# SEAPORT Assessment

## **SEA SCALLOPS**

Sea Scallops (*Placopecten magellanicus*) in the northwest Atlantic Ocean are found from Newfoundland to North Carolina and are caught primarily using dredges. Scallop dredges drag across the ocean floor, but most Sea Scallops are fished on sandy bottoms, which recovers quickly. The US Sea Scallop fishery is the largest wild scallop fishery in the world, with the majority landed in Massachusetts and New Jersey. Sea Scallops are not overfished in the US, nor is overfishing occurring according to the latest stock assessment. There is limited access to this fishery, and there are rotating closed management areas. Fishing effort has been reduced to keep the stock from being overfished. Bycatch species in the Sea Scallop fishery include sea turtles and groundfish, especially cod and yellowtail flounder, and these numbers need to be monitored. In 2013 all scallop vessels fishing in the Mid-Atlantic must use Turtle Deflector Dredges in places and at times where sea turtles occur on the scallop grounds. The Turtle Deflector Dredge excludes sea turtles from being caught in the dredge. Sea Port also sources Japanese Sea Scallops (*Patinopecten yessoensis*) which are sustainably managed.

### **GO BLUE! SEAFOOD SUSTAINABILITY SPECTRUM**



#### ENVIRONMENTAL IMPACT LEVEL: LOW TO MODERATE

Sea Scallops are abundant, and the rotating closed areas help to ensure abundance levels remain high. Scallops are dredged, which disturbs the ocean floor, although the sandy bottom where scallops are found can recover more quickly than other types of habitat. Groundfish and sea turtles can be caught in scallop dredges, but management measures in place ensure that these interactions are reduced to low levels that do not negatively impact these populations.

#### SUSTAINABILITY IMPROVEMENTS NEEDED

Improvements are needed to further reduce groundfish bycatch and sea turtle interactions. Reducing the time dredges are dragged on the bottom would also reduce the impacts to the bottom habitat. This can be done through gear modification or mapping the seafloor.



#### **ACTIONS THAT SEA PORT IS UNDERTAKING**

Sea Port supports this fishery and by doing so will help advance the environmental sustainability of this well managed fishery. This well managed wild scallop fishery adds another sustainable and responsibly produced seafood to a growing variety of seafood choices that will help sustain the health of both humans and the planet's ecosystems. Sea Port believes that, in aggregate, choosing from a diverse variety of seafood is better for sustaining the world's seafood resources and that Sea Scallops should be a part of this variety.

We created the sustainability assessments for each of our seafood items in order to reveal the existing and potential environmental impacts and risks that are associated with producing them for human consumption. This allowed us to establish the starting position for each of our seafood items along our progressive Go Blue Seafood Sustainability Spectrum. These assessments are only a single snap shot in time and because of this, we will continue to assess and update the critical sustainability needs associated with our supply sources and issue updates to the Go Blue Seafood Sustainability Spectrum as needed. There is a growing global awareness for the need to assure the sustainability of farmed and wild caught seafood and because of this; all around the world positive changes are rapidly occurring at all levels of the seafood supply chain. We will continue to spread this growing awareness and work with our many industry partners to improve the sustainability of all seafood, which we believe is the ideal protein of choice to feed an ever growing world population. Our Go Blue Seafood Sustainability Spectrum serves as our compass and yardstick as we strive to move all our products forward to becoming more sustainable. Please join us in this committed guest and Catch Our Wave® to sustainability by choosing a diverse variety of responsibly produced seafood as part of your diet.