

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.

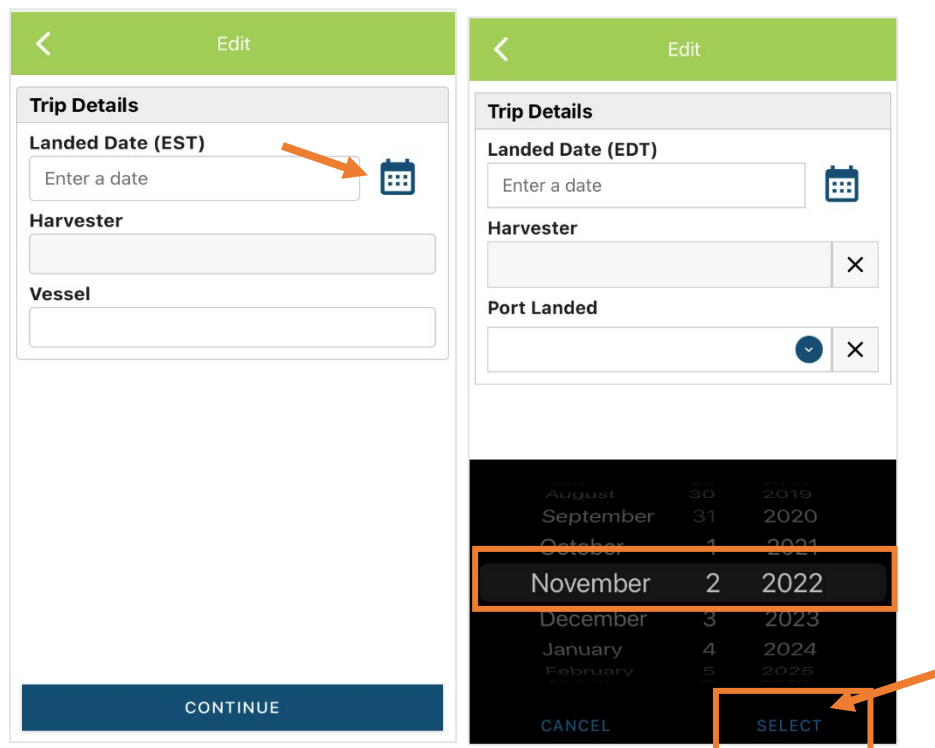
1. After you have logged into (or opened) the application you are presented with three options:
 - A. “FIND REPORT” allows you to search on previously created reports.
 - B. “CREATE REPORT” opens the applications reporting screen.
 - C. “CREATE DID NOT FISH” will bring you to the VESL website (requires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



The screenshot shows the main menu of the DMR Harvester Report application. It has a green header with the text "DMR Harvester Report" and a power icon. Below the header are three buttons: "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 first screenshot shows the 'Edit' screen with a green header. It has a 'Trip Details' section with three fields: 'Landed Date (EST)' with a calendar icon, 'Harvester', and 'Vessel'. A 'CONTINUE' button is at the bottom. An orange arrow points to the calendar icon.

The second screenshot shows the date selection calendar. It has a green header with a back arrow and the word 'Edit'. The calendar lists months from August 2019 to February 2026. The date 'November 2 2022' is highlighted with an orange box. A 'SELECT' button is at the bottom right, also highlighted with an orange box and an orange arrow. A 'CANCEL' button is at the bottom left.

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

The first screenshot shows the 'Edit' screen with 'Trip Details'. The 'Harvester' field is highlighted with an orange box. The second screenshot shows a dropdown menu for 'Harvester' with 'ROBERT B. WATTS II' selected. The third screenshot shows the 'SELECT' 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 'Edit' screen with 'Trip Details'. The 'License' field is highlighted with an orange box. The second screenshot shows a list of license numbers: 25, 2884, 111, 125W, 16256, 12, and 31991W. The third screenshot shows the '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 the 'Select a Vessel' modal with a dropdown arrow highlighted. The third screenshot shows the modal with 'Capt. Chunk's Boat' selected and the 'SELECT' button highlighted.

- E. Click the drop-down arrow to enter the “Port Landed.” You can search for your port in the Search bar on the window that opens. When you see your Port in the list, click on it.

The first screenshot shows the 'Edit' screen with 'Trip Details'. The 'Port Landed' field has a dropdown arrow highlighted with an orange arrow. The second screenshot shows a search modal with a list of ports: BOOTHBAY HARBOR, ME; DAMARISCOTTA, ME; PINE POINT, ME; PORTLAND, ME; SOUTHWEST HARBOR, ME; 100 ACRE COVE RAMP/WALKER FARM, RI; 101 BRIDGE - TIDAL RIVER, NH; 1ST ENCOUNTER BEACH, MA. The third screenshot shows the 'Port Landed' field with 'BOOTHBAY HARBOR, ME' selected.

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

The image shows two side-by-side screenshots of a mobile application interface, both in 'Edit' mode. The interface is titled 'Trip Details' and includes the following fields: 'Landed Date (EDT)' with the value '11/02/2022', 'Harvester' with the value 'ROBERT B. WATTS II (LC2) 2884', 'Vessel' with the value 'Capt. Chunk's Boat', and 'Port Landed' with the value 'BOOTHBAY HARBOR, ME'. The '# of Crew' field is present in both, with the value '2' entered in the right screenshot. The left screenshot has an orange rectangle around the '# of Crew' field, and the right screenshot has an orange arrow pointing to the 'CONTINUE' button at the bottom.

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

The image shows a screenshot of a mobile application interface in 'Report' mode. The interface is titled 'Trip Details' and includes the following fields: 'Landed Date (EDT)' with the value '11/02/2022', 'Harvester' with the value 'ROBERT B. WATTS II (LC2) 2884', 'Vessel' with the value 'Capt. Chunk's Boat', 'Port Landed' with the value 'BOOTHBAY HARBOR, ME', and '# of Crew' with the value '2'. Below these fields is a section titled 'Fishing Effort' with a '+ ADD' button. An orange arrow points to the '+ ADD' button. At the bottom of the screen is a 'SAVE' button.

- H. 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 first screenshot shows the 'Edit Fishing Effort' form with a red header. The 'Effort' section has a 'Gear Type' dropdown menu. An orange arrow points to the dropdown arrow. Below it is a 'Species' section with a '+ ADD' button. At the bottom is a 'CONTINUE' button.

The second screenshot shows a search modal with a search bar containing 'Dredge'. Below the search bar is a list of gear types: 'DREDGE', 'DREDGE, MUSSEL', 'DREDGE, URCHIN', 'DREDGE, SCALLOP', 'DREDGE, NEW BEDFORD', and 'DREDGE, SCALLOP, CHAIN MAT'. A 'CANCEL' button is at the bottom.

The third screenshot shows the 'Edit Fishing Effort' form with 'DREDGE, SCALLOP' selected in the 'Gear Type' dropdown. The 'Gear Qty' field is now visible. Other fields include 'Gear Sets', 'Set Time', 'Depth' (with a 'FATHOMS' dropdown), 'Sea Time' (with an 'HOURS' dropdown), and 'Location'. A 'CONTINUE' button is at the bottom.

- I. For “Gear Qty,” enter the number of individual dredges being towed at one time during this trip. This is usually 1.

The first screenshot shows the 'Edit Fishing Effort' form with 'DREDGE, SCALLOP' selected in the 'Gear Type' dropdown. The 'Gear Qty' field is highlighted with an orange box. Other fields include 'Gear Sets', 'Set Time', 'Depth' (with a 'FATHOMS' dropdown), 'Sea Time' (with an 'HOURS' dropdown), and 'Location'. A 'CONTINUE' button is at the bottom.

The second screenshot shows the 'Edit Fishing Effort' form with 'DREDGE, SCALLOP' selected in the 'Gear Type' dropdown. The 'Gear Qty' field now contains the value '1'. Other fields include 'Gear Sets', 'Set Time', 'Depth' (with a 'FATHOMS' dropdown), 'Sea Time' (with an 'HOURS' dropdown), and 'Location'. A 'CONTINUE' button is at the bottom.

J. Enter the number of tows 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 Sets' field highlighted with an orange box. The right screenshot shows the 'Gear Sets' field with the value '10' entered. Both screenshots show the following fields: Gear Type (DREDGE, SCALLOP), Gear Qty (1), Set Time (dropdown), Depth (FATHOMS), Sea Time (HOURS), and a CONTINUE button.

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

The image shows three screenshots of the 'Edit Fishing Effort' form. The left screenshot shows the 'Set Time' dropdown arrow highlighted with an orange arrow. The middle screenshot shows the dropdown menu with options: DAYS, HOURS, and MINUTES. The right screenshot shows the dropdown menu with the value '20' entered and 'MINUTES' selected. Both the left and right screenshots show the following fields: Gear Type (DREDGE, SCALLOP), Gear Qty (1), Gear Sets (10), Depth (FATHOMS), Sea Time (HOURS), and a CONTINUE button. The middle screenshot shows a CANCEL button.

- L. Next, enter the “Depth” by clicking the drop-down arrow for depth unit. The depth unit is defaulted to FATHOMS. To change this, click on the drop-down arrow. You will then choose the applicable depth unit and enter your depth.

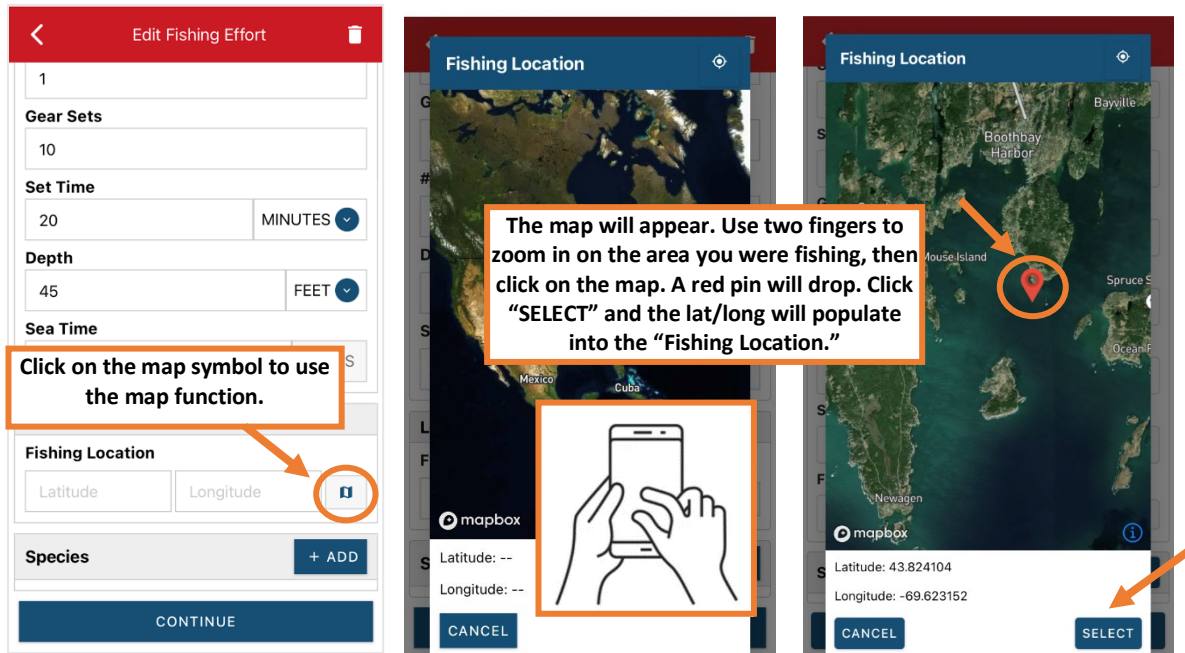
The first screenshot shows the 'Edit Fishing Effort' form with the 'Depth' dropdown menu open, displaying 'FATHOMS' and 'FEET' options. An orange arrow points to the 'FATHOMS' option. The second screenshot shows the 'FEET' option selected in the dropdown menu. The third screenshot shows the final form with 'FEET' selected and '45' entered in the depth field.

- M. Next, enter the “Sea Time.” The “Sea Time” units are defaulted to hours and cannot be changed. This will be your total time spent at sea for the trip you are reporting on.

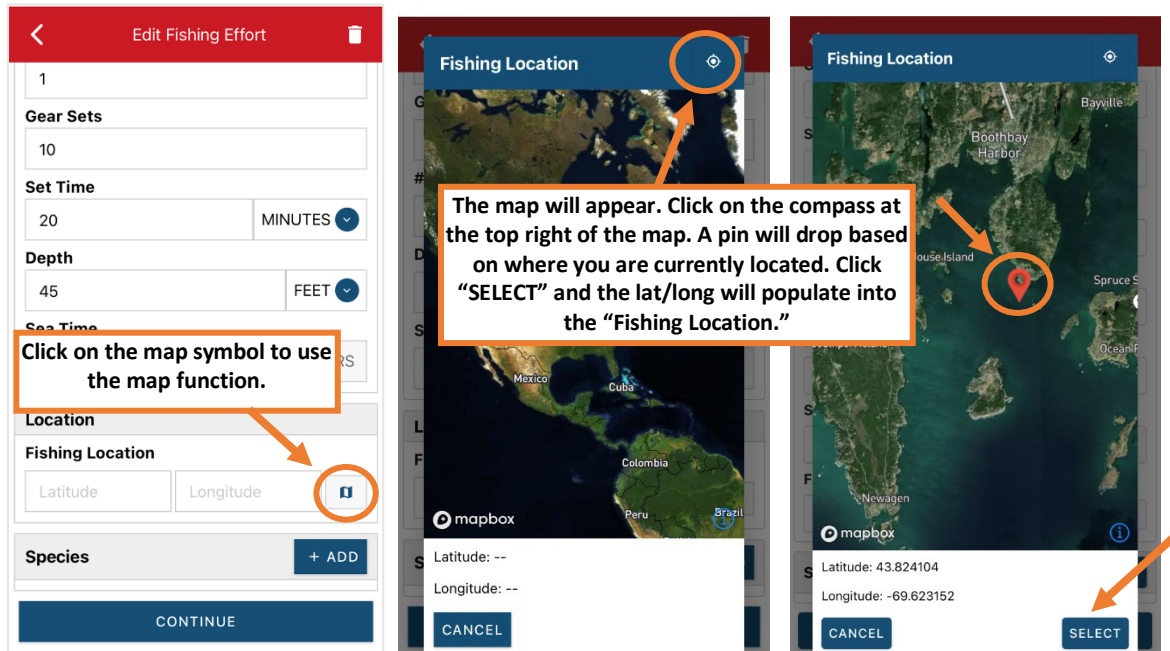
The first screenshot shows the 'Edit Fishing Effort' form with the 'Sea Time' field highlighted by an orange box. The second screenshot shows the final form with '6' entered in the 'Sea Time' field.

- N. Next is your “Fishing Location.” You may need to scroll down to see this section. 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:



- O. 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.

The first screenshot shows the 'Edit Fishing Effort' screen. It has a red header with a back arrow and a trash icon. Below the header, there are fields for 'Gear Sets' (1), 'Set Time' (20 MINUTES), 'Depth' (45 FEET), and 'Sea Time' (6 HOURS). At the bottom, there is a 'Location' section with 'Fishing Location' (43.831561, -69.630957) and a 'Species' field with a blue '+ ADD' button. An orange arrow points to the '+ ADD' button. Below the 'Species' field is a blue 'CONTINUE' button.

The second screenshot shows the 'Edit Species' screen. It has a red header with a back arrow and a trash icon. Below the header, there is a 'Species Details' section with fields for 'Species' (a blue drop-down arrow), 'Quantity' (a text input field), 'Catch Source' (a blue drop-down arrow), and 'Catch Disposition' (a blue drop-down arrow). An orange arrow points to the drop-down arrow next to the 'Species' field. Below the 'Species Details' section is a blue 'CONTINUE' button.

The third screenshot shows the species selection list. It has a red header with a back arrow and a trash icon. Below the header, there is a search box with the text 'Sca'. Below the search box is a list of species options: 'SCALLOP, SEA', 'SCAD, BIGEYE', 'SCAD, ROUGH', 'SCAD, ROUND', 'SCALLOP, BAY', 'SCALLOP, CALICO', 'SCALLOP, ICELANDIC SEA', and 'SHRIMP, SCARLET'. An orange arrow points to the 'SCALLOP, SEA' option. At the bottom is a blue 'CANCEL' button.

- 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' screen. It has a red header with a back arrow and a trash icon. Below the header, there is a 'Species Details' section with fields for 'Species' (a blue drop-down arrow), 'Quantity' (a blue drop-down arrow), 'Catch Source' (a blue drop-down arrow), and 'Catch Disposition' (a blue drop-down arrow). An orange arrow points to the drop-down arrow next to the 'Quantity' field. Below the 'Species Details' section is a blue 'CONTINUE' button.

The second screenshot shows the quantity units selection list. It has a red header with a back arrow and a trash icon. Below the header, there is a list of quantity units: 'BUSHELS OR BASKETS', 'COUNT', 'GALLONS', 'MEAT POUNDS', and 'POUNDS'. An orange arrow points to the 'POUNDS' option. At the bottom is a blue 'CANCEL' button.

The third screenshot shows the 'Edit Species' screen. It has a red header with a back arrow and a trash icon. Below the header, there is a 'Species Details' section with fields for 'Species' (a blue drop-down arrow), 'Quantity' (a text input field with the value '90' and a blue drop-down arrow), 'Catch Source' (a blue drop-down arrow), and 'Catch Disposition' (a blue drop-down arrow). An orange arrow points to the drop-down arrow next to the 'Quantity' field. Below the 'Species Details' section is a blue 'CONTINUE' button.

- Q. 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.”

The screenshot shows the 'Edit Species' form with the following fields: Species (SCALLOP, SEA), Quantity (90 POUNDS), Catch Source (STANDARD), and Catch Disposition. An orange arrow points to the dropdown arrow next to 'STANDARD' in the 'Catch Source' field. A modal menu is open, showing the following options: AQUACULTURE, CARRED, RESEARCH SET ASIDE (RSA), and STANDARD. A 'CANCEL' button is at the bottom of the modal.

- R. Next, you will choose your “Catch Disposition.” This is where you declare what the products end use was. Scallop is always FOOD. 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 (SCALLOP, SEA), Quantity (90 POUNDS), Catch Source (STANDARD), and Catch Disposition. An orange arrow points to the dropdown arrow next to the 'Catch Disposition' field. A modal menu is open, showing the following options: FOOD, RSA-FOOD, ANIMAL FOOD, and PERSONAL USE/FOOD. A search bar at the top of the modal contains the text 'Food'. A keyboard is visible at the bottom of the screen.

- S. If you select food 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 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

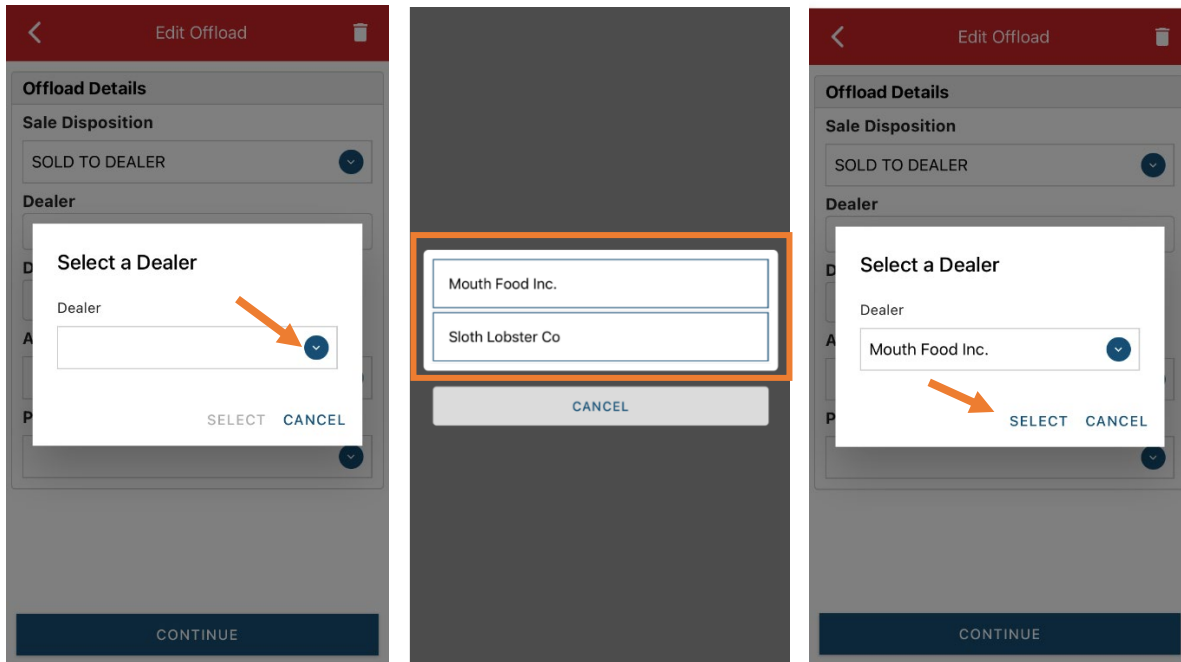
Date Sold (EST)
Enter a date

Amount

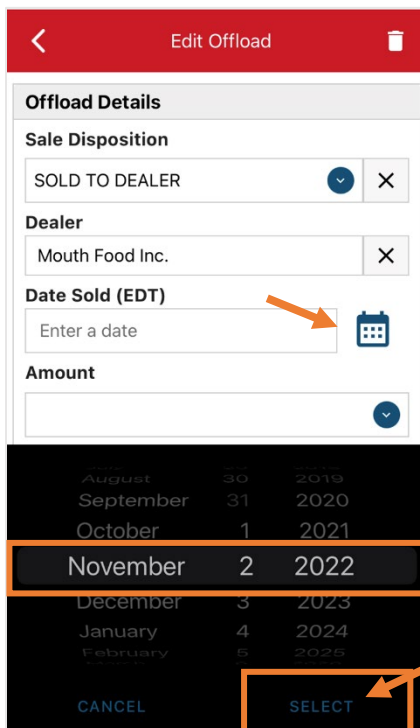
Port Landed

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 90 and all of that was sold to one dealer.

The first screenshot shows the 'Edit Offload' screen with the 'Amount' field set to 90 and a drop-down arrow next to it. An orange arrow points to this arrow. The second screenshot shows a modal menu with unit options: BUSHEL, COUNT, GALLON, POUNDS, and SHELLS. The third screenshot shows the 'Amount' field now set to 90 and the unit set to POUNDS.

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

The first screenshot shows the 'Edit Offload' screen with the 'Port Offloaded' field empty and a drop-down arrow next to it. An orange arrow points to this arrow. The second screenshot shows a search bar with 'Booth' entered and a list of port options: BOOTHBAY, BOOTHBAY HARBOR, EAST BOOTHBAY, BATH, NORTHPORT, and SOUTHPORT. The third screenshot shows the 'Port Offloaded' field now set to BOOTHBAY HARBOR, ME, and an orange arrow points to the 'CONTINUE' button at the bottom.

- Y. If you had more than one “Sale Disposition” for the trip (for example, Sold to Dealer and kept for personal use), click “+ ADD” to add another Offload and Follow steps T-X. When you have entered all the offloads, click “CONTINUE.”

The image shows two screenshots of the 'Edit Species' form. The left screenshot shows the 'Offload' section with a '+ ADD' button next to the 'Offload' header. The right screenshot shows the 'CONTINUE' button at the bottom, with an arrow pointing to it.

- Z. If you need to add another catch from the same trip, scroll down and click “+ADD” next to “Species.” You will repeat steps O – X. After repeating those steps click “CONTINUE.”

The image shows a screenshot of the 'Edit Fishing Effort' form. It includes fields for 'Gear Sets', 'Set Time', 'Depth', 'Sea Time', 'Location', and 'Species'. The 'Species' section has a '+ ADD' button. The 'CONTINUE' button is at the bottom. Arrows point to the '+ ADD' button and the 'CONTINUE' button.

AA. Once you have entered all species and offloads associated with this trip, click “CONTINUE” again.

Edit Fishing Effort

1

Gear Sets

10

Set Time

20 MINUTES

Depth

45 FEET

Sea Time

6 HOURS

Location

Fishing Location

43.831561 -69.630957

Species + ADD

CONTINUE

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

BB. Once you click “CONTINUE,” you can click on the “disk” icon in the upper right corner of your screen or “SAVE” at the bottom. 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.

Report

Pending

Trip Details

Landed Date (EST)
11/10/2022

Harvester
ROBERT B. WATTS II (LC2)
2884

Vessel
Capt. Chunk's Boat

Port Landed
BOOTHBAY HARBOR, ME

of Crew
2

Fishing Effort + ADD

Gear Type
DREDGE, SCALLOP

Gear Qty
1

Gear Sets
10

SAVE

Report

Report saved locally. DISMISS

11/02/2022

Harvester
ROBERT B. WATTS II (LC2)
2884

Vessel
Capt. Chunk's Boat

Port Landed
BOOTHBAY HARBOR, ME

of Crew
2

Fishing Effort + ADD

Gear Type
DREDGE, SCALLOP

Gear Qty
1

Gear Sets
10

Set Time
20 Minutes

SUBMIT

Report #165

Reports successfully synced. DISMISS

11/02/2022

Harvester
ROBERT B. WATTS II (LC2)
2884

Vessel
Capt. Chunk's Boat

Port Landed
BOOTHBAY HARBOR, ME

of Crew
2

Fishing Effort + ADD

Gear Type
DREDGE, SCALLOP

Gear Qty
1

Gear Sets
10

Set Time
20 Minutes

SUBMIT

CC. 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.

Report #165

Reports successfully synced. DISMISS

11/02/2022

Harvester
ROBERT B. WATTS II (LC2)
2884

Vessel
Capt. Chunk's Boat

Port Landed
BOOTHBAY HARBOR, ME

of Crew
2

Fishing Effort + ADD

Gear Type
DREDGE, SCALLOP

Gear Qty
1

Gear Sets
10

Set Time
20 Minutes

WITHDRAW

TIPS FOR CREATING A POSITIVE REPORT USING THE VESL HARVESTER APPLICATION

Frequent selections:

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...

↺ BY HAND, DIVING GEAR

↺ DIP NETS

↺ DREDGE, NEW BEDFORD

↺ DREDGE, SCALLOP

↺ DREDGE, URCHIN

↺ FYKE NETS

↺ LONG LINES, BOTTOM

↺ POTS AND TRAPS, LOBSTER

↺ PURSE SEINE

Enter search...

↺ CRAB, JONAH

↺ EEL, AMERICAN

↺ HALIBUT, ATLANTIC

↺ LOBSTER, AMERICAN

↺ MENHADENS

↺ SCALLOP, SEA

↺ URCHIN, GREEN SEA

ALEWIFE

AMBERJACKS

Enter search...

↺ BAIT

↺ FOOD

↺ PERSONAL USE

↺ PERSONAL USE/FOOD

↺ RELEASED ALIVE

Enter search...

↺ BOOTHBAY HARBOR, ME

↺ PINE POINT, ME

↺ PORTLAND, ME

↺ SOUTHWEST HARBOR, ME

100 ACRE COVE RAMP/WALKER FARM, RI

101 BRIDGE - TIDAL RIVER, NH