OMB Control No.: xxxx-xxxx

 CBINC
 01/01/08

 NMFS FISHERIES
 OBSERVER PROGRAM

 Expires on: mm/dd/yyyy

 OBS/TRIP ID

 DATE LAND mm/yy
 /

MARINE MAMMAL, SEA TURTLE, AND SEA BIRD INCIDENTAL TAKE LOG (Front)								PAGE #			OF				
PSID#	HAUL	GEAR	NET NUM/	TIME	ADD	SPECIES		TAG	1	ENTANG	ANIMAL	ANIMAL	РНОТО	SAMPLE	ESTIM
	NUM	NUM	DREDGE/NET	24 hours	COND	NAME	CODE	NUMBER(S)	CODE(S)			ONBRD?			LEN cm
			POSITION (p/s/u/a)		CODE			(Record the most recent tag first.)		CODE	CODE	0 = No 1 = Yes	0 = No 1 = Yes	0 = No 1 = Yes	(if no actual) (no birds)
			(prorura)					(Record the most recent tag first.)				T = Yes	1 = Yes	1 = Yes	(no birds)
1				:]
2				:											
3				:											
4				_											
4				•											
5				:											
				-											
6				:											
7				:											
8				:											
_				_											
9				:											
0															
	NTS: Lis	st identify	ring characterist	ics. describe	in detail t	he entanglement situation, inclu	de a descri	tion of the overall body cond	lition of the	animal, be	ehavior on	deck and u	upon relea	ıse	

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.

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MARINE MAMMAL, SEA TU	PAGE #	OF_				
ACTIVE DETERRENT DEVICE	ENTANGLEMENT / INTERACTION SITUATION CODES	ANIMAL CONDITION CODES (when released):				
(ADD) CONDITION CODES:	00 = Unknown	18 = Caught Inside Dredge Chain Bag	00 = Unknown			
0 = Unknown	01 = Fell From Gear at a Point Unknown	19 = On Top of Dredge or Dredge Frame	01 = Alive, see comments			
1 = No Pingers Used On Gear	02 = Fell From Gear Before Exiting Water	20 = Caught in Dredge Frame or Between Bails	04 = Alive, Hook/Gear In	/Around Mouth		
2 = Audible	03 = Fell From Gear Once Hauled Out of Water	21 = Caught Inside Dredge in Twine Top	05 = Alive, Hook/Gear In	/Around Flipper		
3 = Inaudible, Tested and Working	04 = Fell From Gear Due to Force of Roller	22 = Caught on Sweep/Tickler/Rock Chains	06 = Alive, Hook/Gear In	/Around Another Single Body Part		
4 = Inaudible, Tested and Not Working	05 = Removal Requires Cutting of Gear/Animal	23 = Caught in Bridles/Cables/Warp	07 = Alive, Hook/Gear In	/Around Several Body Parts		
5 = Inaudible, Not Tested	06 = Removal Does NOT Require Cutting of Gear/Animal	24 = Inside Mouth of Trawl Net	08 = Alive, Seen by Captain/Crew ONLY			
6 = Absent (Lost)	08 = Caught in Wings of Trawl Net	25 = Inside Belly of Trawl Net	09 = Alive, resuscitated (turtle)			
9 = Other	10 = Sea Bird Caught, Gangion Attached to Mainline	26 = Inside Codend of Trawl Net	10 = Dead, Condition Unknown			
	11 = Sea Bird Caught, Gangion Unattached to Mainline	27 = Caught in Sweep or Footrope of Trawl Net	11 = Dead, Fresh			
TAG CODES:	12 = Hooked, Ingested	28 = Contact with Vessel or Vessel Equipment	12 = Dead, Moderately Decomposed			
0 = Unknown	13 = Hooked, Beak	other than Fishing Gear	13 = Dead, Severely Decomposed			
1 = Tag Applied by Observer	14 = Hooked, Head	29 = Entangled in Gear other than Vessel's	14 = Dead, Seen by Capt/Crew ONLY			
2 = No Tag(s)	15 = Hooked, Flipper	Fishing Gear (e.g. Ghost Gear Caught by				
3 = Tag Already Present, Left On	16 = Hooked, Carapace	Vessel)				
4 = Tag Already Present, Removed	17 = Hooked, Other/Unknown	99 = Other	NOTE: If more than one	code applies, choose the code		
	NOTE: If more than one code applies to a situation choose	that describes the most specific condition (e.g. a				
NOTE: Record Turtle Pit Tags	entanglement/interaction (e.g. a turtle is observed inside the	turtle is alive and released wtih gear around the left front				
on the Sample Log.	as it is hauled up - choose code 21 as it best describes the	flipper - choose code 05 as it is most specific at release).				
ADDITIONAL COMMENTS						