





Circular Business Model Guidelines for Fishing Gear Producers and Assemblers

Source: Adapted from 'Opportunities for circular business models and circular design related to fishing gear' by M Charter & Whitehead, 2021 (chapter in development for 2023)

Circular Business Models	Focusing Points to be Considered	Notes
Produce on Demand	Produce fishing gear close to fishers utilising just-in-time production Use 3D printing to produce sub-assemblies and components close to fishers Provide 3D printing devices to fishers to produce fishing nets module, sub-assemblies, and components on board ships to enable the repair of gear Use emerging digital technologies to reduce cost and time Adopt eco-design strategies to reduce resource consumption Combine with other Circular Business Models (CBMs) for additional revenue streams e.g. reuse, repair, refurbishment, reconditioning or remanufacturing	
Product Life -extension	Design new products for long lifetime Use durable materials like Dyneema® as raw materials Combine with other CBMs for additional revenue streams e.g. repair, refurbishment, reconditioning or remanufacturing Combine with modular design to facilitate high quality and commercially viable reuse Adopt eco-design strategies to reduce resource consumption across products' life cycle	
Facilitated Reuse	Reuse components like weights and buoys of fishing gear through repair Reuse components for example weights and buoys of fishing gear without repair Combine with other CBMs for additional revenue streams Adopt eco-design strategies	
Product Modular Design	Design fishing gear to be modular Produce fishing gear to enable key components to be easily removed and replaced Combine with other CBMs for additional revenue streams Adopt eco-design strategies	
Incentivised Return	Establish take-back systems Offer incentives to customers to return fishing gear, materials, or components Recycle materials or remanufacture the items after collection from customers Increase the collection ratio	
Lease Agreement	Lease fishing gear (sell a service, not sell ownership) -> fishing gear producer retains ownership	

















	Provide fishing gear solution that is available 24/7, 365 days a year with lower capital investment to fishers	
	Ensure that fishing gear is returned at end-of-life to meet future EPR requirements	
Performance based (Pay for Success)	Sell defined level of product performance or results rather than the fishing gear itself Retain ownership Make sure fishing gear are returned at end-of-life Be careful about irregular catch productivity that may hamper regular cash flow and profit	
Sharing Platforms	Provide shared access or collaborative consumption opportunities for fishing gear among fishers Increase utilisation rate of fishing gear through planned use amongst multiple fishers Offer fishers access to fishing gear through service agreements, rather than outright ownership Provide repair, refurbishment, reconditioning, remanufacturing, and recycling services between producer/assemblers and fishers through using digital platforms Create opportunity for fishing co-operatives to rent fishing gear locally Ensure transparency over insurance claims related to maintenance and damage issues	
Peer to Peer (P2P) lending	Lend fishing gear between fishers without direct financial transaction Ensure transparency over insurance claims related to maintenance and damage issues	
Refurbish, Repair, Remanufacture, and Recondition	Make improvement to fishing gear and components through refurbishment Provide repair services to a ensure retuned faulty fishing gear is returned to a usable state Ensure that 2 nd , 3 rd , etc life fishing gear is returned to its original level of functional performance by rebuilding or repairing major components that are close to failure Ensure that 2 nd , 3 rd , etc life fishing gear is returned to its original level of functional performance through a warranty to ensures that is equal or better than that of the newly manufactured product	
Recovery of Secondary Materials / By-products	Create fishing gear produced from secondary materials from recovered waste by recycling Disassemble components and materials to create or reform into new products Produce low-grade plastics products by downcycling Produce high-grade plastics products by upcycling	









