



Progress Report on VMS in accordance with Resolution C-14-02

18th March 2019

Belize implemented its Vessel Monitoring System since 2003 through a service provider, Polestar Space Applications Ltd. Since then, Polestar has continuously strived to improve our system by meeting our specific monitoring needs. Polestar through its successful merger with Absolute Software Inc., has created a unique platform which allows our system to capture information such as the vessel identification information, the vessel's geographical position (latitude and longitude) with errors of less than 100 meters at a confidence level of 99%, the date and time (UTC) of the vessel's position, the vessel's speed and course, photograph of the vessel and many other noteworthy features. Our system is able to define specific geographical zones where vessels can be grouped to certain zones etc., points of interest, bathymetry, and weather mapping overlays, accumulative distance measurer and hourly vessel position reporting, inter alia.

Our Fisheries Monitoring Centre which was created in January 2014 is dedicated to the 24-hour monitoring of our vessels. All fishing vessels or vessels engaged in fishing related activities must obtain and install the unit provided by Polestar Inc. Therefore, all vessels regardless of length size must meet this requirement. When a unit is purchased from our service provider, it is shipped directly to the vessel and installed. After testing is conducted to ensure that the unit is successfully reporting on our system, the Administration will authorize the vessel to proceed with its fishing operations under Belize. All data that is retrieved from the unit meets the standards and requirement set forth by IATTC. With regard to Resolution C-03-04, all Belize fishing vessels under IATTC are long liners and as such does not need to meet the requirements stipulated within this resolution. Regarding Resolution C-03-05, relevant data have been retrieve from the fishing log book which the master utilizes daily.