

The following are for use on a Windows computer or laptop.  
Part of the Small Entity Compliance Guide for Fishery Restriction Areas

1. Once CarryMap is installed, select the map files you want to have on your device. All map files can be found on the following NOAA webpage:  
<https://alaskafisheries.noaa.gov/mapping/smallentitycompliance/filesNew.html> Note that if you are installing on a Windows computer you should only select files that end in **.exe**. You will find the following compatible map files on the webpage listed above:

[AtkaMackerel-Restrictions.exe](#) (Restriction map for Atka mackerel directed fishing)

[Habitat-Restrictions.exe](#) (Habitat restrictions for multiple gear types and fisheries)

[Pacific-Cod-Non-Trawl.exe](#) (Restriction map for Pacific cod non-trawl directed fishing)

[PCod-Trawl-and-Other Restrictions.exe](#) (Restriction map for Pacific cod trawl directed fishing)

[Pollock-Fishery-Restrictions.exe](#) (Restriction map for pollock directed fishing)

[State-Stat-Fed-Reporting-IPHC.exe](#) (Map showing all ADF&G statistical areas, NMFS reporting areas, and IPHC areas)

2. Once the map is open you can start identifying restriction areas, or select specific actions from the available tools.

3. Zoom in  and out  of the map by using the buttons on the top left hand corner of the map. Pan by clicking and holding anywhere on the map and dragging the cursor.

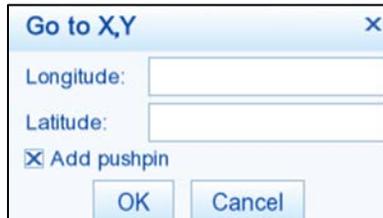
4. Get back to the full page view by touching the Home  button.

5. You can rotate the map by clicking on the  icon at the top right hand of the map. Click and hold while dragging the cursor in the circular motion shown on the map.

6. Distance can be measured in kilometers using the  icon at the top right hand of the map. Click on the icon and a dialogue box appears at the top. Click once on the map and a point appears. Drag the cursor away from the point (without holding down the mouse) and the dialogue box at the top will show the distance. This distance calculation should only be used as an estimated distance.

7. Zooming to specified Latitude and Longitude coordinates using the  icon

- a. A point's coordinates can be entered in decimal degrees, decimal minutes, or degree minutes and seconds. Use spaces between values when adding coordinates.
- b. When adding coordinates with a western longitude (most of Alaska) add the negative sign (-) or the letter W before the longitude value. On the western side of the 180th meridian (western half of Reporting Area 542 and all of 543) use E or a positive longitude value.



## 8. Identifying Features/Restriction Areas within the map

- a. When you click on an area in the map, a dialog box appears with information about restrictions in the area and links to updated regulations.

*Note: The most restrictive fishery restriction measure is illustrated on the map. For instance, the 3nm No Transit zones take precedence over the habitat conservation and protections areas and the Steller sea lion no trawl areas.*

## 9. GPS positioning

- a. To enable the GPS location option on the map click the  button. The point indicating your current location will be shown on the map. If coordinates of your current location are beyond the current map's extent, a warning message appears. Note that the device you are using must also have GPS capabilities and be turned on.

## 10. Adding pushpins

- a. You can add pushpins to points with specified coordinates. Click on the  icon. Enter the longitude and latitude where you want the pushpin. Ensure that the "add pushpin" box is checked. Once entered click "ok". The pushpin location will appear on the map. To add a name and description for the pushpin click on the "search" tab on the top left corner of the map. A list of pushpins will be displayed. Click on the desired pushpin. A box will open with information about the pushpin. Click on "edit" in the dialogue box to enter a name and description to the pushpin if desired.

- b. Pushpins can also be added to the map by clicking on the  icon. Once the icon has been selected click anywhere on the map. A dialogue box will open prompting you to enter a name and description for the pushpin. The pushpin is then created at the point you clicked.

- c. If you have an external KML file with locations where you want to create pushpins in

the map, the KML file can be imported to create the pushpins. Go to the  icon and click on the "import" button under "pushpin properties". Pushpins can also be

exported to an external KML file using this same method.