Status Ocean Forest

where are we and in which direction are we moving

Ocean Forest AS / Lerøy Ocean Harvest AS Harald Sveier



Key numbers for 2021/22 season:

- 47.100 meter of thin line in the sea.
- Main deployment in October and November
- We harvest 232 tons. Everything was chopped and fermented on board in the harvest vessel.
- We use about ca 140 mål
- We used about 90 hours on the harvesting.

We produce our own gametophytes and stickling's.



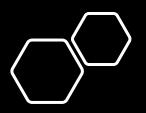
Production on land.

- Our aim is to product as big sticklings as possible and deploy them as early as possible.
- We do document the quality of everything that is deployed with pictures and can follow the different coil through the production in the sea.
- We work with optimalisation of the hatchery conditions as light quality /colour and intensity, nutrient supply (what do they really ned? How often?) and level of water supply.
- What is the optimal thin line quality?
- In general we work very hard on predicting our stickling production and to increase the productivity.
- Working together with SINTEF to create an automatic gametophyte production.

Deployment and farming in the sea

Deployment in sea

- We are doing twine seeding.
- Capacity of about 27000 meter/day. Fare to slow.
- Very weather dependent.
- Need to understand what influence the growth of the seaweed during the winter time.
- Need a good prediction of biomass at harvest.
- Today we have in average 6 kg seaweed per meter of grow-out line – our aim is 15-20 kg/m².



Harvesting May 2022





Harvesting

- Last week of April first week of May. We must avoid epiphytes.
- So fare quit lucky with the weather....little wind...
- Every year new equipment is installed and tested as the production increase. Very little time for testing
- So fare everything is fermented.
- Doing a large job on reviewing the fermentation process together with some of the largest seaweed producers not straight forward.

We are aiming for 100.000 tons of harvest seaweed in 2030.

Thank's for the attention.