

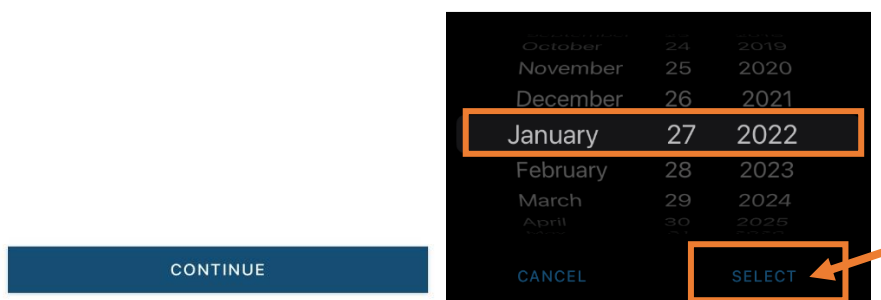
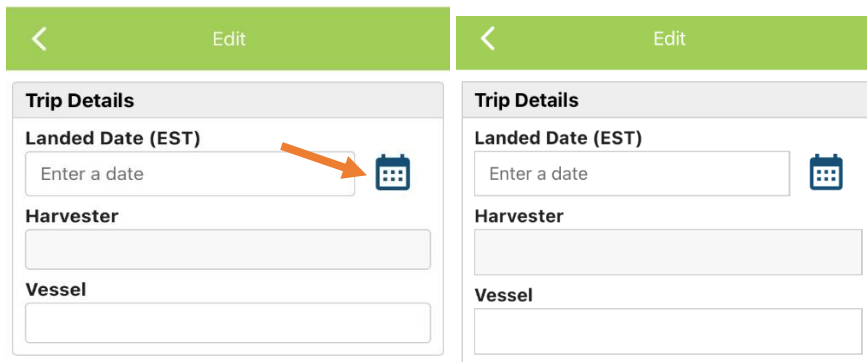
CREATING A POSITIVE REPORT USING THE VESL HARVESTER APPLICATION

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.

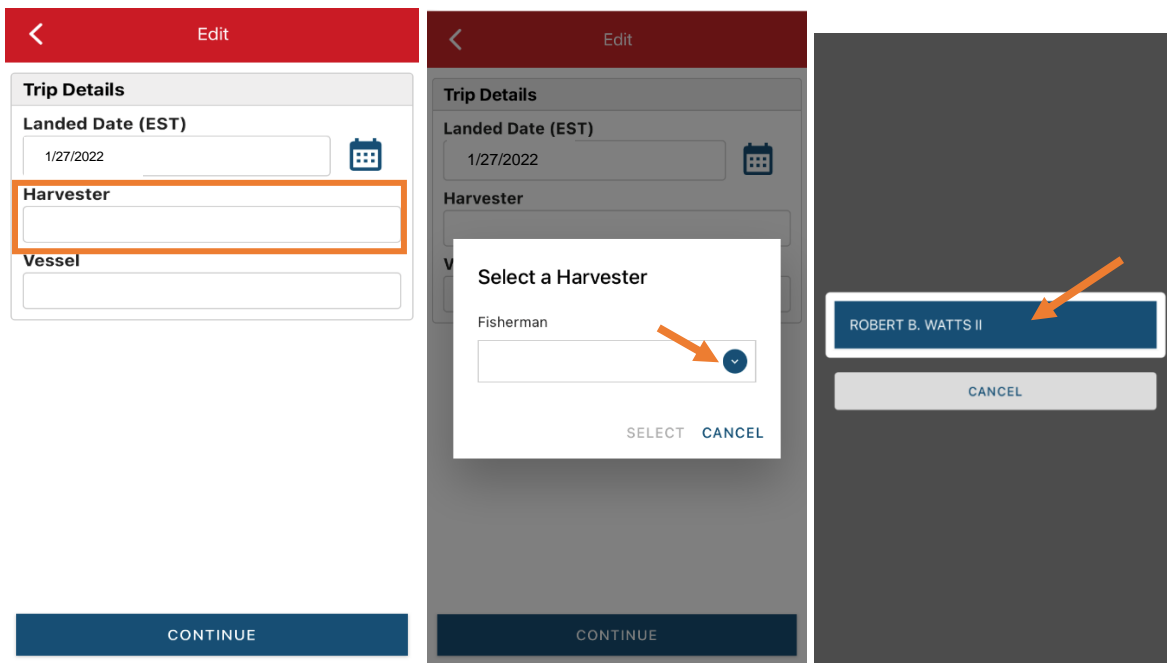
1. After you have logged into (or opened) the application you are presented with three options:
 - A. "FIND REPORT" allows you to search on previously created reports.
 - B. "CREATE REPORT" opens the applications reporting screen.
 - C. "CREATE DID NOT FISH" will bring you to the VESL website (requires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



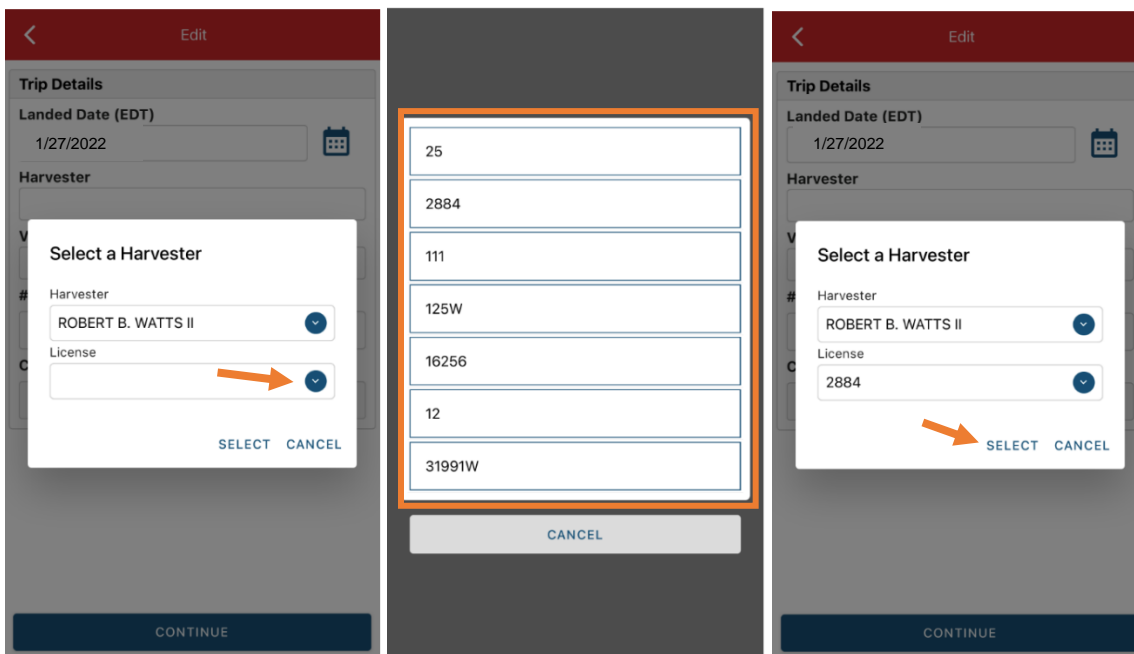
2. Creating a Report
 - A. After you click on "CREATE REPORT" (in Step 1b above) you will arrive at this screen. Click on the calendar icon to select your "Landed Date". A box will pop up showing the month, day, and year. Click "SELECT" once you've chosen the date.



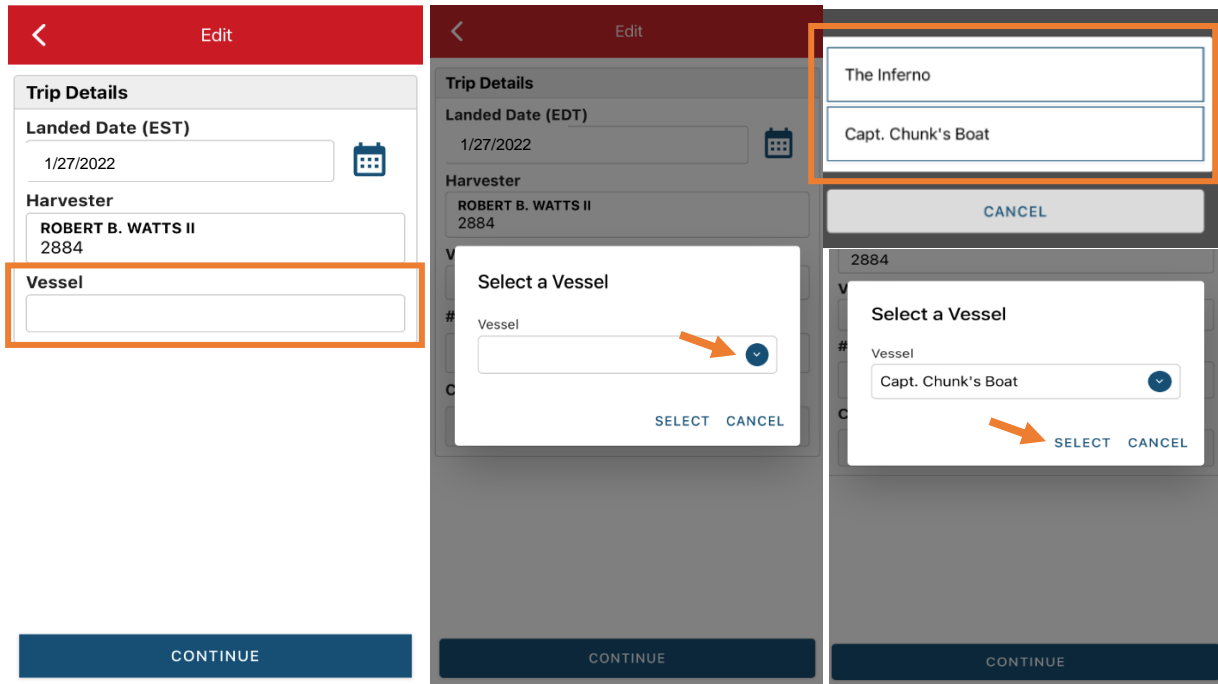
B. Click on “Harvester”. Click the drop-down arrow, then click on your name when it pops up.



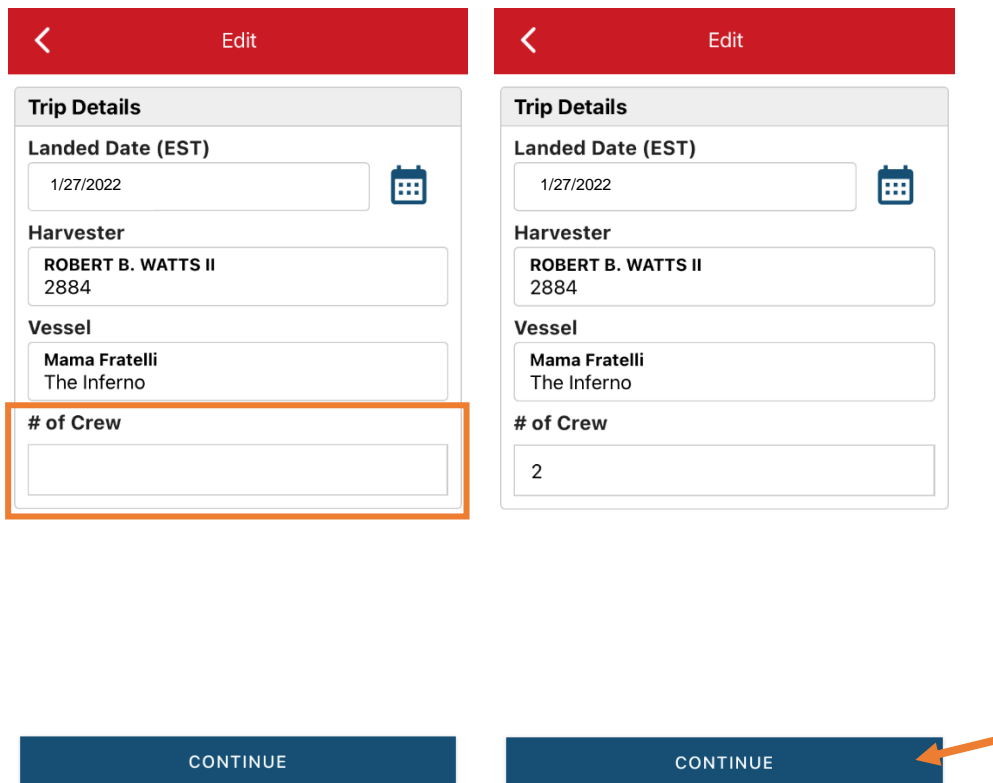
C. Then click on the drop-down arrow for “License” and select the license you want to report for by clicking on the license number in the list that pops up. Click “SELECT” once you are done selecting the license.



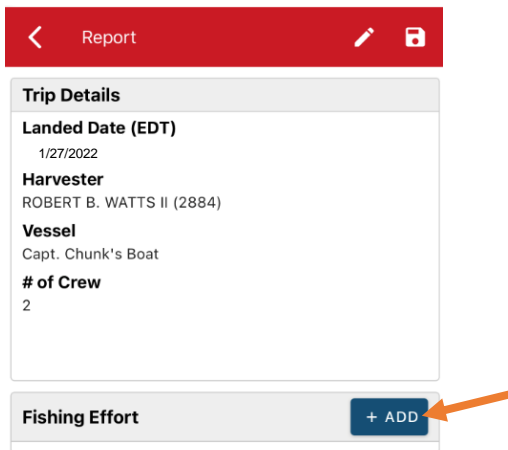
- D. Then click on “Vessel” to choose your vessel. Click the drop-down arrow to see the list of vessels available. Click the vessel from the list and then click “SELECT” once you choose the vessel.



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

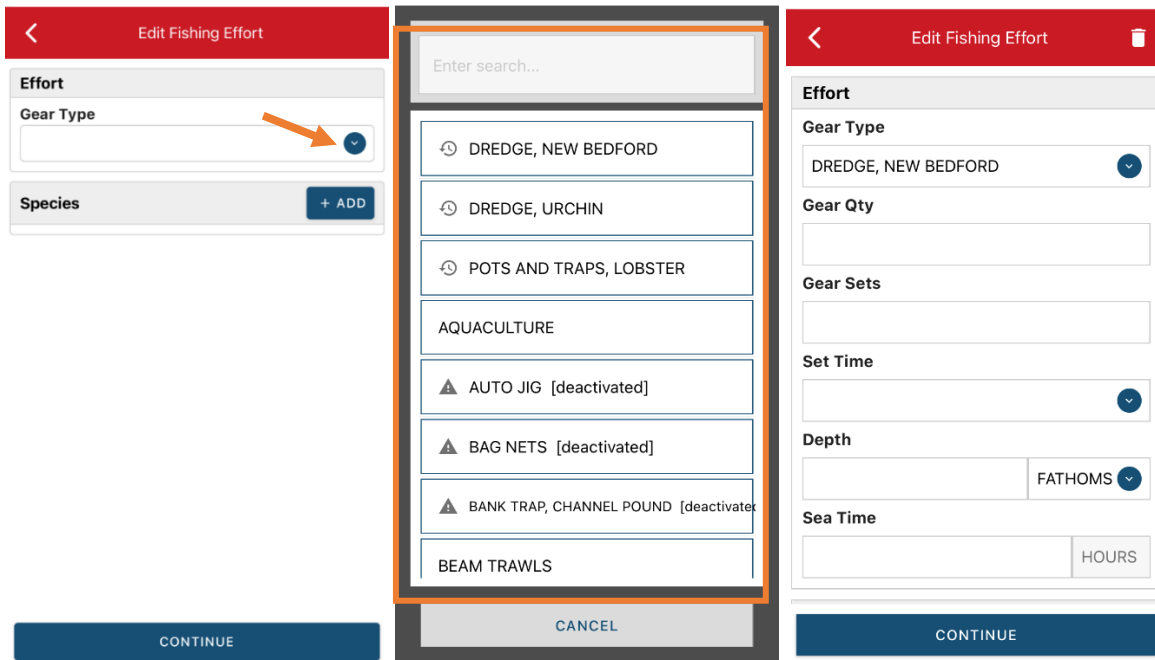


F. After clicking “CONTINUE”, you will be able to add your effort information by clicking on the “+ ADD” button.



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 "Trip Details" section with the following information: "Landed Date (EDT)" is 1/27/2022; "Harvester" is ROBERT B. WATTS II (2884); "Vessel" is Capt. Chunk's Boat; and "# of Crew" is 2. At the bottom of the screen, there is a "Fishing Effort" section with a blue "+ ADD" button. An orange arrow points to this button.

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. You will select “By hand, diving gear” if you are diving instead of dragging.



The image displays three sequential screenshots of the "Edit Fishing Effort" screen. The first screenshot on the left shows the "Gear Type" dropdown menu with a blue arrow pointing to the dropdown arrow. The middle screenshot is a modal window with a search bar and a list of gear types: "DREDGE, NEW BEDFORD", "DREDGE, URCHIN", "POTS AND TRAPS, LOBSTER", "AQUACULTURE", "AUTO JIG [deactivated]", "BAG NETS [deactivated]", "BANK TRAP, CHANNEL POUND [deactivated]", and "BEAM TRAWLS". The last screenshot on the right shows the "Edit Fishing Effort" form with "DREDGE, NEW BEDFORD" selected in the "Gear Type" dropdown. Other fields include "Gear Qty", "Gear Sets", "Set Time" (with a dropdown arrow), "Depth" (with a "FATHOMS" dropdown), and "Sea Time" (with a "HOURS" dropdown). At the bottom of each screenshot are "CONTINUE" and "CANCEL" buttons.

H. Enter the “Gear Qty” (1 for dredge and 0 for dive) and the number of tows/dives you did under “Gear Sets”.

The image shows two side-by-side screenshots of the 'Edit Fishing Effort' form. The left screenshot shows the 'Gear Qty' field with the value '1' highlighted by an orange box. The right screenshot shows the 'Gear Sets' field with the value '10' highlighted by an orange box. Both forms have 'DREDGE, NEW BEDFORD' selected for 'Gear Type' and 'CONTINUE' buttons at the bottom.

I. Next, click on the drop-down arrow for “Set Time” to enter the length of each tow/dive. You will need to select your “Set Time Units” (hrs, days, mins) first, then you can enter the corresponding time.

The image shows a sequence of three screenshots illustrating the 'Set Time' selection process. The first screenshot shows the 'Set Time' field with a dropdown arrow highlighted by an orange arrow. The second screenshot shows the dropdown menu with 'DAYS', 'HOURS', and 'MINUTES' options, with 'MINUTES' highlighted by an orange box. The third screenshot shows the 'Set Time' field with the value '25' and 'MINUTES' selected, with an orange arrow pointing to the '25'.

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

The image consists of three screenshots from a mobile application titled "Edit Fishing Effort".

- Left Screenshot:** Shows the "Effort" section with fields for Gear Type (DREDGE, NEW BEDFORD), Gear Qty (1), Gear Sets (10), Set Time (25 MINUTES), Depth (empty), and Sea Time (empty HOURS). An orange arrow points to the "FATHOMS" dropdown menu next to the Depth field.
- Middle Screenshot:** A modal dialog box is open, showing two options: "FATHOMS" and "FEET". The "FATHOMS" option is highlighted with an orange border. A "CANCEL" button is at the bottom.
- Right Screenshot:** Shows the "Effort" section after selection. The Depth field now contains the value "15" and the unit dropdown is set to "FATHOMS". An orange arrow points to the "15" value. The Sea Time field remains empty.

- K. 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.

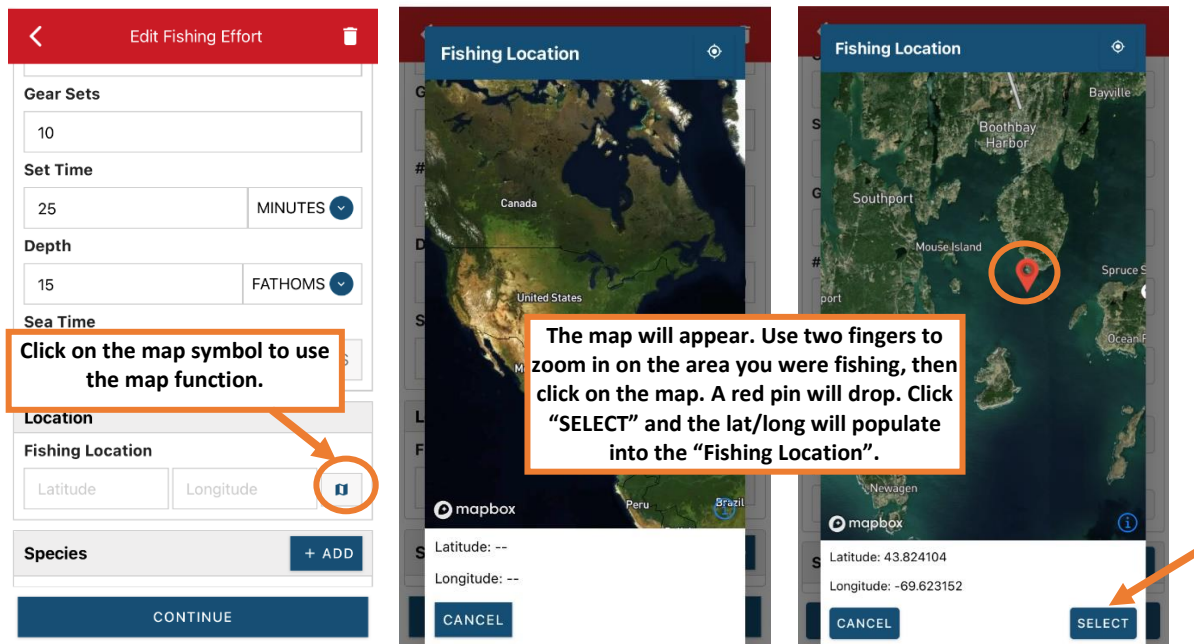
This screenshot shows the "Edit Fishing Effort" form with the following values:

- Gear Type: DREDGE, NEW BEDFORD
- Gear Qty: 1
- Gear Sets: 10
- Set Time: 25 MINUTES
- Depth: 15 FATHOMS
- Sea Time: 5 HOURS (indicated by an orange arrow)

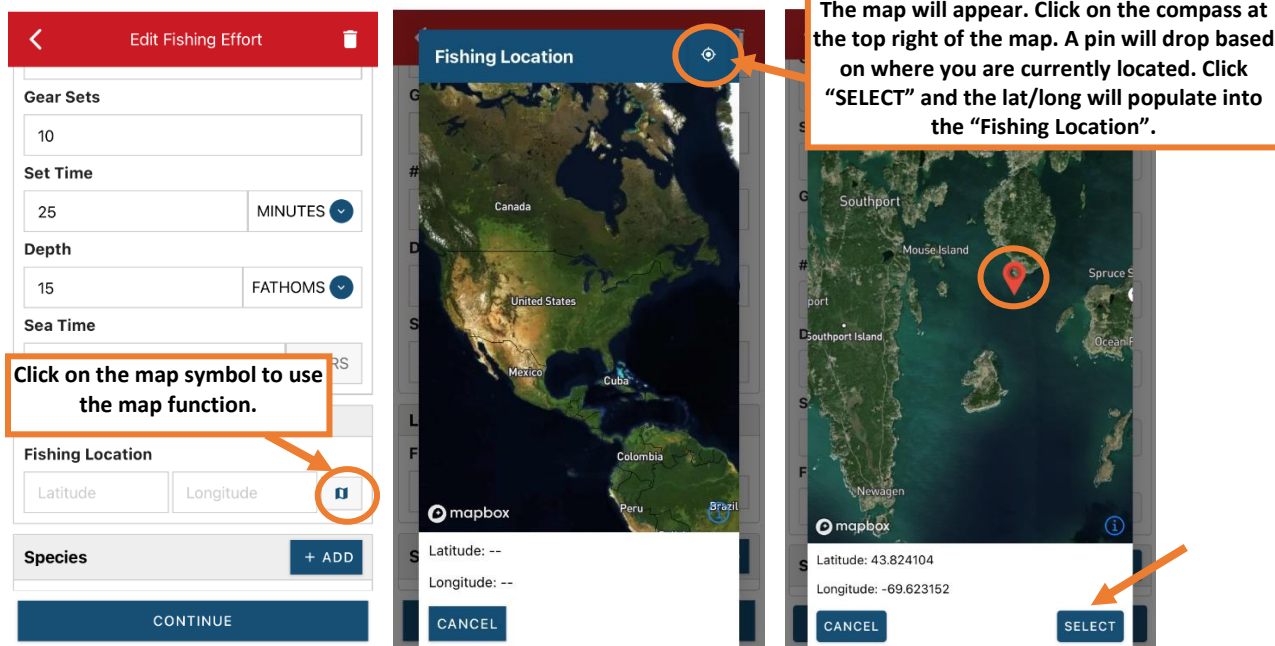
A "CONTINUE" button is visible at the bottom of the form.

- L. Next is your "Fishing Location". You can manually enter the latitude and longitude from your plotter into the two boxes under "Fishing Location" or you can use the map function in the application to auto-populate fishing area.

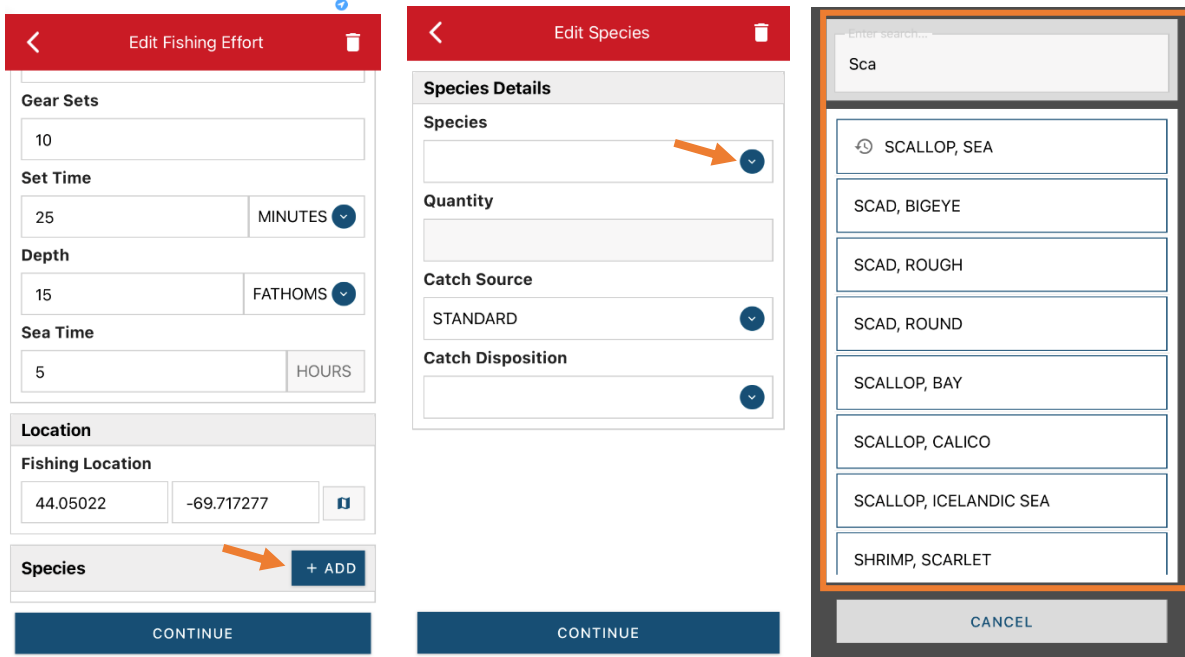
Using the Map Function if you are not actively fishing:



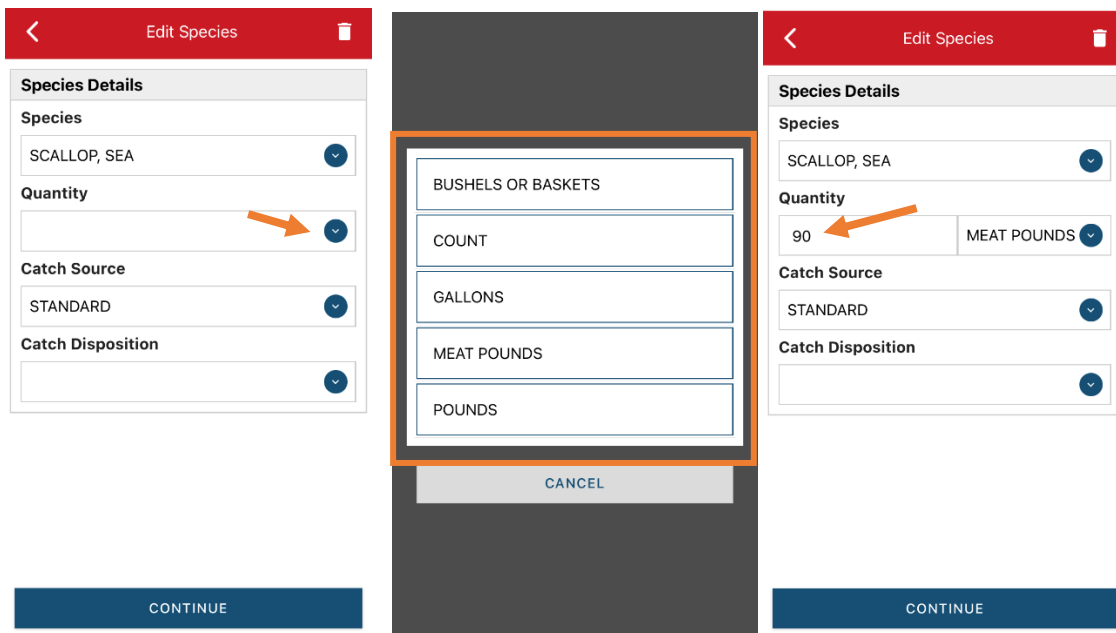
Using the Map Function if you are actively fishing:



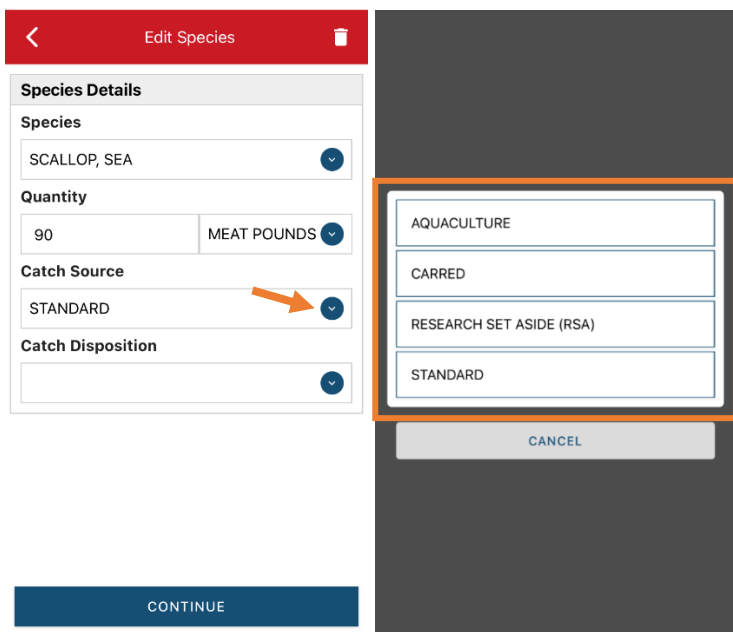
M. Next click the “+ ADD” button next to the “Species”. Click the drop-down arrow for “Species”. Then, in the search box start typing the species name. You can also scroll through the list. Once you find the species you want to report, click on the species name.



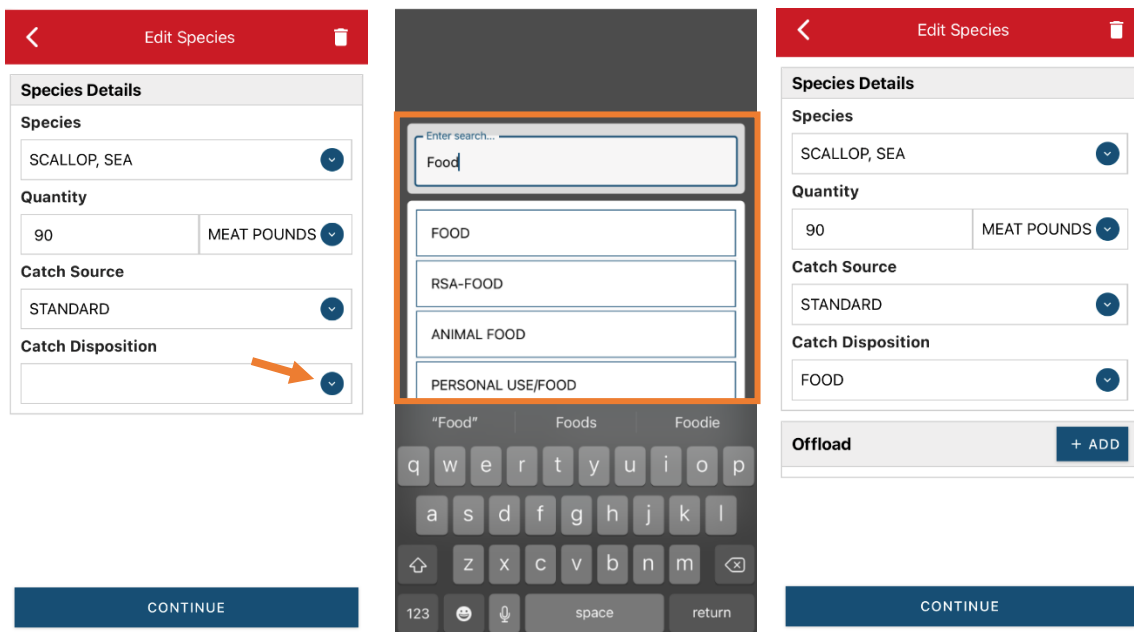
N. Next, click on the drop-down arrow for the “Quantity” field. You will be prompted to pick the “Quantity Units” before entering a value, so click on the applicable unit from the list and then type in the total “Quantity” you landed.



- O. Next, select the drop-down arrow for the “Catch Source”. This is where you indicate if the catch you are reporting on were carried (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”.



- P. 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.



Q. 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: SCALLOP, SEA

Quantity: 90 MEAT POUNDS

Catch Source: STANDARD

Catch Disposition: FOOD

Offload: + ADD

CONTINUE

R. 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

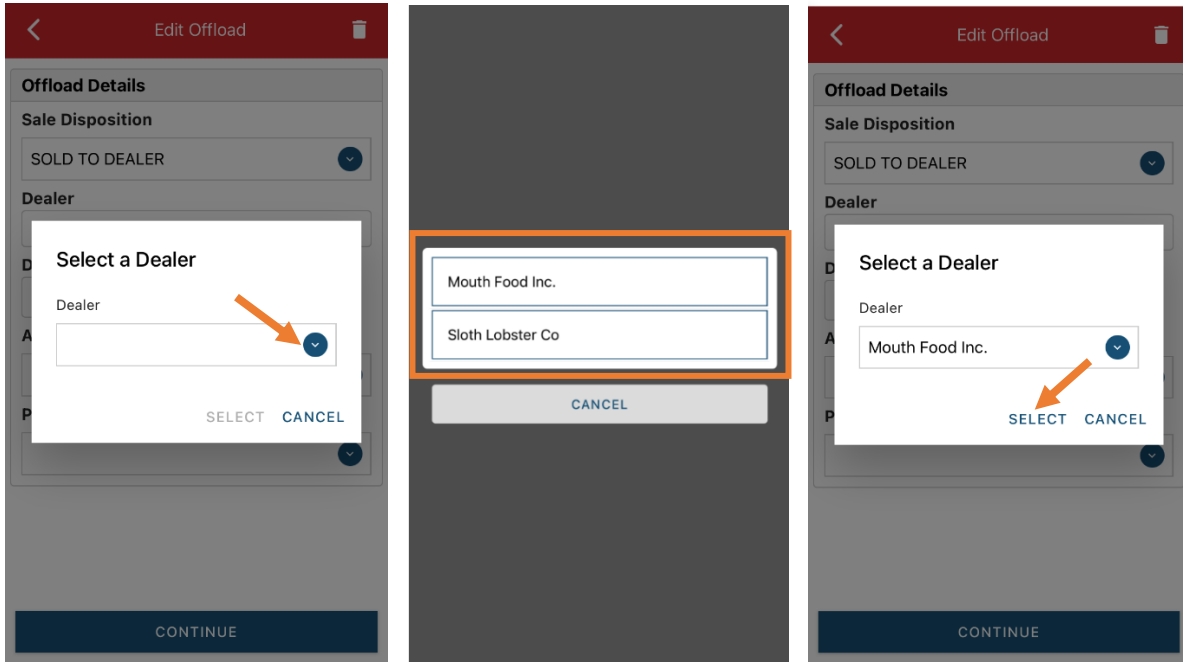
Date Sold (EST): Enter a date

Amount

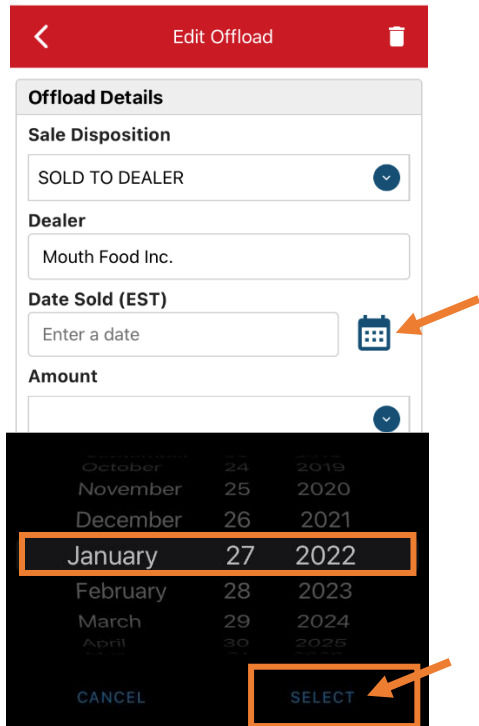
Port Landed

CONTINUE

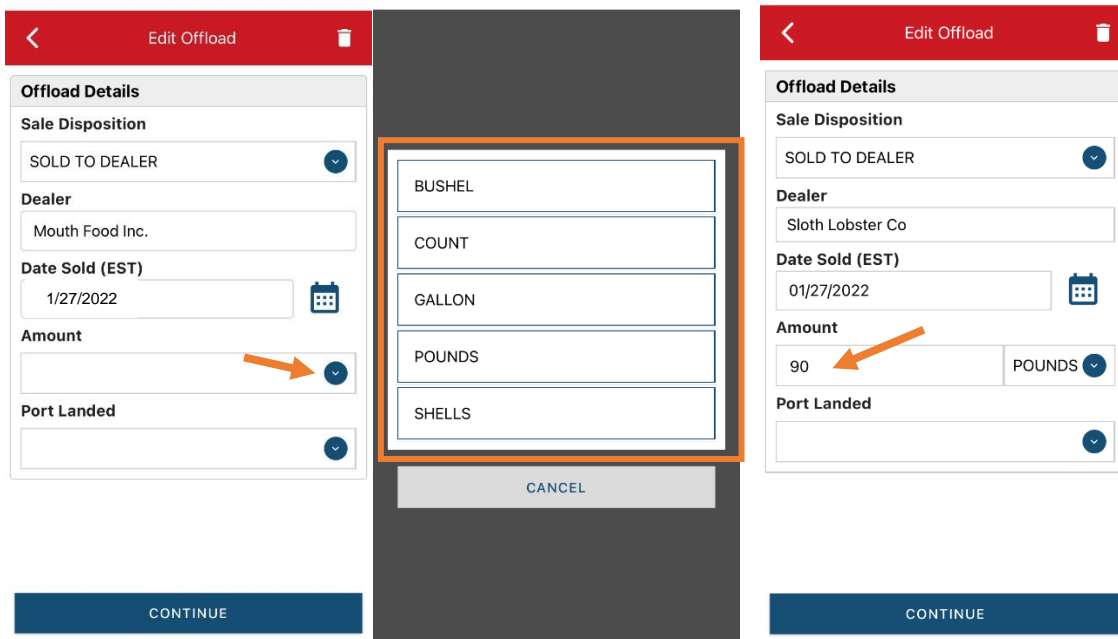
- S. Click on the drop-down arrow and you can search or scroll through the list of dealers. Click on the dealer you sold to once you find them in the list and then click “SELECT”.



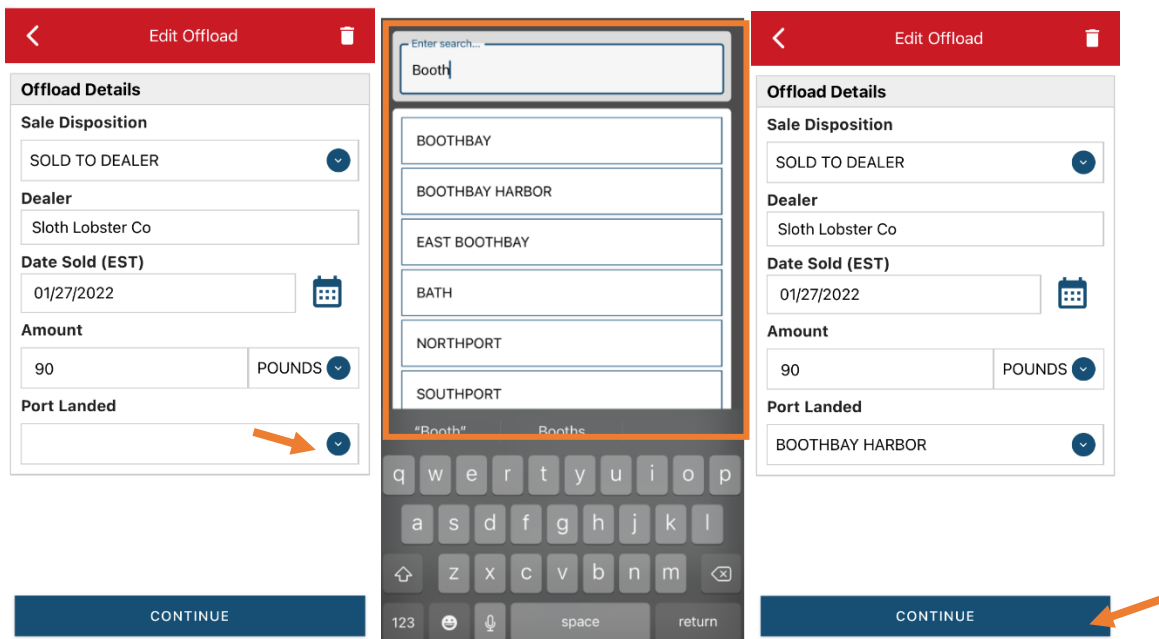
- T. Next you will enter a date sold. Click on the calendar icon and choose your date. Click on “SELECT” once you have your date selected.



- U. 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 90 and all of that was sold to one dealer.



- V. 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.



- W. If you had more than one “Sale Disposition” for the trip (ex: Sold to Dealer and kept for personal use), click “+ ADD” to add another Offload and Follow steps R-V.

Edit Species

Species Details

Species: SCALLOP, SEA

Quantity: 90 MEAT POUNDS

Catch Source: STANDARD

Catch Disposition: FOOD

Offload + ADD

Sale Disposition
SOLD TO DEALER
Amount
90 POUNDS

CONTINUE

- X. After the first catch has been added, you can add another catch (urchin, 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 M – V if the additional species had only one “Sales Disposition” or steps Q – V for more than one “Sales Disposition”. Click “CONTINUE” if you have no additional catch to add to your trip.

Edit Species

Species Details

Species: SCALLOP, SEA

Quantity: 90 MEAT POUNDS

Catch Source: STANDARD

Catch Disposition: FOOD

Offload + ADD

Sale Disposition
SOLD TO DEALER
Amount
90 POUNDS

CONTINUE

Edit Fishing Effort

Set Time: 25 MINUTES

Depth: 15 FATHOMS

Sea Time: 5 HOURS

Location

Fishing Location: 44.05022 -69.717277

Species + ADD

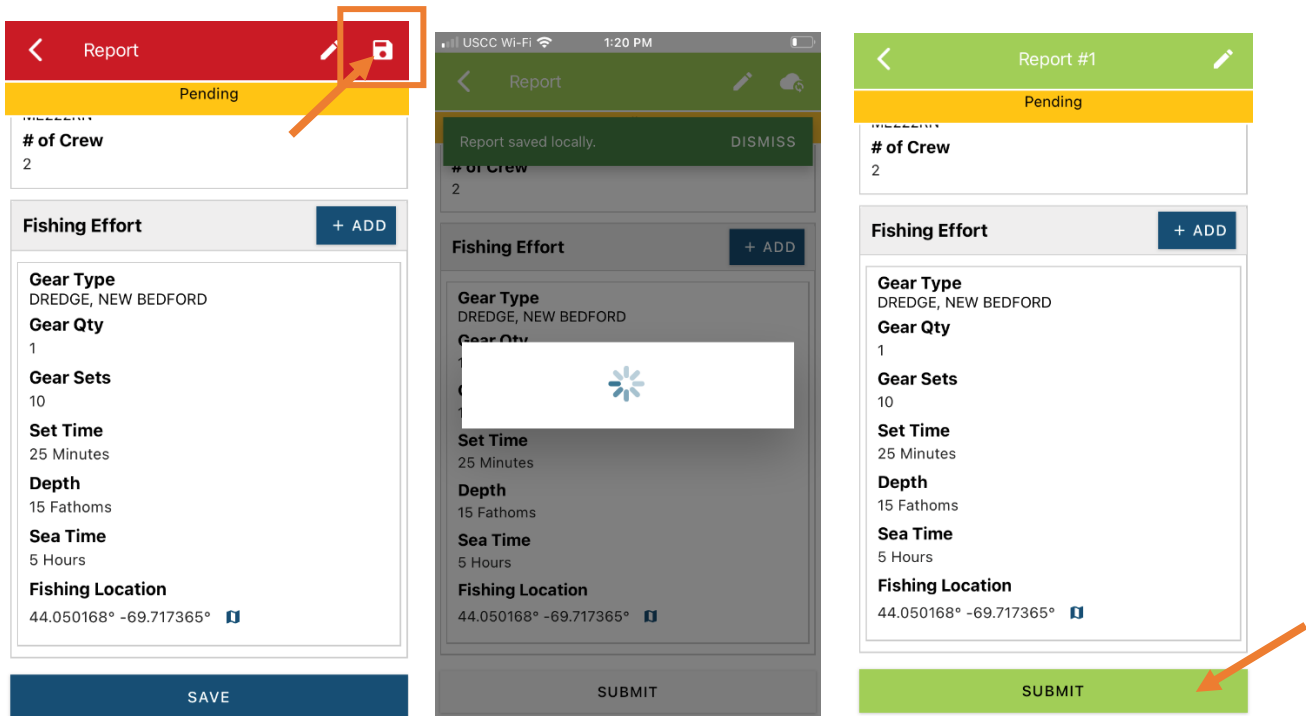
Species: SCALLOP, SEA
Quantity: 90 MEAT POUNDS
Catch Disposition:

CONTINUE

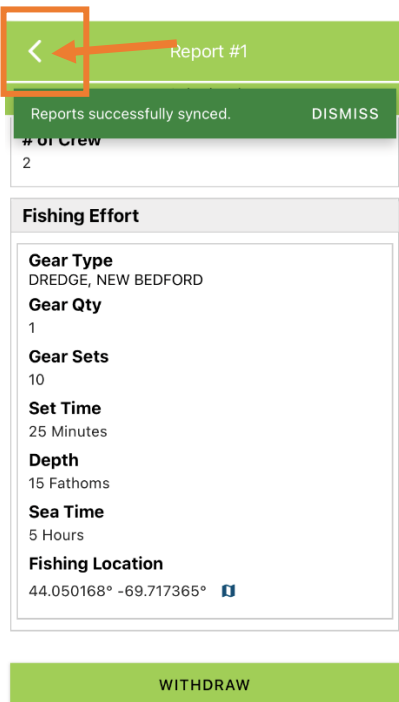
Click “+ ADD” to add another catch to this

Click “CONTINUE” to submit and save your report if you have no additional catch to add.

- Y. 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.



- Z. 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.



AA. 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.

