

**PROTECTED SPECIES SIGHTING LOG  
NMFS FISHERIES OBSERVER PROGRAM  
OBSIG 05/01/13**

OBS/TRIP ID	
DATE LANDED mm/yy	/ /
PAGE #	<input type="checkbox"/> OF <input type="checkbox"/>
TODAY'S DATE mm/dd/yy	/ /

EVENT #	EVENT TIME 24 hours	EVENT TYPE CODE	POSN CODE	HAUL NUM	LATITUDE/LONGITUDE (DD MM.M) - LORAN (XXXXX)				WEATHER CODE	WAVE HGT ft	COMMENTS? 0=N, 1=Y	SPECIES		#ANIM	SIGHT CUE CODE	ANIM COND CODE	ANIM BEHVR CODE
					Station 1	Latitude/ Bearing	Station 2	Longitude/ Bearing				NAME	CODE				
1	:				9960-		9960-										
2	:				9960-		9960-										
3	:				9960-		9960-										
4	:				9960-		9960-										
5	:				9960-		9960-										
6	:				9960-		9960-										
7	:				9960-		9960-										
8	:				9960-		9960-										
9	:				9960-		9960-										
10	:				9960-		9960-										
11	:				9960-		9960-										
12	:				9960-		9960-										

<b>EVENT TYPE CODES:</b> 08 = On-effort, during dedicated watch 10 = Off-effort, vessel activity unknown 11 = Off-effort, Vessel stop/anchor/drift 12 = Off-effort, sitting on gear 13 = Off-effort, transiting or searching 14 = Off-effort, towing gear 15 = Off-effort, hauling in gear 16 = Off-effort, setting out gear 19 = Off-effort, pumping catch  <b>GENERAL</b> 00 = Unknown 99 = Other	<b>POSITION CODES:</b> 00 = Unknown 01 = Bow, facing wind 08 = Bow, facing sideways 02 = Wheelhouse, facing forward 03 = Wheelhouse, facing backward 09 = Wheelhouse, facing sideways 04 = Work deck, facing backward 05 = Work deck, facing sideways 06 = Starboard side, facing net 07 = Port side, facing net 99 = Other	<b>SIGHT CUE CODES:</b> 0 = Unknown 1 = Sighted with naked eye 2 = Sighted with binoculars 3 = First sighted by capt/crew then by observer 4 = Sighted by capt/crew ONLY 9 = Other	<b>ANIMAL CONDITION CODES:</b> 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 other body part 07 = Alive, hook/gear in/around several body parts 08 = Alive, seen by capt/crew ONLY 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 one that describes the most specific cond. of the animal	<b>ANIMAL BEHAVIOR CODES:</b> 00 = Unknown 01 = Near gear, physical contact 02 = Near gear, within 50 meters 03 = Near gear, 51-150 meters 04 = Feeding on catch 05 = Porpoising 06 = Bow riding 07 = Breaching 08 = Swimming at surface 09 = Milling 10 = Motionless at surface 11 = Vessel avoidance 12 = Vessel attraction 99 = Other
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