

# Octopus and Shellfish

## Octopus Landings By Year and Month:

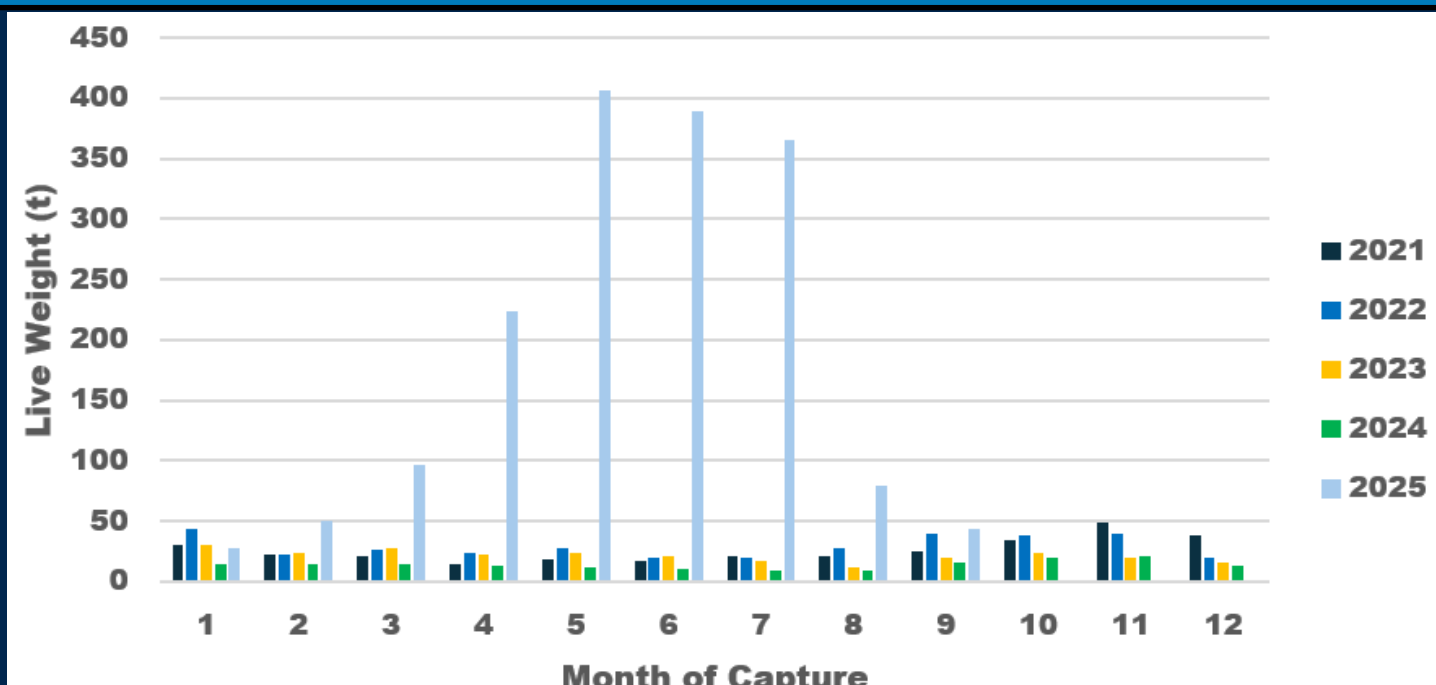


Figure 1: MMO landings data. Live weight of octopus in tonnes (t), by all UK vessel sizes landing into English ports from 01 January 2021 to 29 September 2025.

## Percentage Change of Octopus & Shellfish By Port:

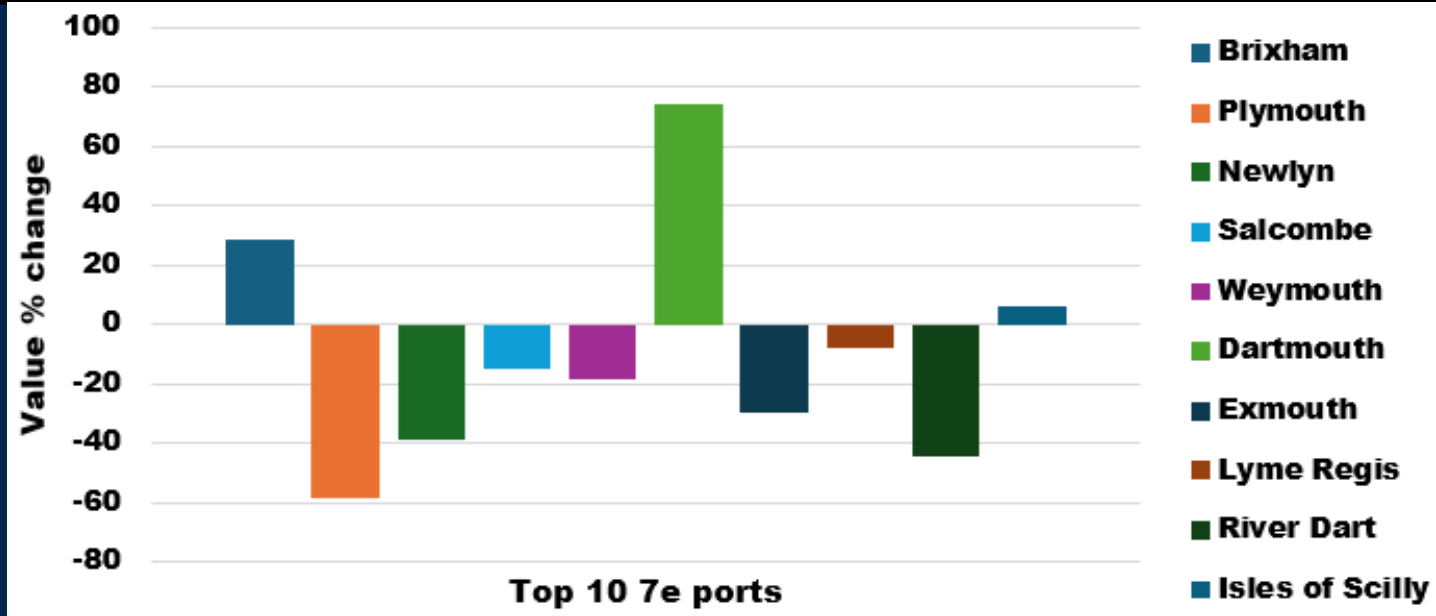


Figure 2: MMO landings data. Top 10 English ports (by value) of landings from 7e of all Octopus species, Brown Crab, Crawfish, Lobster, Scallops and Whelk. 2021 to 2024 average value compared with 2025 for Jan to August.

## Octopus Landings by Gear Type:

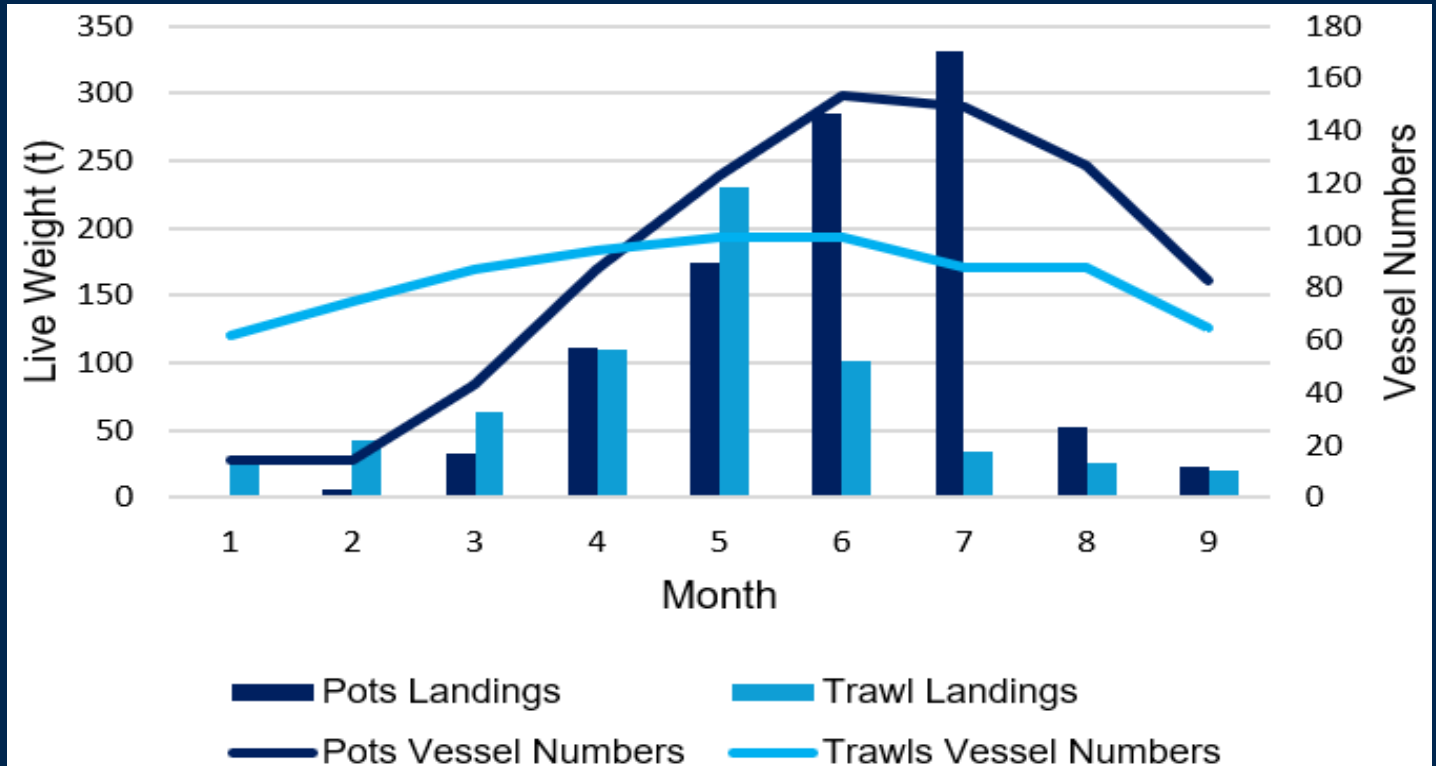


Figure 3: MMO landings data. Landings of octopus by UK vessels, all sizes, live weight (tonnes) and vessel numbers using trawls vs using pots and traps, 01 January 2025 to 29 September 2025. A large proportion of the potting catch comes from the smaller fleet working inshore, and the shift in landing gear may indicate octopus moving inshore to complete their lifecycle and breed. Other factors, such as fishers switching fisheries, could also play a role.

## 7e Shellfish Landings by Species:

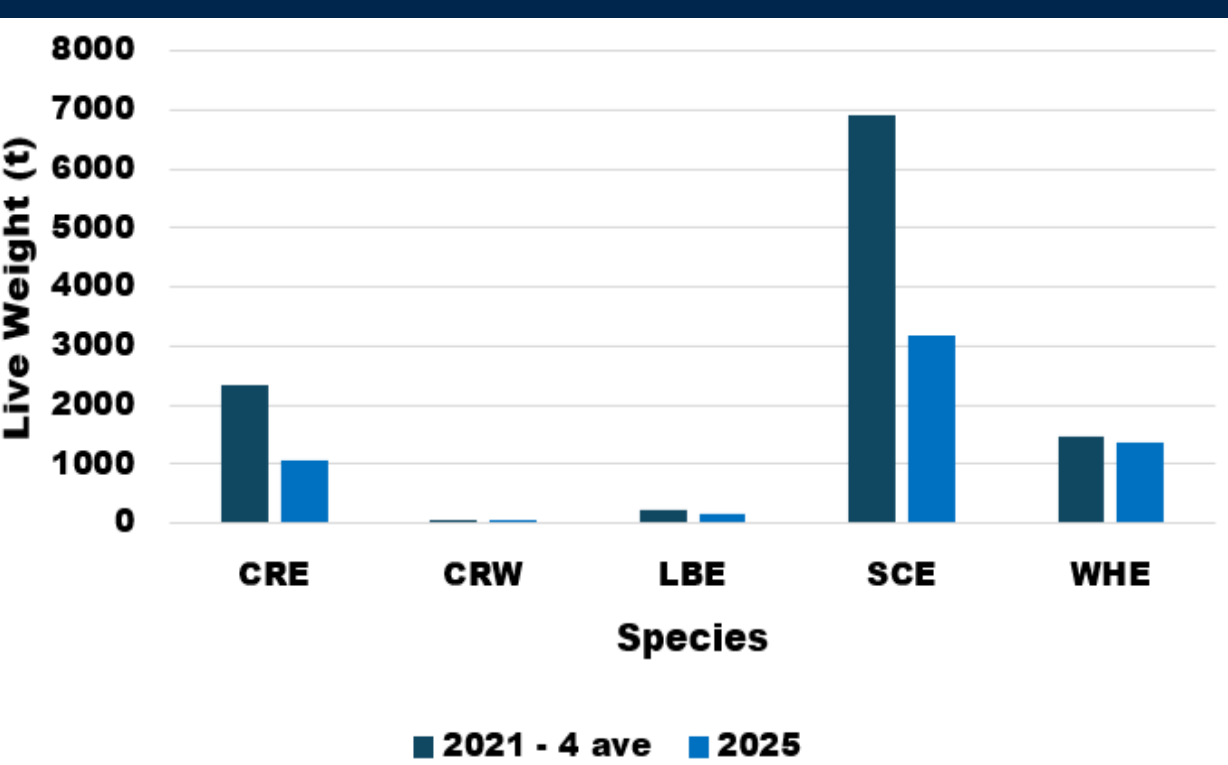


Figure 4: MMO landings data. A comparison of live weight (tonnes) of shellfish landings by UK vessels ICES area 7e - a collective average of August 2021-24 compared with August 2025 CRE = Crab, CRW= Crawfish, LBE = Lobster, SCE =Scallop, WHE = Whelk

## Shellfish 7e Percentage Change:

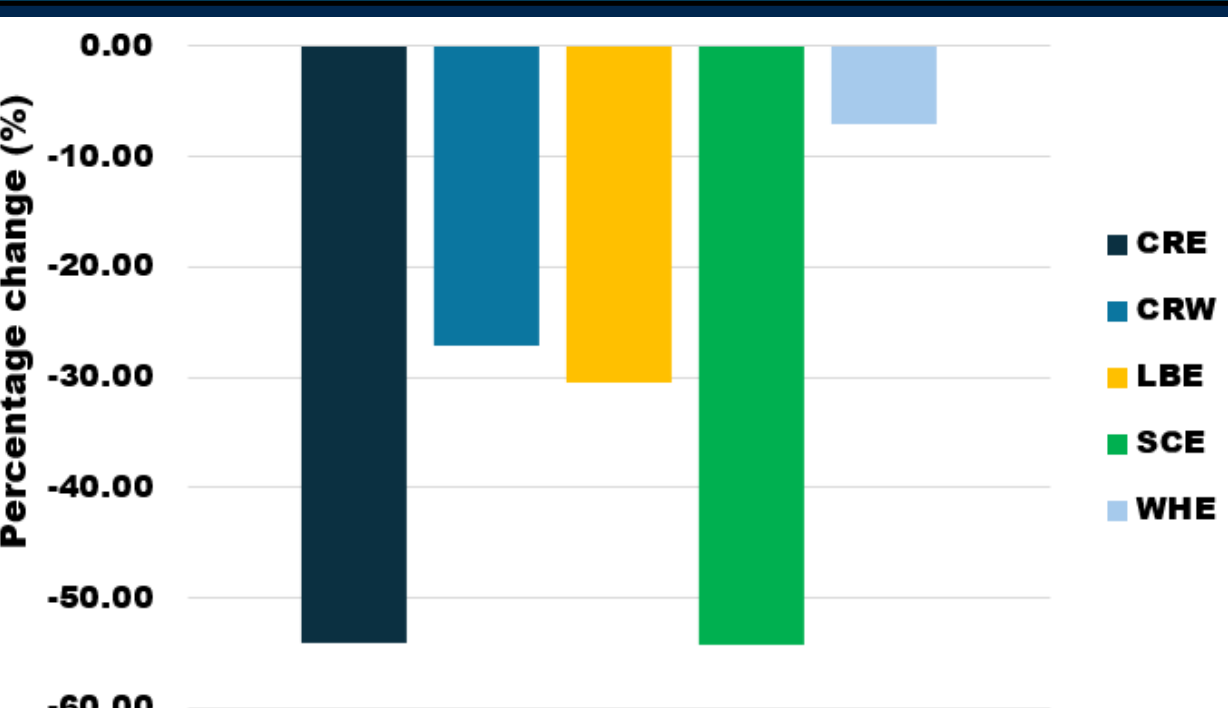


Figure 5: MMO landings data. A comparison of all ICES area 7e, (expressed as a percentage change %) from a collective average of September 2021-2024 compared with September 2025 of shellfish landings by UK vessels. CRE= Crab, CRW= Crawfish, LBE = Lobster, SCE= Scallop, WHE= Whelk

## Other Areas Shellfish Landings by Species:

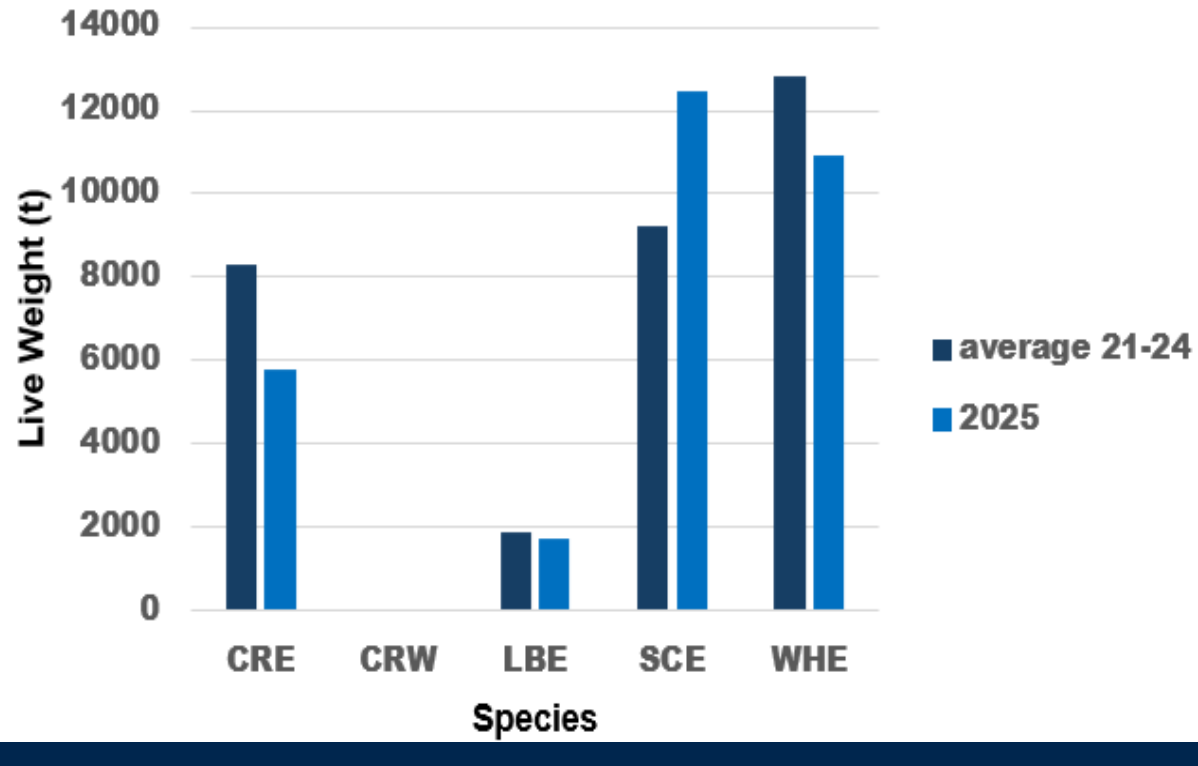


Figure 6: MMO landings data. A comparison of ICES areas 4b, 4c, 7a, 7d, 7f, 7g, 7h, 7j, and 8a live weight (tonnes) from a collective average of September 2021-2024 compared with September 2025 shellfish landings by UK vessels. CRE = Crab, CRW= Crawfish, LBE = Lobster, SCE Scallop, WHE = Whelk