FILING ORGANIZATION: LOWER ELWHA KLALLAM TRIBE

REGULATION NUMBER: \$21-056

DATE ADOPTED: AUGUST 13,2021

REGULATION(S)

SUPERSEDED/MODIFIED: REG. #S21-001, SECTION 5

CATCH AREAS: CATCH REPORTING AREA 27A:

NUSHU OEN GUNSTONE (701302008)

FISHERY TYPE: COMMERCIAL

SPECIES: NATIVE LITTLENECK AND MANILA CLAMS

ON/OFF RESERVATION: OFF

LEGAL GEAR: HAND HELD RAKE, FORK OR SHOVEL

EFFECTIVE DATES: AUGUST 23RD 2021

DAYS/HOURS: NUSHU OEN GUNSTONE OPEN:

MOND(8/23) 10:00 AM TO 2:00PM

5,000LB QUOTA

RESTRICTIONS: AS PER REG. #S21-001, ADDITIONALLY:

- 1. HARVEST IS LIMITED TO CLAMS 1.5 INCHES IN LENGTH OR GREATER.
- 2. COMMERCIALLY HARVESTED CLAMS MUST BE SOLD WITHIN 12 HOURS OF THE CLOSING TIME OF THE FISHERY, OR PLACED IN REFRIGERATED CONTAINERS.
- 3. A LABEL ISSUED BY THE FISHERIES OFFICE MUST BE AFFIXED TO EACH BAG OR CONTAINER OF COMMERCIALLY HARVESTED CLAMS IMMEDIATELY FOLLOWING THE HARVEST.
- 4. THIS HARVEST WILL OCCUR WITH AN ON THE BEACH MONITOR ACCOUNTING FOR CATCH AT THE END OF THE FISHERY. THE TOTAL HARVEST LIMIT FOR NUSHU OEN GUNSTONE IS 5,000 LBS.

ONCE THE HARVEST LIMIT HAS

BEEN REACHED BY ALL TRIBAL DIGGERS, AS DETERMINED BY THE BEACH MONITOR, THE BEACH WILL BE CLOSED.

HARVESTING ACTIVITY WILL STOP, WHICH INCLUDES DIGGING, COLLECTING AND SACKING OF CLAMS.

- 5. ALL DIGGERS MUST MAKE CONTACT WITH MONITOR BEFORE START OF DIG.ALL DIGGERS MUST REPORT THEIR HARVEST TO THE MONITOR BEFORE LEAVING THE BEACH. FAILURE TO COMPLY WITH THIS PROVISION WILL BE A VIOLATION OF THIS REGULATION.
- ALL DIGGERS PLANNING TO PARTICIPATE IN THIS FISHERY MUST

 NOTIFY THIS OFFICE A MINIMUM OF 24 HOURS IN ADVANCE TO THE

 START OF THE FISHERY. IF THE FISHERY STARTS ON THE WEEKEND,

 DIGGERS MUST NOTIFY THIS OFFICE BY 9:00 AM THURSDAY.

CATCH REPORTING: ALL COMMERCIAL HARVEST MUST BE REPORTED OM TREATY

INDIAN FISH TICKETS. THE GROWING AREA AND BIDN MUST

BE RECORDED ON THE FISH TICKET AT THE POINT OF SALE.

JUSTIFICATIONS: HARVEST AVAILABLE CLAM RESOURCE.

(LOWER ELWHA FISHERIES 760 STRATTON RD PORT ANGELES, WA 98363)