

MARINE MAMMAL, SEA TURTLE, AND SEA BIRD INCIDENTAL TAKE LOG
NMFS FISHERIES OBSERVER PROGRAM
OBINC 05/01/16

OBS/TRIP ID	
DATE LANDED mm/yy	/ /
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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	SAMPLED? 0=No 1=Yes 2 = Yes, feathers only	EST LEN (cm) (if no actual) (no birds)
						NAME	CODE	NUMBER(S) <small>(record most recent 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.

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<p>ACTIVE DETERRENT DEVICE (ADD) CONDITION CODES:</p> <p>0 = Unknown 1 = No Pingers Used On Gear 2 = Audible, Not Tested 3 = Inaudible, Tested and Working 4 = Inaudible, Tested and Not Working 5 = Inaudible, Not Tested 6 = Absent (Lost) 7 = Audible, Tested and Working 8 = Audible, Tested and Not Working</p>	<p>ENTANGLEMENT / INTERACTION SITUATION CODES:</p> <p>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 18 = Caught Inside Dredge Chain Bag 19 = On Top of Dredge or Dredge Frame</p> <p>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>20 = Caught in Dredge Frame or Between Bails 21 = Caught Inside Dredge in Twine Top 22 = Caught on Sweep/Tickler/Rock Chains 23 = Caught in Bridles/Cables/Warp 24 = Inside Mouth of Trawl Net 25 = Inside Belly of Trawl Net 26 = Inside Codend of Trawl Net 27 = Caught in Sweep or Footrope of Trawl Net 28 = Contact with Vessel or Vessel Equipment other than Fishing Gear 29 = Entangled in Gear other than Vessel's Fishing Gear (e.g. Ghost Gear Caught by Vessel) 30 = Caught in Catch Pump 31 = Entrapped/caught in Bunt of Purse Seine 32 = Entrapped/caught in Net/Wing of Purse Seine 33 = Caught in the Buoyline 99 = Other</p>	<p>ANIMAL CONDITION CODES (when released):</p> <p>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</p> <p>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>
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ADDITIONAL COMMENTS