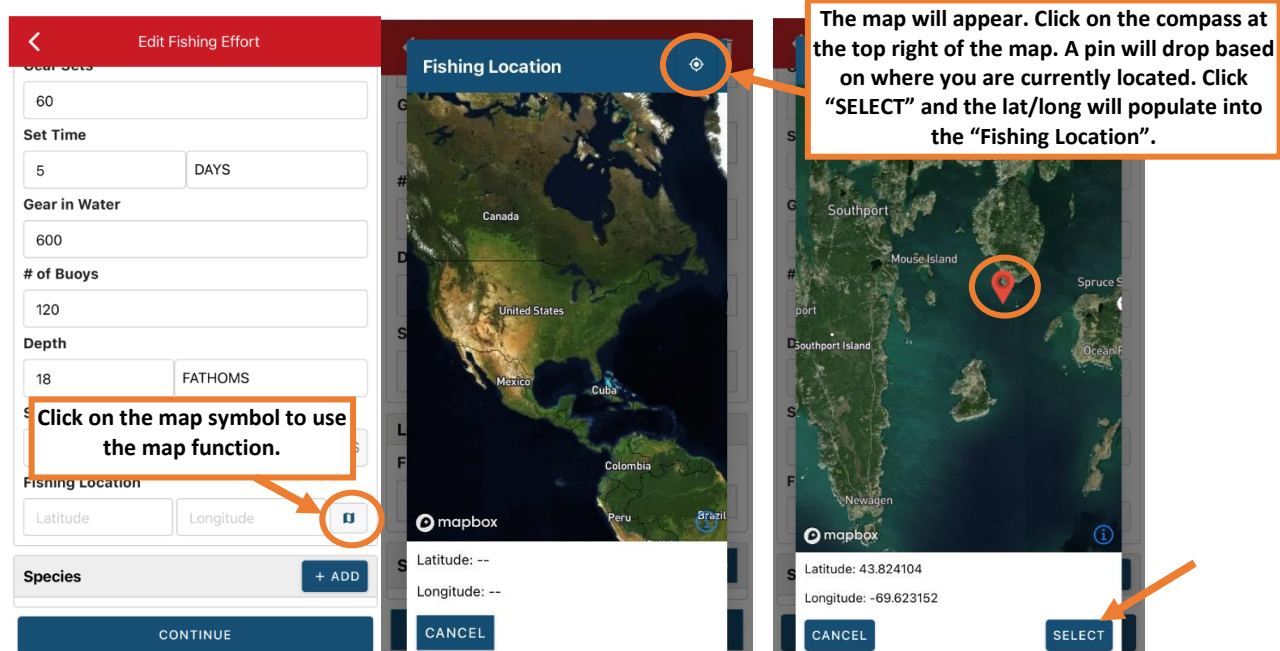
This screenshot shows the 'Edit Fishing Effort' form with the following values: Set Time (5 DAYS), Gear in Water (600), # of Buoys (120), Depth (18 FATHOMS), and Sea Time (10 HOURS). An orange arrow points to the '10' in the Sea Time field. Below the form, a numeric keypad is visible.

- N. Next is your “Fishing Location”. The App does not ask for your lobster zone, 10-minute square, or Federal stat area, it uses a latitude and longitude to figure out that information for you. The latitude and longitude are not stored or submitted; it is just used to determine the zone, stat area and 10-minute square. You can either use the map function, or manually enter the latitude/longitude into the two boxes under “Fishing Location”.

**Using the Map Function if you are not actively fishing:**



**Using the Map Function if you are actively fishing:**





- O. Next click the “+ ADD” button next to the “Species”. Then, in the search box start typing the species name. You can also scroll through the list. Once you find the species you want to report, click on the species name.

The first screenshot shows the 'Edit Fishing Effort' form with fields for Gear Sets (60), Set Time (5 DAYS), Gear in Water (600), # of Buoys (120), Depth (18 FATHOMS), Sea Time (10 HOURS), and Fishing Location (43.824104, -69.623152). An orange arrow points to the '+ ADD' button next to the 'Species' field. The second screenshot shows a search box with 'Enter search...' and a list of species including ALEWIFE, BASS, BLACK SEA, BLUEFISH, BONITO, ATLANTIC, BUTTERFISH, CARP, COMMON, CATFISH, CHANNEL, COD, ATLANTIC, and CRAB, DEEPEA, RED. The third screenshot shows the search results for 'Lobster', with 'LOBSTER, AMERICAN' selected. A keyboard is visible at the bottom of the third screenshot.

- P. Next, click on the drop-down arrow for the “Quantity” field. You will be prompted to pick the “Quantity Units” before entering a value, so click on the applicable unit from the list and then type in the total “Quantity” you landed.

The first screenshot shows the 'Edit Species' form with 'LOBSTER, AMERICAN' selected for Species. An orange arrow points to the drop-down arrow next to the 'Quantity' field. The second screenshot shows a list of quantity units: BUSHELS OR BASKETS, COUNT, MEAT POUNDS, METRIC TONS, OUNCES, and POUNDS. The third screenshot shows the 'Edit Species' form with 'LOBSTER, AMERICAN' selected for Species, '600' entered for Quantity, and 'POUNDS' selected for Quantity Units. An orange arrow points to the '600' value. The 'Catch Source' is 'STANDARD' and 'Catch Disposition' is empty.

- Q. Next, select the drop-down arrow for the “Catch Source”. This is where you indicate if the catch you are reporting on were carred (held from multiple trips), from an aquaculture operation, for a research set aside (not common) or standard (caught from that day’s trip). You will likely choose “STANDARD” or “CARRED”.

The screenshot shows the 'Edit Species' form with the following fields:

- Species:** LOBSTER, AMERICAN
- Quantity:** 600 POUNDS
- Catch Source:** STANDARD (with a dropdown arrow highlighted by an orange arrow)
- Catch Disposition:** (empty field with a dropdown arrow)

The dropdown menu for 'Catch Source' is open, showing the following options:

- AQUACULTURE
- CARRED
- RESEARCH SET ASIDE (RSA)
- STANDARD

A 'CANCEL' button is visible below the dropdown menu. A 'CONTINUE' button is at the bottom of the form.

- R. Next, you will choose your “Catch Disposition”. This is where you declare what the products end use was (food, bait, etc.). Click the drop-down arrow to choose. You can begin typing the disposition into the search bar, or you can scroll through the list. Click on the applicable “Catch Disposition” from the list.

The screenshot shows the 'Edit Species' form with the following fields:

- Species:** LOBSTER, AMERICAN
- Quantity:** 600 POUNDS
- Catch Source:** STANDARD
- Catch Disposition:** (empty field with a dropdown arrow highlighted by an orange arrow)

The dropdown menu for 'Catch Disposition' is open, showing the following options:

- FOOD
- RSA-FOOD
- ANIMAL FOOD
- PERSONAL USE/FOOD

A search bar at the top of the dropdown menu contains the text 'Food'. A keyboard is visible at the bottom of the screen, showing the 'Food' search results.

- S. If you select food, bait, or any other “Catch Disposition” that could indicate a catch were sold, you will need to enter your “Offload”. Click on the “+ ADD” box.

**Edit Species**

**Species Details**

Species  
LOBSTER, AMERICAN

Quantity  
600 POUNDS

Catch Source  
STANDARD

Catch Disposition  
FOOD

**Offload** + ADD

CONTINUE

- T. Next you will enter your “Sale Disposition”. Click on the drop-down arrow and a box will pop-up with dispositions to choose from. If you select “SOLD TO DEALER” from the list that pops up, you will need to fill out the “Dealer” field. Click the “Dealer” field and another window will open.

**Edit Offload**

**Offload Details**

Sale Disposition

Amount

Port Landed

CONTINUE

NO SALE - DISCARDED

NO SALE - REASON UNKNOWN

NO SALE - RETAINED

PLACED IN CAR

PRIVATE/DOCKSIDE SALE

SOLD TO DEALER

CANCEL

**Edit Offload**

**Offload Details**

Sale Disposition  
SOLD TO DEALER

Dealer

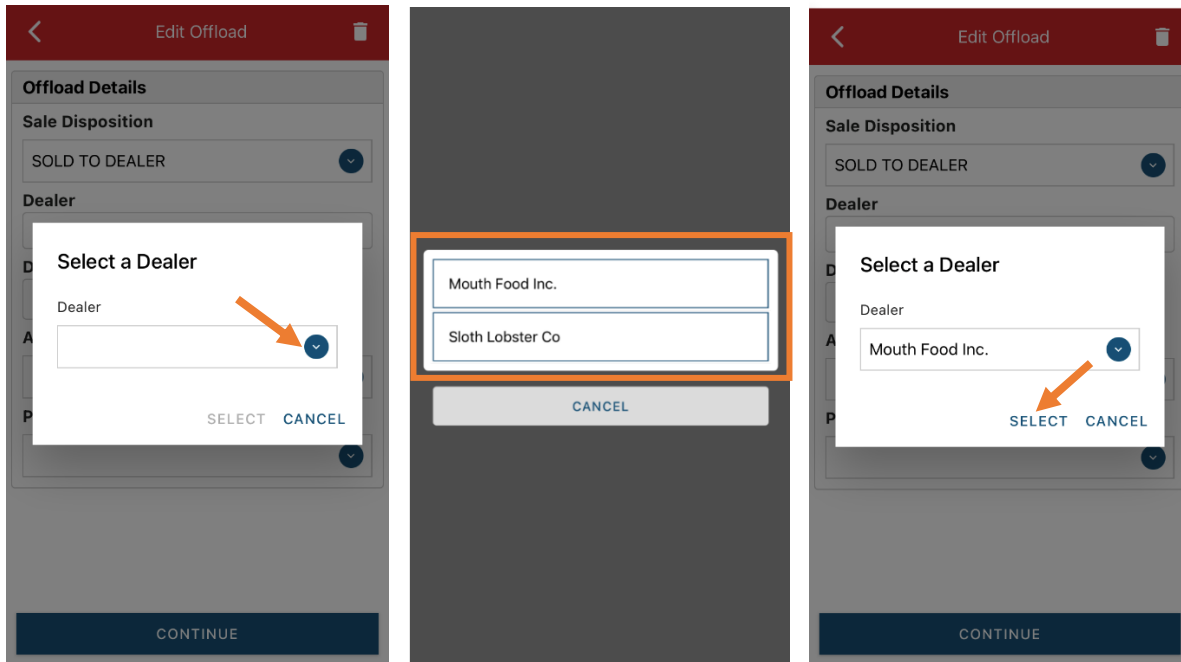
Date Sold (EST)  
Enter a date

Amount

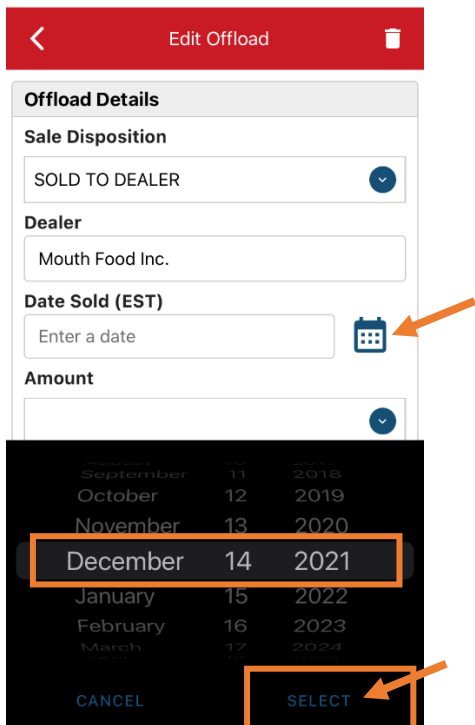
Port Landed

CONTINUE

- U. Click on the drop-down arrow and you can search or scroll through the list of dealers. Click on the dealer you sold to once you find them in the list and then click “SELECT”.



- V. Next you will enter a date sold. Click on the calendar icon and choose your date. Click on “SELECT” once you have your date selected.



- W. Now you will add the amount you sold on this Offload. Click on the drop-down arrow for “Amount” and you will choose the units for amount sold. Once you’ve chosen the units, you can enter the amount you sold. *If all of your catch was sold to one dealer, you’d enter the total quantity landed for your trip in this field. If you sold to more than one dealer or had more than one “Sale Disposition” for this trip (ex: sold to dealer and personal use), you would only enter the amount sold on this Offload as it applies to the “Sale Disposition” you’ve selected.* For this example, the total pounds landed this day were 600, but only 500 were sold to this dealer.

The image shows three sequential screenshots of the 'Edit Offload' form. The first screenshot on the left shows the 'Amount' field with a drop-down arrow highlighted by an orange arrow. The middle screenshot shows a modal menu with a list of units: BUSHEL, COUNT, GALLON, POUNDS, and SHELLS, with 'POUNDS' highlighted by an orange box. The third screenshot on the right shows the 'Amount' field with '500' entered and 'POUNDS' selected from the drop-down, with an orange arrow pointing to the input field. All three screenshots have a red header bar with a back arrow and 'Edit Offload' text, and a blue 'CONTINUE' button at the bottom.

- X. Next, click on the drop-down arrow for the “Port Landed”. You can start typing your Port into the search bar. Once you see your Port, click on it. Then click “CONTINUE” when the “Port Landed” has been selected.

The image shows three sequential screenshots of the 'Edit Offload' form. The first screenshot on the left shows the 'Port Landed' field with a drop-down arrow highlighted by an orange arrow. The middle screenshot shows a search modal with a search bar containing 'Booth' and a list of results: BOOTHBAY, BOOTHBAY HARBOR, EAST BOOTHBAY, BATH, NORTHPORT, and SOUTHPORT, with 'BOOTHBAY HARBOR' highlighted by an orange box. The third screenshot on the right shows the 'Port Landed' field with 'BOOTHBAY HARBOR' selected, with an orange arrow pointing to the 'CONTINUE' button at the bottom. All three screenshots have a red header bar with a back arrow and 'Edit Offload' text, and a blue 'CONTINUE' button at the bottom.

- Y. If you had more than one “Sale Disposition” for the trip, click “+ ADD” to add another Offload. Click on the drop-down arrow for “Sale Disposition” and choose a disposition from the list. In this example, the remaining catch landed was kept for personal consumption so “NO SALE – RETAINED” was chosen as the “Sale Disposition”.

The image shows three screenshots of a mobile application interface. The first screenshot, titled 'Edit Species', shows a form with fields for 'LOBSTER, AMERICAN', 'Quantity' (600 POUNDS), 'Catch Source' (STANDARD), and 'Catch Disposition' (FOOD). An orange arrow points to a '+ ADD' button in the 'Offload' section. The second screenshot, titled 'Edit Offload', shows the 'Offload Details' section with 'Sale Disposition' (NO SALE - DISCARDED), 'Amount' (500 POUNDS), and 'Port Landed' (BOOTHBAY HARBOR). An orange arrow points to the 'Sale Disposition' dropdown menu. The third screenshot shows a list of 'Sale Disposition' options: NO SALE - DISCARDED, NO SALE - REASON UNKNOWN, NO SALE - RETAINED, PLACED IN CAR, PRIVATE/DOCKSIDE SALE, and SOLD TO DEALER. An orange arrow points to 'NO SALE - RETAINED'. Below this is another 'Edit Offload' form with 'Sale Disposition' set to 'NO SALE - RETAINED', 'Amount' set to 100 POUNDS, and 'Port Landed' set to BOOTHBAY HARBOR. An orange arrow points to the 'Amount' field.

- Z. Next you will enter the amount kept for personal consumption. Click on the drop-down arrow for “Amount” and select the quantity units. Then you can enter the amount.

The image shows three screenshots of a mobile application interface. The first screenshot, titled 'Edit Offload', shows the 'Offload Details' section with 'Sale Disposition' (NO SALE - RETAINED), 'Amount' (100 POUNDS), and 'Port Landed' (BOOTHBAY HARBOR). An orange arrow points to the 'Amount' dropdown menu. The second screenshot shows a list of 'Amount' options: BUSHEL, COUNT, GALLON, POUNDS, and SHELLS. An orange arrow points to 'POUNDS'. The third screenshot shows the 'Edit Offload' form with 'Sale Disposition' set to 'NO SALE - RETAINED', 'Amount' set to 100 POUNDS, and 'Port Landed' set to BOOTHBAY HARBOR. An orange arrow points to the 'Amount' field.

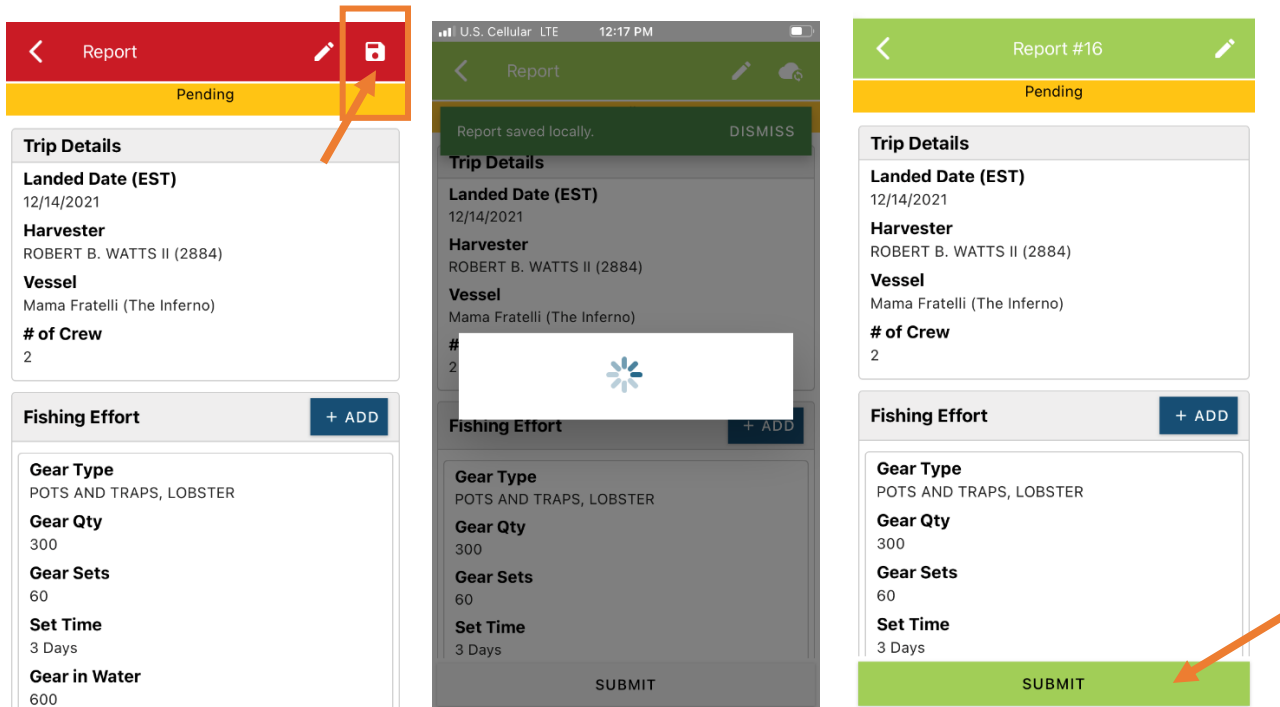
AA. Next, click on the drop-down arrow for the “Port Landed”. You can start typing your Port into the search bar. Once you see your Port, click on it. Then click “CONTINUE” when the “Port Landed” has been selected.

The first screenshot shows the 'Edit Offload' screen with 'Port Landed' set to a dropdown menu. An orange arrow points to the dropdown arrow. The second screenshot shows a search bar with 'Booth' entered, displaying a list of ports: BOOTHBAY, BOOTHBAY HARBOR, EAST BOOTHBAY, BATH, NORTHPORT, and SOUTHPORT. The third screenshot shows 'BOOTHBAY HARBOR' selected in the 'Port Landed' field, with an orange arrow pointing to the 'CONTINUE' button at the bottom.

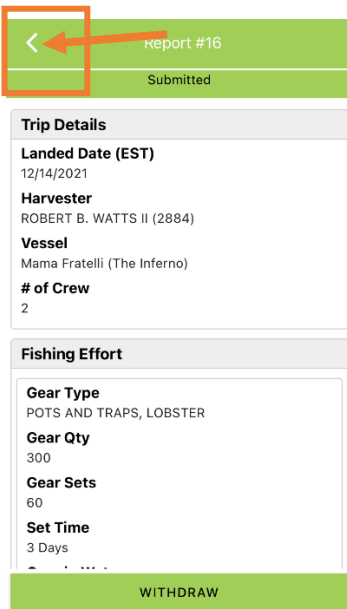
BB. After the first catch has been added, you can add another catch (crab, for example) from the same trip by clicking on the back arrow on the top left. Then, click the “+ ADD” button next to “Species”. You will repeat steps O – V if the additional species had only one “Sales Disposition” or steps O-Z for more than one “Sales Disposition”. Click “CONTINUE” if you have no additional catch to add to your trip.

The first screenshot shows the 'Edit Species' screen with a back arrow highlighted by an orange box and arrow. The second screenshot shows the 'Edit Fishing Effort' screen with a '+ ADD' button highlighted by an orange box and arrow. A callout box says: "Click "+ ADD" to add another catch to this trip." Another callout box at the bottom says: "Click \"CONTINUE\" to submit and save your report if you have no additional catch to add." The 'Edit Fishing Effort' screen shows fields for Depth (1 FATHOMS), Sea Time (1 HOURS), Location (43.843925, -69.640639), and a list of Species (LOBSTER, AMERICAN) with Quantity (100 POUNDS) and Catch Disposition (FOOD).

CC. Once you click “CONTINUE”, you will click on the “disk” icon in the upper right corner of your screen. You will see a spinning wheel. After that goes away, click “SUBMIT” at the bottom of the screen. The report will upload immediately if you are connected to the internet/have cell service, or it will save to your phone until you are connected to the internet/regain cell service and go back into the application. If you are not connected to the internet when completing your report, you will need to open the program when reconnected to the internet/regain cell service to automatically submit any unsent reports.



DD. Once the report is submitted, click on the back arrow in the upper left corner and you will return to the home screen where you can submit more or find previously submitted reports. You will see “WITHDRAW” at the bottom of the screen. You should only click this if you’ve realized that you entered something incorrectly and need to update your report.





EE. After your first submission, the program remembers your frequently selected gear types, species, catch disposition and port landed. These selections float to the top of the list to make it easier to report.

Enter search...	Enter search...	Enter search...
POTS AND TRAPS, LOBSTER ↻	LOBSTER, AMERICAN ↻	FOOD ↻
AQUACULTURE	ALEWIFE	ALIVE; CONDITION UNKNOWN
AUTO JIG	BASS, BLACK SEA	ALIVE; GEAR IN OR AROUND ANOTHER SINGLE BODY PART
BAG NETS	BLUEFISH	ALIVE; GEAR IN OR AROUND FLIPPER
BANK TRAP, CHANNEL POUND	BONITO, ATLANTIC	ALIVE; GEAR IN OR AROUND MOUTH
BEAM TRAWLS	BUTTERFISH	ALIVE; GEAR IN OR AROUND SEVERAL BODY PARTS
BEAM TRAWLS, FISH	CARP, COMMON	ALIVE; INJURED

Enter search...
BOOTHBAY HARBOR ↻
ADDISON
ALNA
ARROWSIC
ARUNDEL