## Conservation and sustainable use of marine resources, ocean and seas.

This Focus Area on marine resources, oceans and seas integrates the three pillars of sustainable development and has also many interlinkages to the other Focus Areas. It can contribute to: food security and nutrition, climate change, sustainable consumption and production, energy, sustainable cities and human settlements, disaster risk reduction, sustainable agriculture, land desertification, forests, ecosystems and biodiversity, women's empowerment, employment and sustainable tourism.

This Focus area could be considered as a future stand – alone SDG and also due to its numerous intelinkages could be integrated into the framework as a cross-cutting issue.

We would like to support the targets prepared by the co-chairs with the emphasis for the following ones:

- a) Prevent, control and reduce marine pollutions and marine disposal including from land-based activities.
- b) Restore and protect marine ecosystems from destruction including by halting and prevent oceans acidification.
- d) Develop and ensure the full implementation of existing regional and international regimes governing oceans and seas, including for resources in areas beyond national jurisdiction.
- f) Establish Marine Protected Areas, consistent with international law.
- g) Eliminate fishing subsidies which contribute to overcapacity and overfishing.

## **Ecosystems and Biodiversity**

The importance of biodiversity is undoubted and it should be reflected in the catalogue of SDGs with its interlinkages to: poverty eradication, food security and nutrition, agriculture, water, energy, health, education, equality, gender equity, governance, participation and human rights. In this context we would like to support the following targets prepared by the co-chairs targets a) and b), target d) on halting deforestation and increasing reforestation, target e) on a land degradation neutral world, target g) on poaching and trafficking of endangered species.

Thank you very much.