

**Rapfish TECHNOLOGICAL EVALUATION FIELD: ATTRIBUTES (VERSION 3.1)**  
 This revised Rapfish evaluation field scores *technological* (fishing gear and activities) factors (attributes) that will foster or inhibit the biological sustainability of the resource. Scoring scale is from zero (worst) to 10 (best), with 4/10 representing a bare pass and 7/10 a good score. Scoring guidelines are given for each technological attribute description. Give a range for each score to express uncertainty. FAD = Fish attraction device used in a fishery (often floating branches or a light). (Please note that Rapfish undergoes continual improvement, and the most recent version of this scoring table will be found at [www.rapfish.org](http://www.rapfish.org).)

ATTRIBUTE	DESCRIPTION	SCORING GUIDELINES
<b>1. Fleet capacity in relation to resource</b>	Assesses significant overcapacity in the catching power of this fleet/fishery.	Appropriate capacity, under good control (Rapfish score 10-9); slight overcapacity, under control (8-7); overcapacity, but under good control (6-4); significant overcapacity, under poor control (3-2); huge overcapacity (1-0)
<b>2. Change in catching power</b>	Assesses whether fishers altered gear and vessel to increase catching power over past 5-10 years. Note that 'fishing power creep' averages 2-3% per year in most fisheries. Investment in catching technology, for example, electronic aids or replacing natural fibres with nylon, often has a major impact. Conversely, low technology or traditional materials often impose a limit on catching power.	Very little change, or a decrease in catching power (Rapfish score 10-9); a small amount, less than 1% per year (8-7); somewhat, near the average of 2% (6-4); a lot, > 2% per annum (3-2); a great amount, rapid increase (1-0)
<b>3. Change in Vessel Size</b>	Assesses change in size (lengths, GRT) of vessels over past 5-10 years. Change measured as approximate percentage change in vessel capacity.	Change < 5% (increase or decrease) (Rapfish score 10-9); change 5-19% (8-7); change 20-49% (6-5); change 51-99% (4-3); change ≥ 100% (2-0)
<b>4. Change in Fishing Practices</b>	Assesses recent changes in fishing practices in response to new fishing gear, shifts in exploitation rates, or serial depletion. Measured by approximate percentage changes in trip length, duration or fishing depth in this fishery.	Change < 5% (increase or decrease) (Rapfish score 10-9); change 5-19% (8-7); change 20-49% (6-5); change 50-99% (4-3); change ≥ 100% (2-0)
<b>5. Selective gear</b>	Assesses if the fishery deploys device(s) and/or handling of	A great amount (Rapfish score 10-9); a lot (8-6); some (5-3);

	gear to increase selectivity and reduce by-catch and/or environmental damage.	very little (2-0)
<b>6. Fishing Gear Side Effects</b>	Assesses whether fishing gear has undesirable side effects on the habitats and/or other species, either inherently or through the way the gear is used (e.g., cyanide, dynamite, bottom trawl, FADS, light attraction). Impacts of some trawls, drift nets and gill nets will depend on deployment and operation, so scores should be based on practice in this fishery.	Very few (Rapfish score 10-9); some (8-6); a lot (5-3); fishery dominated by destructive fishing practices (2-0)