

OBINC 01/01/08

NMFS FISHERIES OBSERVER PROGRAM
MARINE MAMMAL, SEA TURTLE, AND SEA BIRD INCIDENTAL TAKE LOG (Front)

OBS/TRIP ID	
DATE LAND mm/yy	/ /
PAGE #	<input type="checkbox"/> OF <input type="checkbox"/>

PSID #	HAUL NUM	GEAR NUM	NET NUM/ DREDGE/NET POSITION (p/s/u/a)	TIME 24 hours	ADD COND CODE	SPECIES		TAG		ENTANG SITU CODE	ANIMAL COND CODE	ANIMAL ONBRD? 0 = No 1 = Yes	PHOTO TAKEN? 0 = No 1 = Yes	SAMPLE LOG? 0 = No 1 = Yes	ESTIM LEN cm (if no actual) (no birds)
						NAME	CODE	NUMBER(S) <small>(Record the most recent tag first.)</small>	CODE(S)						
__1				:											
__2				:											
__3				:											
__4				:											
__5				:											
__6				:											
__7				:											
__8				:											
__9				:											
__0				:											

COMMENTS: List identifying characteristics, describe in detail the entanglement situation, include a description of the overall body condition of the animal, behavior on deck and upon release and any other related information. Use back of log if more room is needed.

OBINC 01/01/08

**NMFS FISHERIES OBSERVER PROGRAM
 MARINE MAMMAL, SEA TURTLE, AND SEA BIRD INCIDENTAL TAKE LOG (Back)**

OBS/TRIP ID	
DATE LAND mm/yy	/
PAGE #	<input type="text"/> OF <input type="text"/>

<p>ACTIVE DETERRENT DEVICE (ADD) CONDITION CODES: 0 = Unknown 1 = No Pingers Used On Gear 2 = Audible 3 = Inaudible, Tested and Working 4 = Inaudible, Tested and Not Working 5 = Inaudible, Not Tested 6 = Absent (Lost) 9 = Other</p>	<p>ENTANGLEMENT / INTERACTION SITUATION CODES: 00 = Unknown 01 = Fell From Gear at a Point Unknown 02 = Fell From Gear Before Exiting Water 03 = Fell From Gear Once Hauled Out of Water 04 = Fell From Gear Due to Force of Roller 05 = Removal Requires Cutting of Gear/Animal 06 = Removal Does NOT Require Cutting of Gear/Animal 08 = Caught in Wings of Trawl Net 10 = Sea Bird Caught, Gangion Attached to Mainline 11 = Sea Bird Caught, Gangion Unattached to Mainline 12 = Hooked, Ingested 13 = Hooked, Beak 14 = Hooked, Head 15 = Hooked, Flipper 16 = Hooked, Carapace 17 = Hooked, Other/Unknown NOTE: If more than one code applies to a situation choose the code that describes the primary entanglement/interaction (e.g. a turtle is observed inside the twine top of a dredge and falls from the gear as it is hauled up - choose code 21 as it best describes the primary interaction).</p>	<p>ANIMAL CONDITION CODES (when released): 00 = Unknown 01 = Alive, see comments 04 = Alive, Hook/Gear In/Around Mouth 05 = Alive, Hook/Gear In/Around Flipper 06 = Alive, Hook/Gear In/Around Another Single Body Part 07 = Alive, Hook/Gear In/Around Several Body Parts 08 = Alive, Seen by Captain/Crew ONLY 09 = Alive, resuscitated (turtle) 10 = Dead, Condition Unknown 11 = Dead, Fresh 12 = Dead, Moderately Decomposed 13 = Dead, Severely Decomposed 14 = Dead, Seen by Capt/Crew ONLY NOTE: If more than one code applies, choose the code that describes the most specific condition (e.g. a turtle is alive and released with gear around the left front flipper - choose code 05 as it is most specific at release).</p>
---	---	---

ADDITIONAL COMMENTS