

**3390** Number of Quantitative Objectives

**290** Number of Qualitative Objectives

**63** Number of Total Goals

**43** Overall Goals

**17** Broad Sense Goals

**3** Recovery Goals

**81** Number of Documents

**30** Number of Authors

**69** Number of Objective Variables

No of Quantitative Objectives Values		Objective variables used by Species	
		Species	Objective Variable
Chinook	1307	Chinook	A&P Gap
Chum	245		Abundance
Coho	420		Abundance Goal
Sockeye	58		Abundance Target
Steelhead	1360		Abundance Threshold
<b>Total:</b>	<b>3390</b>		Adult Escapement
			Adult Returns : Adult Returns (Natural Spawners)
			Adult/Jack Returns
			Capacity
			Contribution
			Contribution to Delisting
			Designated Stronghold
			Diversity Index %
			Ecological Escapement
			Extinction Risk
			Hatchery Returns
		Hatchery Spawners Component	
		Long-term Returns	

Minimum 12-year Geometric Mean Spawner:spawner
Minimum 12-yr Geometric Mean Spawners
Minimum Abundance Threshold (MAT)
Modeled Abundance
Natural Returns
Natural Spawners
NOAA Interim Recovery Target
Number Objective
Overall Risk Class
Population Size
Population Viability Status
Population Weighted Area
Productivity
Productivity Improvement Target(%)
Productivity Threshold
Restoration Goal
Role in Recovery Scenario
Role in Viability Scenario
Scenerio Contribution
Size Category
Smolts Per Spawner
Spawner Escapement
Spawner to Spawner
Sustainable Escapement
Target Persistence Probability
Target to allow Sport Fishing
Total Returns
Total Spawners Component
Viability Goal
Viability Objective
Viable Abundance Threshold

count: 49

<u>Species</u>	<u>Objective Variable</u>
Chum	A&P Gap

Abundance
Abundance Goal
Abundance Target
Adult Returns : Adult Returns (Natural Spawners)
Contribution
Contribution to Delisting
Minimum Abundance Threshold (MAT)
Number Objective
Overall Risk Class
Population Viability Status
Productivity
Productivity Improvement Target (%)
Scenerio Contribution
Size Category
Spawner to Spawner
Target Persistence Probability
Viability Goal
Viability Objective

**count: 19**

<b>Species</b>	<b>Objective Variable</b>
<b>Coho</b>	A&P Gap
	Abundance
	Abundance Goal
	Abundance Target
	Adult Returns : Adult Returns (Natural Spawners)
	Capacity
	Contribution
	Contribution to Delisting
	Diversity Index %
	Escapement Goals
	Hatchery Returns
	Long-term Returns
	Minimum Abundance Threshold (MAT)
	Natural Returns

Natural Spawners
Number Objective
Overall Risk Class
Population Viability Status
Productivity
Productivity Improvement Target (%)
Scenerio Contribution
Size Category
Spawner to Spawner
Target Persistence Probability
Total Returns
Viability Goal
Viability Objective

**count: 27**

<u>Species</u>	<u>Objective Variable</u>
<b>Sockeye</b>	Abundance Threshold
Adult Returns	
Adult Returns : Adult Returns (Natural Spawners)	
Cohort Replacement Rate	
Escapement Goals	
Long-term Returns	
Minimum Abundance Threshold (MAT)	
Minimum Number Naturally Produced Spawners	
Natural Spawners	
Population Growth	
Population Viability Status	
Role in Viability Scenario	
Size Category	
Spawner to Spawner	

**count: 14**

<u>Species</u>	<u>Objective Variable</u>
<b>Steelhead</b>	A&P Gap
Abundance	
Abundance Goal	

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Abundance Target
Abundance Threshold
Adult Escapement
Adult Returns : Adult Returns (Natural Spawners)
Adult/Jack Returns
Capacity
Contribution
Contribution to Delisting
Designated Stronghold
Diversity Index %
Ecological Escapement
Estimated Spawners
Extinction Risk
Hatchery Returns
Juvenile Outmigrant Abundance
Long-term Returns
Minimum 12-year Geometric Mean Spawner:spawner
Minimum 12-yr Geometric Mean Spawners
Minimum Abundance Threshold (MAT)
Minimum Average Abundance
Minimum Natural Spawners for at least 8 years
Minimum Productivity
Modeled Abundance
Natural Returns
Natural Spawners
NOAA Interim Recovery Target
Number Objective
Overall Risk Class
Population Size
Population Viability Status
Population Weighted Area
Productivity
Productivity Improvement Target(%)
Productivity Threshold

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Replacement Rate for at least 8 years
Restoration Goal
Restoration Scenario at 100%
Role in Recovery Scenario
Role in Viability Scenario
Scenerio Contribution
Size Category
Smolts Per Spawner
Spawner Escapement
Spawner to Spawner
Sustainable Escapement
Target Persistence Probability
Target to allow Sport Fishing
Threshold Abundance
Total Returns
Viability Goal
Viability Objective
Viable Abundance Threshold

**count: 55**