



## To visitors who wish to go fishing in Greenland

### Guideline to buy Greenlandic fishing licences. - valid till December 2022.

Many tourist offices and tourist operators in Greenland can hand out fishing-licenses that you pay for in a local bank or post office. This might be difficult in small places or if the bank/ post office is closed.

If you plan to go fishing in Greenland, you can also buy your fishing license from your home country. Follow this procedure: For each fishing-license a bank-transfer has to be made to the Department of Fisheries and Hunting's bank-account.

The official money-transfer receipt from the bank is your personal fishing-license, that you need to bring with you wherever you go fishing in Greenland. The receipt has to contain the information described below. Webbanking-services can be used if you are able to print a receipt yourself.

One of the following amounts is to be transferred to the Department's bank account:

- A: For a 24 hour licence: DKR 75,-
- B: For a one week licence: DKR 200,-
- C: For a one month licence: DKR 500,-

The money-transfer shall include the following reference text, which also has to appear on your receipt:

- 1) The first nine characters of your last name – example "Kristians" for Kristiansen
- 2) One space
- 3) The first three characters in your name – example "Mic" for Michael
- 4) One space
- 5) The first three characters of the (starting) month you wish the licence to be valid in – example: "jun" for June
- 6) One space
- 7) The date for the first day you wish the license to be valid from – example "21"

In this case, the text is "Kristians mic jun 21"

Information about the Ministry of Fisheries and Hunting's bank account:

- Name of the Bank: Grønlandsbanken (Bank of Greenland)
- Swift/BIC GRENLGX
- SWIFT: GL0264710001002160

Best regards

The Ministry of Fisheries and Hunting

29. november 2020  
Sagsnr.2015-15943  
Dok. Nr.

Postboks 269  
3900 Nuuk  
Tlf. (+299) 34 50 00  
Fax (+299) 34 63 55  
E-mail: apnn@nanoq.gl  
www.nanoq.gl