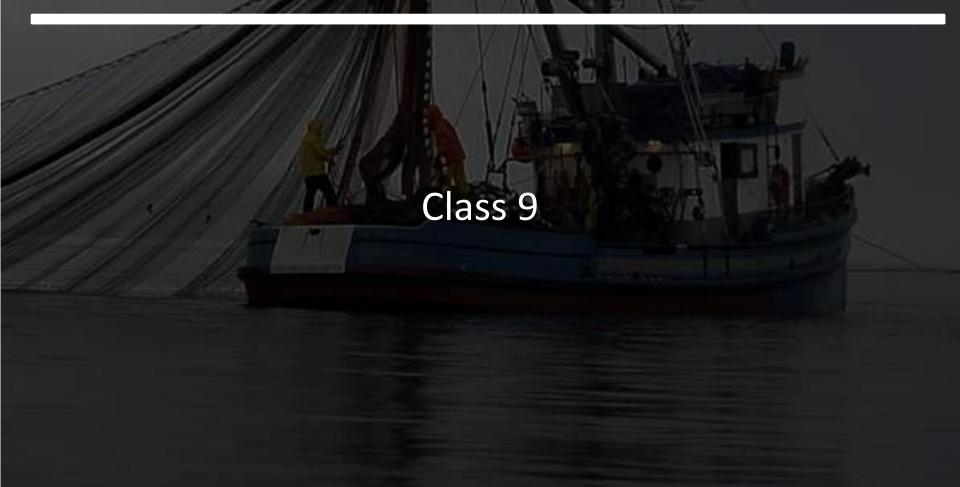
# WF4313/6413-Fisheries Management





## Refining Crappie (*Pomoxis spp.*) Aquaculture Techniques

Christian Shirley, M.S. candidate

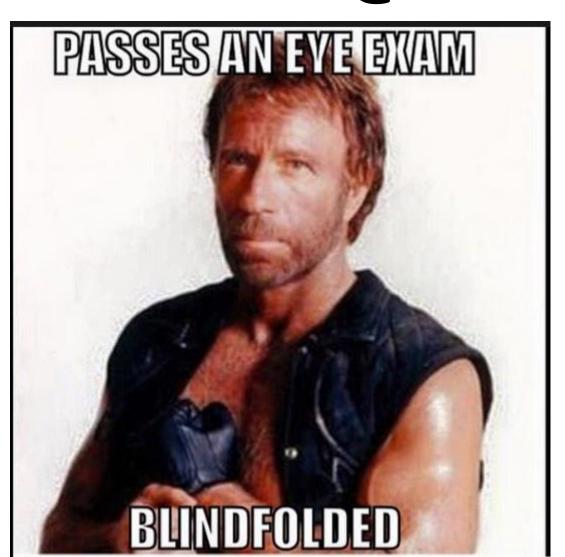
Thesis seminar

Department of Wildlife, Fisheries and Aquaculture

September 26, 2018 12:30 p.m.

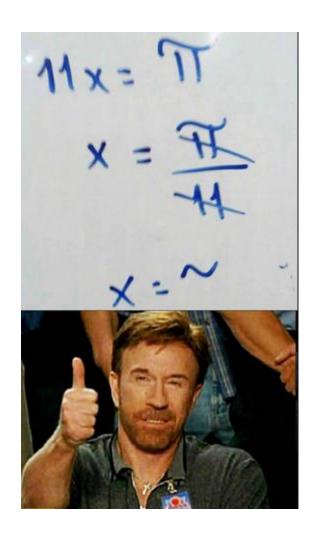
**Tully Auditorium** 

## Exam 1: Monday October 1<sup>st</sup> @ 8am



### Some things to consider

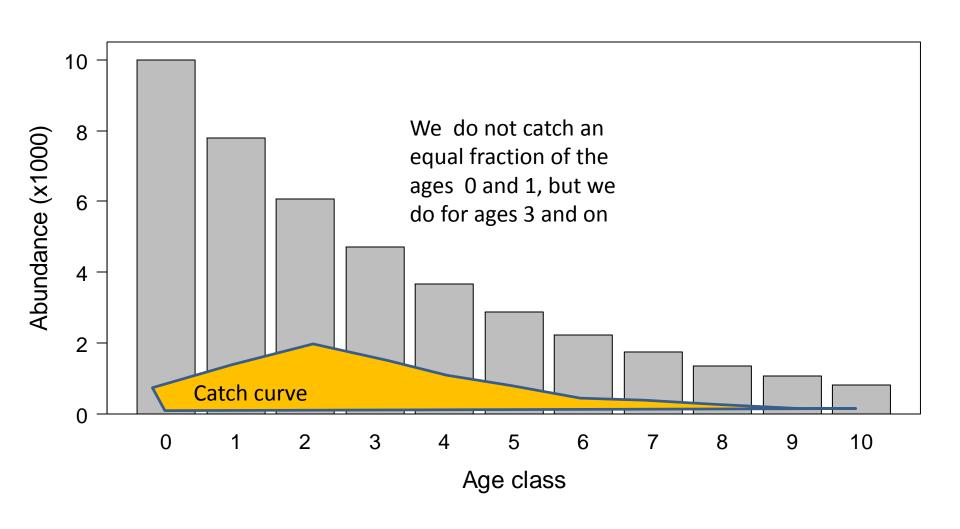
- Do not memorize equations
- Know how to interpret a graph (e.g., length-weight, age-length).
- If you see things on slides in several places it is likely important!

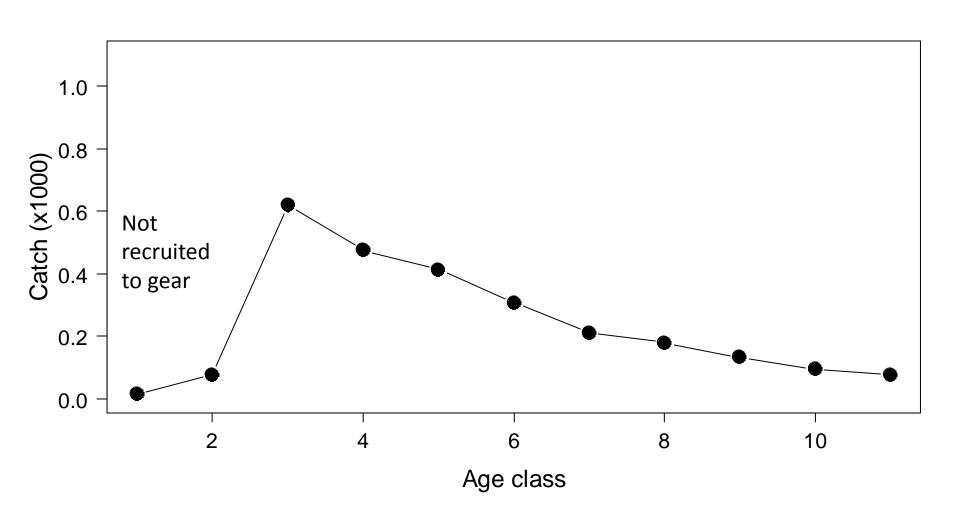


FW4313 Fisheries Management Exam I Name:	September XX <sup>th</sup> , 20XX
Print your name at the top of each page (1 point deduction of you do not). A and concisely. If you need additional space, please use the back of the exam answers are clearly marked. You have a maximum of 50 minutes to complet worth a total of 125 points.	Make sure that your
Remember to abide by the Mississippi State University Honor Code at all tir	nes.
1) Circle the most correct answer below. What is part of the conceptual management? (2 point)  a) Internet marketing b) Fishing license sales c) Decision making d) Fish sampling	process of fisheries
Circle the most correct answer below. What is a necessary component (2 point)     a) Fishing     b) Trophy fish     c) Total angler satisfaction     d) Allocation of resources	t of fisheries management <sup>)</sup>
3) Is monitoring fish fishery management? (2 point)	
4) Fill in the boxes with names and arrows representing the conceptual $\boldsymbol{n}$	nodel of fisheries. (4 points)
5) Circle the most correct answer below. How much is the seafood indu a) 37 dollars b) 37 thousand dollars c) 37 million dollars d) 37 billion dollars	stry worth? (2 point)

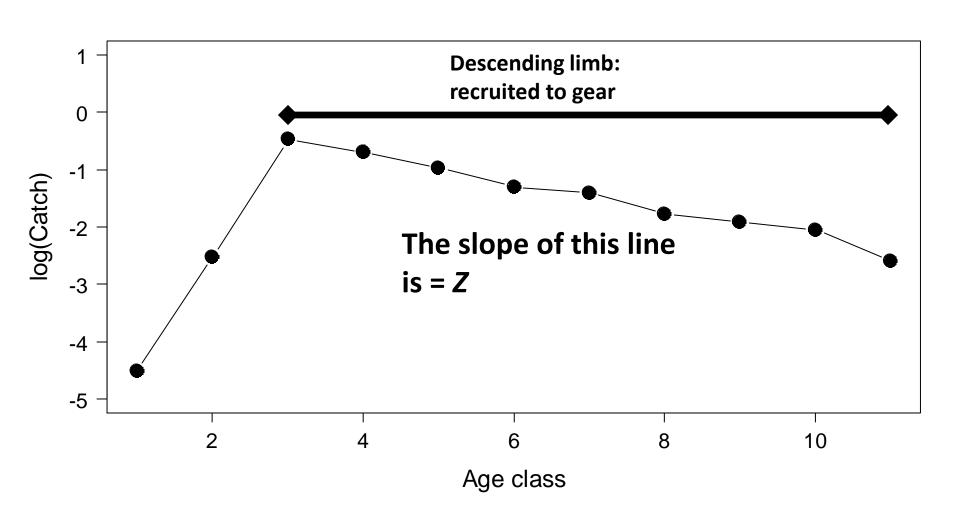


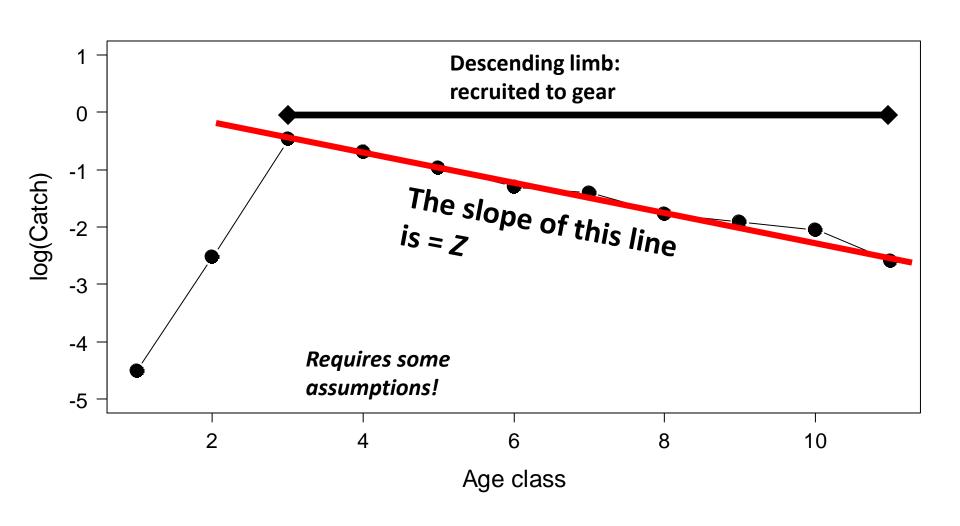
### The practical realities











## Catchability?

$$Z = F + M$$

$$F = Catchability \cdot Effort$$

Links effort and catch

Hard to estimate!

#### Lets talk about rates

- Instantaneous
- Finite

$$\frac{Abundance}{dt} = r \cdot Abundance - M \cdot Abundance$$

$$\frac{dN}{dt} = -Z \cdot N$$

### Types of rates: Instantaneous

Instantaneous mortality rates are used in many fisheries models. They represent the rate of change over a time period. So, if you could chop up a year into very small increments the instantaneous rate would get applied to that very small time step. In essence the time step would be 0.

## Types of rates: Finite

<u>Finite mortality rates</u> are the fraction of fish stock that dies in timeframe (e.g., a year).

Example: annual total mortality rate (A) of 0.2 means that 20% of the fish stock dies over one year. So if we have 100 fish 20 of those fish would die and 80 would survive.

## 10% off per day late!

- 10% off your assignment per day after due date
- What if you are 15 hours late?
- Should you get a full 10% off?
- If 24 hours (1 day) gets 10% off what should 15 hours get you?

## If 24 hours (1 day) gets 10% off what should 15 hours get you?

- 10% finite rate (100\*(1-0.1))=90 if you got all the points but was 1 day late
- 90\*(1-0.1) = 81 if you got all the points but was 1 day late
- 15 hours?
- Convert 10% from finite to instantaneous...
   actually (1-0.1)

#### Finite > Instantaneous

Convert finite to instantaneous

$$S = -\log(0.9)$$

$$S = 0.10536$$

We can divide S into time intervals

$$S = 0.10536 \cdot \frac{15}{24}$$

$$S = 0.0658$$

 The <u>instantaneous</u> survival rate for 15 hours is 0.0658

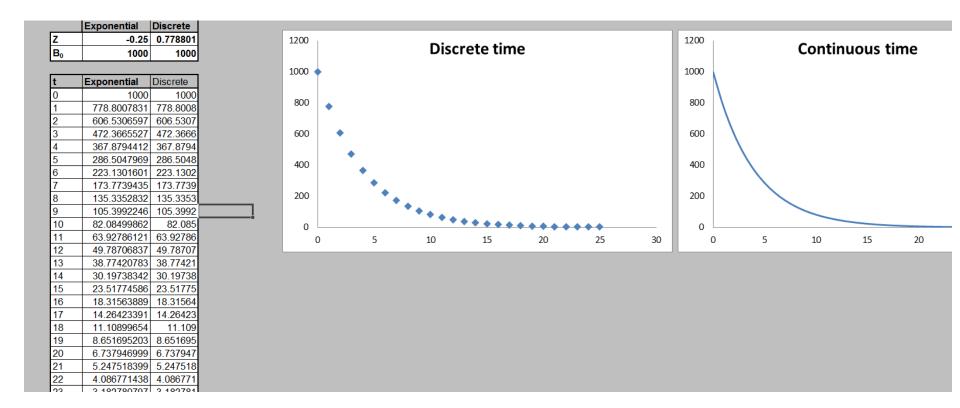
#### Instantaneous >> Finite

 Now we can convert the instantaneous rate to a finite rate

$$s = \exp(-1.0.0658)$$
$$s = 0.936271$$

- So if you were 15 hours late on an assignment but you got all 100 points you would get a 93.6271
- That seems much better than getting a 90!

## Types of rates



Suppose we had 1000 fish and 700 survive to the next year, the finite morality rate A is be 0.3 over the 12 month interval

Suppose we wanted to know what the morality rate was at 4 & 8 months.

To determine this the easy way we need to know instantaneous mortality

First we convert our **finite morality rate A** to an instantaneous rate

$$Z = -\log_e (1 - (N_t - N_{t+dt}) / N_t)$$

$$Z = -\log_e (1 - (1000 - 700) / 1000)$$

$$Z = -\log_e (1 - 0.3)$$

$$Z = 0.356$$

$$Z = -\log_e(1 - A)$$
$$A = 1 - e^{-Z}$$

One of the nice properties of instantaneous rates is that we can simply divide them by time to get varying interval rates. For example, 1 month

$$Z_{1months} = \frac{0.356}{12}$$

$$Z_{1months} = 0.0297$$

$$A_{1months} = 1 - e^{-0.238}$$

$$A_{1months} = 0.0292$$

Similarly we can do the same thing for an 3 month interval

$$Z_{3months} = rac{0.356}{4}$$
 There are 4 3 month periods in 12 months  $A_{3months} = 1 - e^{-0.119}$   $A_{3months} = 0.112$ 

## A worked example

So at 1 months past June 1 we would expect the population abundance to be:

$$N_{1months} = 1000 - (1000 \cdot 0.0292)$$
$$N_{1months} = 971$$

#### And for 3 months

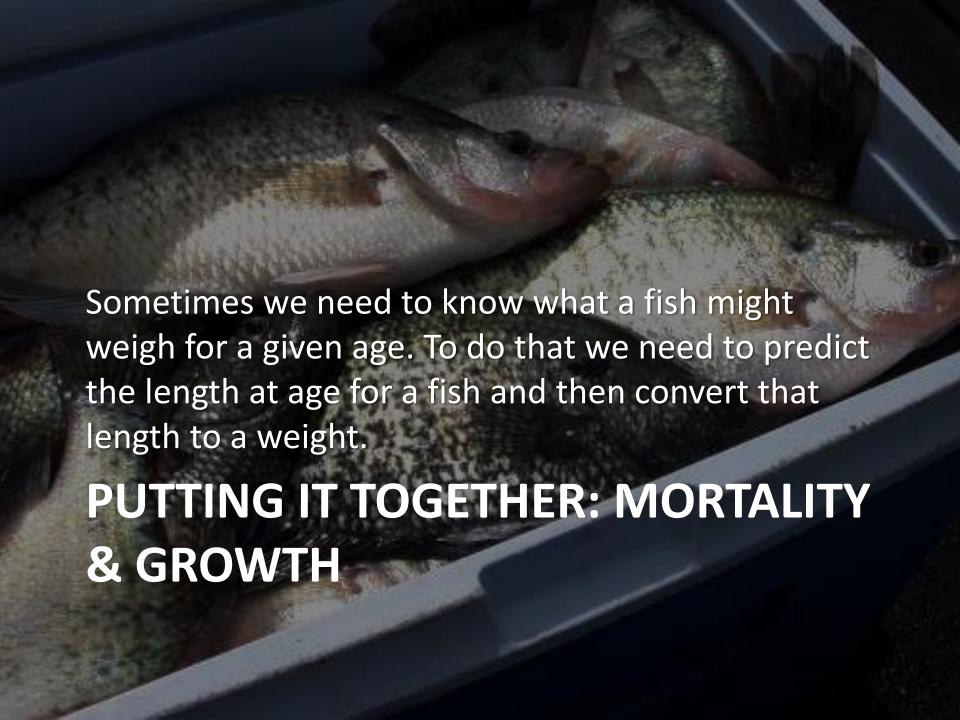
$$N_{3months} = 1000 - (1000 \cdot 0.112)$$
  
 $N_{3months} = 888$ 

So there were 29 mortalities in the first month and 112 in the first 3 months

#### When would these rates make sense?

• Finite?

Instantaneous?



## Age & time

Years <b>-</b>	<u> </u>						
Age-1	Age-1	Age-1	Age-1	Age-1	Age-1	Age-1	Age-1
Age-2	Age-2	Age-2	Age-2	Age-2	Age-2	Age-2	Age-2
Age-3	Age-3	Age-3	Age-3	Age-3	Age-3	Age-3	Age-3
Age-4	Age-4	Age-4	Age-4	Age-4	Age-4	Age-4	Age-4
Age-5	Age-5	Age-5	Age-5	Age-5	Age-5	Age-5	Age-5
Age-6	Age-6	Age-6	Age-6	Age-6	Age-6	Age-6	Age-6
Age-7	Age-7	Age-7	Age-7	Age-7	Age-7	Age-7	Age-7

## Age & time

Years —									
Age-1	Age-1	Age-1	Age-1	Age-1	Age-1	Age-1	Age-1		
Age-2	Age-2	Age-2	Age-2	Age-2	Age-2	Age-2	Age-2		
Survival &									
Age-3	Age-3	Age-3	growth	<b>1</b>	e-3	Age-3	Age-3		
Age-4	Age-4	Age-4	Age-4	Age-4	Age-4	Age-4	Age-4		
Age-5	Age-5	Age-5	Age-5	Age-5	Age-5	Age-5	Age-5		
Age-6	Age-6	Age-6	Age-6	Age-6	Age-6	Age-6	Age-6		
Age-7	Age-7	Age-7	Age-7	Age-7	Age-7	Age-7	Age-7		

#### Trade off

- 1. Harvesting a lot of fish
- 2. Harvesting fewer, but larger fish

Lets look at this

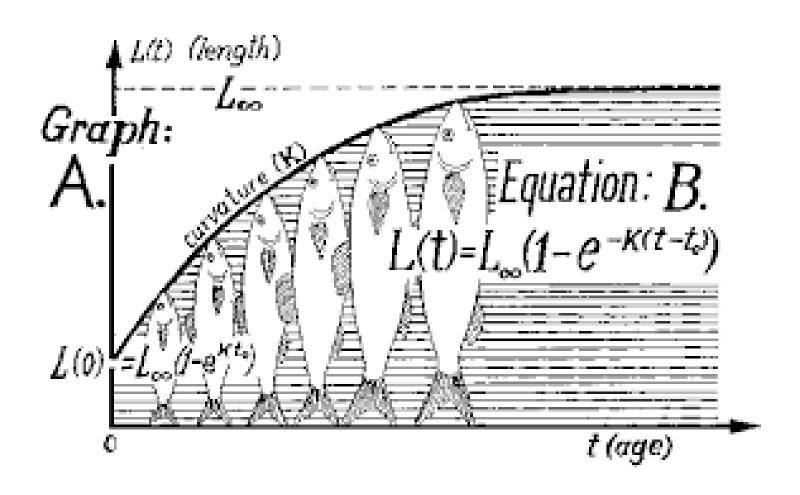
#### Some management parameters

Management can control\*

- Gear-catchability
- Effort
- Harvested fish size-Minimum length limit

\*Not a complete list

#### Why set a minimum length limit (MLL)



#### Cohort based

#### Follow a cohort over its lifetime

- Recruits: defined by age
- Maximum age (longevity)
- Survival (finite) = 0.20 (0.222 instantaneous)

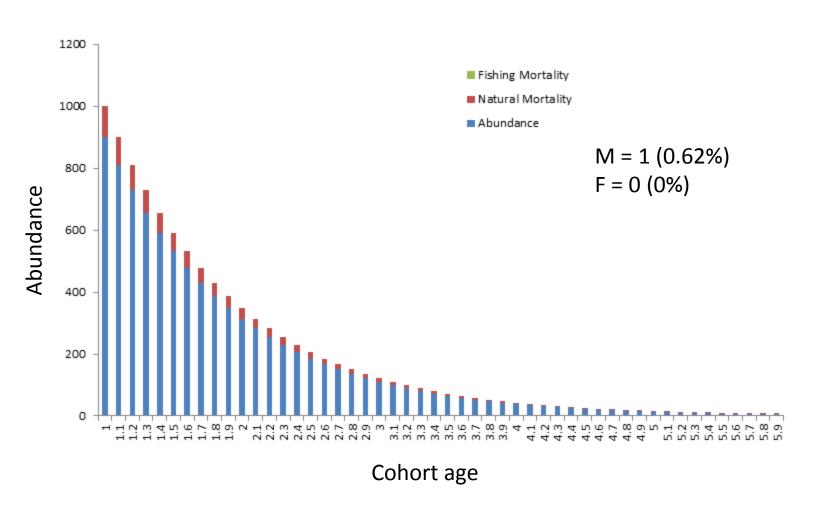
```
Age-1 Age-2 Age-3 Age-4 Age-5 1000 \rightarrow 200 \rightarrow 40 \rightarrow 8 \rightarrow 2
```

#### Cohort recruited

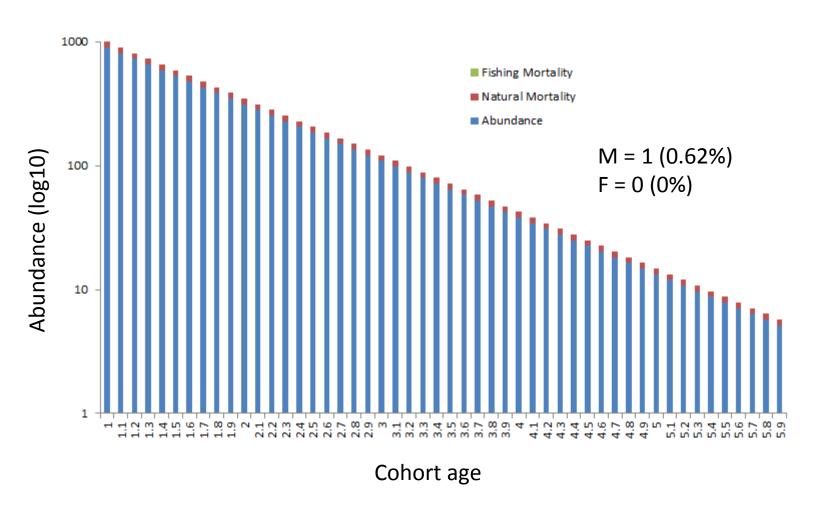
Age-1 Age-2 Age-3 Age-4 Age-5  $1000 \rightarrow 200 \rightarrow 40 \rightarrow 8 \rightarrow 2$ 

1000 age-1 fish recruited

## No fishing mortality



## No fishing mortality



## Fishing mortality

Minimum length limit-Applies to certain size fish and above

Slot limit-applies to a fish within a minimum and maximum size limits

ISSUE: Cohort dynamics a function of age (or time)...How do we relate length limits to age?

## Flip the VBGF

Recall, the VBGF predicts length at age

$$Length_{age} = Length_{\infty} \cdot (1 - e^{-K \cdot (age - t_0)})$$

Can rearrange equation to predict age given length

### **Proof**

$$\begin{split} Length_{age} &= Length_{\infty} \cdot (1 - e^{-K \cdot (age - t_0)}) \\ \frac{Length_{age}}{Length_{\infty}} &= (1 - e^{-K \cdot (age - t_0)}) \\ -1 + \frac{Length_{age}}{Length_{\infty}} &= -e^{-K \cdot (age - t_0)} \\ 1 - \frac{Length_{age}}{Length_{\infty}} &= e^{-K \cdot (age - t_0)} \\ \log \left(1 - \frac{Length_{age}}{Length_{\infty}}\right) &= -K \cdot (age - t_0) \\ \frac{\log \left(1 - \frac{Length_{age}}{Length_{\infty}}\right)}{-K} &= (age - t_0) \\ \frac{\log \left(1 - \frac{Length_{age}}{Length_{\infty}}\right)}{-K} &= age \end{split}$$

## Example

# Proposed minimum length limit

- 1. 8 inches (203 mm)
- 2. 12 inches (304 mm)
- 3. 14 inches (356 mm)
- 4. 15 inches (381 mm)

$$Length_{\infty} = 400$$

$$K = 0.3$$

$$t_0 = 0.1$$

$$log \left(1 - \frac{Length_{age}}{Length_{\infty}}\right) = age$$

$$-K$$

$$log \left(1 - \frac{203}{400}\right)$$

$$0.1 + \frac{-3.05}{-0.3} = age$$

$$0.1 + \frac{-3.05}{-0.3} = age$$

$$0.1 + 10.16 = age$$

$$2.46 = age$$

$$log \left(1 - \frac{Length_{age}}{Length_{\infty}}\right)$$

$$t_0 + \frac{log \left(1 - \frac{304}{400}\right)}{-K} = age$$

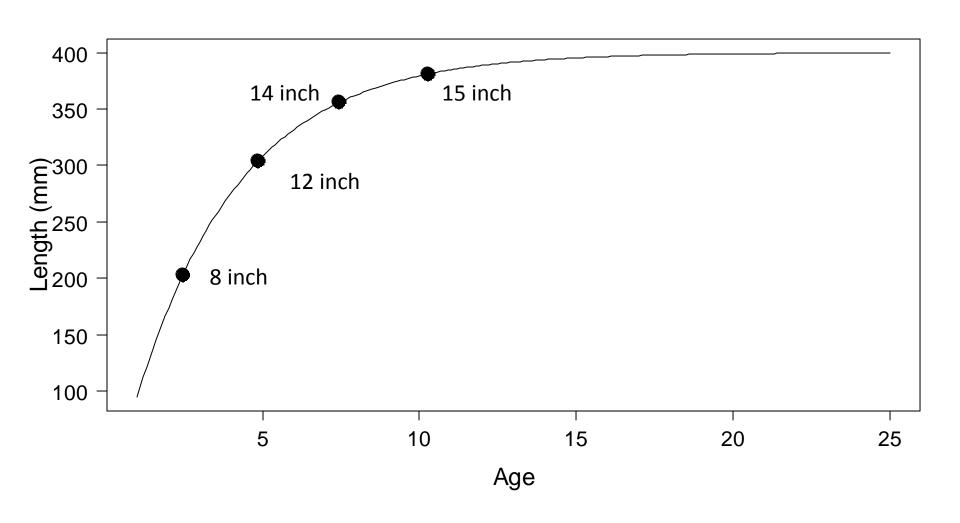
$$0.1 + \frac{log \left(1 - \frac{304}{400}\right)}{-0.3} = age$$

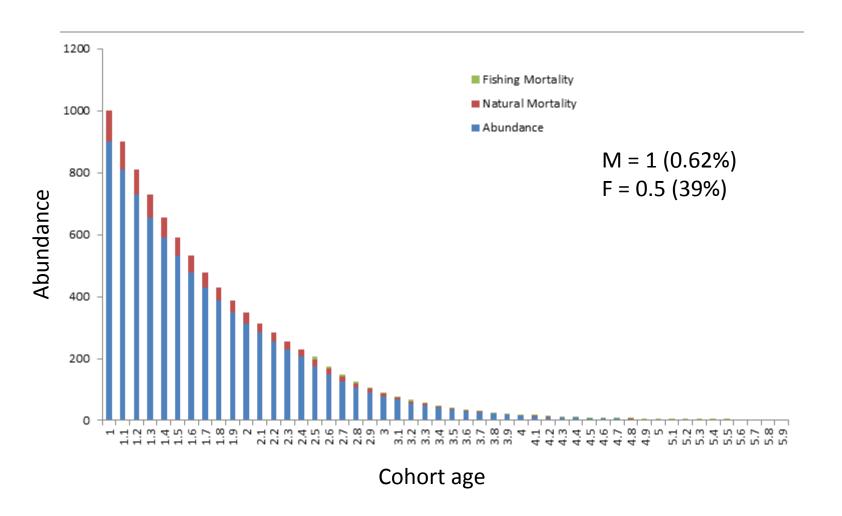
$$0.1 + \frac{-1.427}{-0.3} = age$$

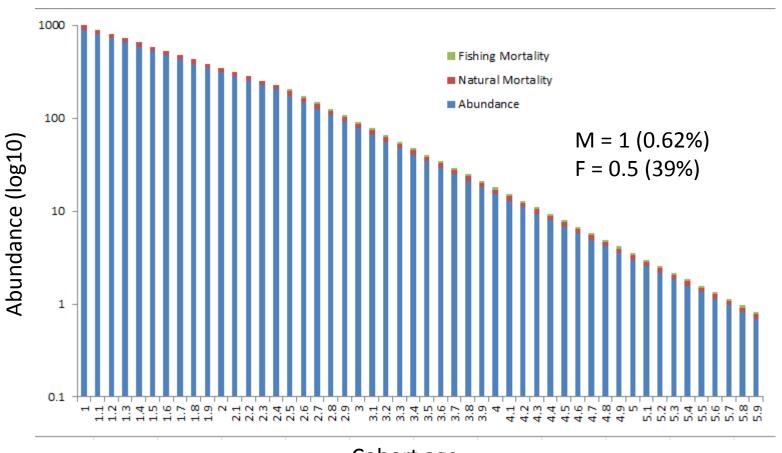
$$0.1 + 4.757 = age$$

$$4.857 = age$$

## Length limit & growth







Cohort age

