Total FIFG (EU + Member State Contributions)

€168million

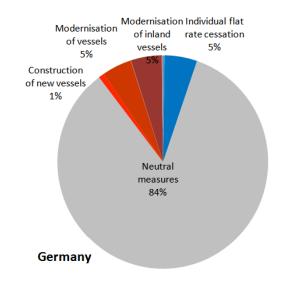
3% of total FIFG in the EU

Ranked 7 out of 24 MS

Summary of total FIFG (EU plus MS co-financing)

The German FIFG programme focused on the modernisation of vessels, with 10% of total funds, rather than construction (1%).

Temporary cessation was funded more than scrapping, resulting in only minor capacity reductions, with a 3% reduction in GT and a 4% reduction in power over the programme period. The modernisation is expected to result in a fishing capacity increase in real terms.



Overcapacity and Overfishing

The fleet capacity for trawlers and set gillnets increased significantly over the period of FIFG assistance. This has contributed to the poor status of the stocks targeted by these fleets, such as hake and monkfish, which show an ongoing downward trend.

Environmental Impacts

5% of total FIFG funding on positive measures (vessel scrapping, resource protection, etc)

11% of total FIFG funding on negative measures (vessel construction, modernisation, etc)

2.3%

€ 9,694.00

Main Gear Types	Built (No.)	Scrapped (No.)	Net change	Stocks		Status (2007)		Trend	
Set gillnets	6	3	3	Dab	Sole	<u>:</u>	8	Û	⇔
Purse seiners	5	0	5	Dab	Sole	÷	$\overline{\mathbf{o}}$	₽	⇔
Set longlines	0	2	-2	Cod	Saithe	3	\odot	仓	仓

Social Impacts

Average annual total FIFG funding as a % of catching sector value (in 2005)

Average annual total FIFG funding per catching sector employee

FIFG support to vessels as a proportion of Germany's catching sector value was low (2.3% compared to the EU average of 5%). The proportion of funding under processing and aquaculture measures was low compared to the value of these subsectors (around 0.5% and 1.5%, respectively).

Social Contract

No connection was made between infringements of CFP rules and awarding FIFG funding. There was also no attempt to recoup FIFG awards from those who infringed CFP rules.

For full evaluation and further information please visit www.pewenvironment.eu/resources/FIFG-evaluation.html