

## ANNEX 2 'GANGUI' FISHING IN THE MEDITERRANEAN

'Gangui' fishing is a very ancient form of fishing which dates back to the 10th century. At that time, the 'gangui' trawl was towed by means of a sail, particularly in ponds and salt marshes.

On pages 507 and 511 of the Colbert Ordinance of August 1681, the 'gangui' is defined as a type of fishing gear, with its use prohibited during certain months of the year.

'Ganguis' are a category of towed gear which are characterised by their small size and their slow speed when towed (between 1.5 and 3 knots). Such gear is used exclusively by small-scale vessels in coastal waters.

There are two types of 'gangui' depending on whether they use nets rigged to otter boards (1) or a fixed frame (2).

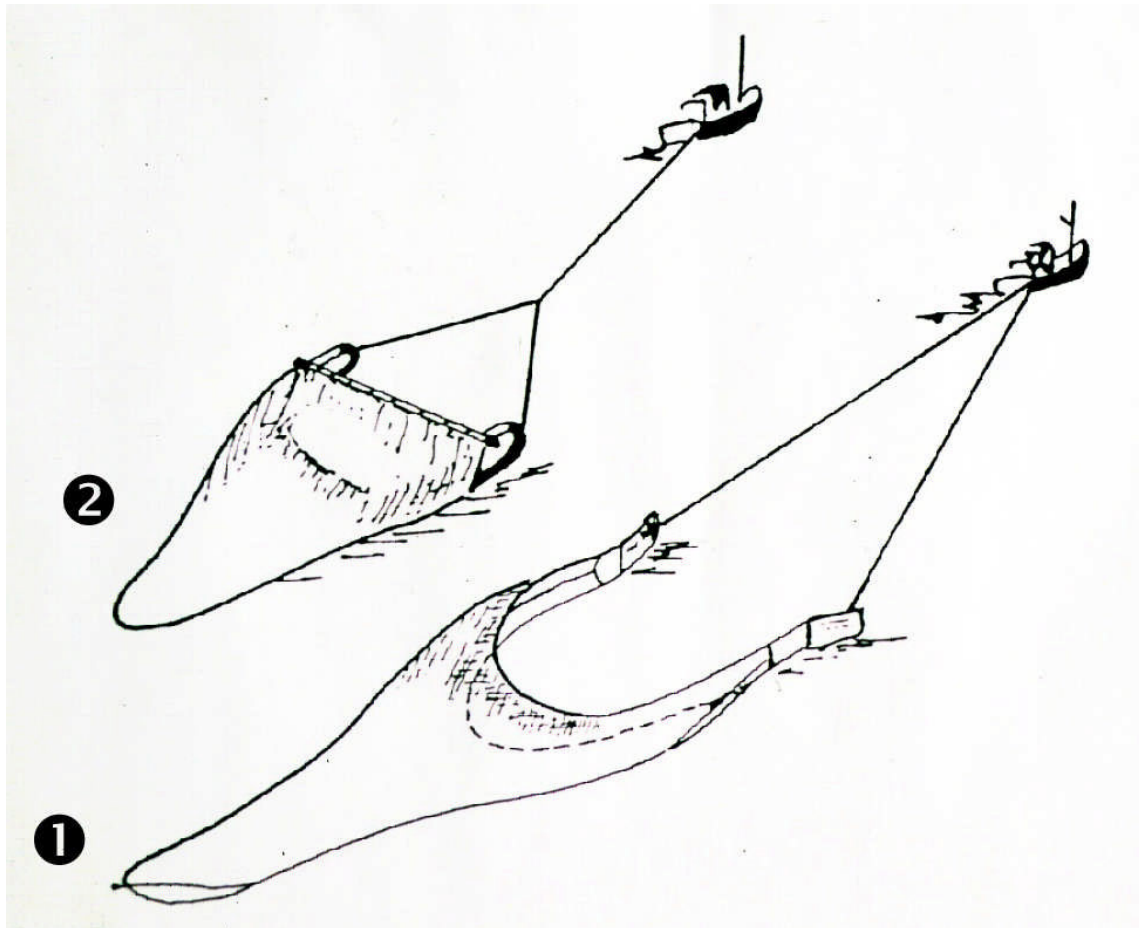


Figure 1: Diagrams of a 'gangui' with otterboards and a small 'gangui'

The following classification may be used to distinguish the different types of 'gangui', taking into account the gear used, target species and fishing zone:

Fixed-frame 'gangui':

- 'Small gangui': frame of between 1.5 and 2.5 metres in width, and 0.7 metres in height. Operated seasonally; gear targets fish used in fish soup, urchins or shrimp depending on the fishing zone;
- 'Ganguis' with sole plate: frame of between 4 and 5 metres in width. Gear used all year round; targets same species as 'hard-bottom ganguis' (see below).

'Gangui' with otterboards:

- 'Hard-bottom gangui': gear used with otterboards made generally of wood, with iron frames; total weight of between 50 and 60 kg. 'Hard-bottom ganguis' are used all year round;
- 'Soft-bottom gangui': gear used with otterboards made generally of iron, weighing 90 kg. 'Soft-bottom ganguis' are used all year round, generally in areas which are deeper than seagrass beds (depths of between 28 and 100 metres);
- Sea squirt 'ganguis': gear used with otterboards made generally of wood, with iron frames; total weight of between 50 and 60 kg, operates between September and April on rough parts of the seabed at depths of up to 70 metres.