

## MARINE MAMMAL, SEA TURTLE, and SEABIRD INCIDENTAL TAKE LOG

The purpose of this log is to document incidentally taken marine mammals, sea turtles, and sea birds. Complete a record on this log for each incidental take. If more than one animal is taken at a time, record each animal on a separate line. The same log may be used for all incidental takes occurring on a trip, regardless of haul number, if they are all caught by the same vessel. (Note: For pair trawl trips, if one observer, record all incidental takes regardless of which vessel the net was hauled onboard. If two observers, only record the incidental takes that occur on the vessel you are on. Incidental takes should never be duplicated.) Do not record information on terrapins on this log. These animals should be recorded on an Individual Animal Log.

An animal must not be recorded on both the Marine Mammal, Sea Turtle, and Debris Sighting Log and the Marine Mammal, Sea Turtle, and Sea Bird Incidental Take Log. If a dead or injured marine mammal, sea turtle, or sea bird is seen in the water during or immediately after a haulback, the observer must decide if the animal was once entangled in the gear of the vessel, *i.e.* whether the animal(s) is (are) determined to be an incidental take.

Gear or gear marks on the animal and/or damage to the fishing gear may help to distinguish incidental takes from sightings. **If at any time during an observed trip a marine mammal, sea turtle, or sea bird directly contacts the vessel, or the vessel's fishing gear AND any part of the animal is entangled, snagged, ensnared, caught, hooked, collided with, hit, injured or killed by the vessel or its gear, regardless of the final condition and release of the animal, it should be documented on the Incidental Take Log.** Single bones or disarticulated marine mammal, sea turtle, or sea bird skeletons are recorded in the species section of the Haul Log as bone, nk. Articulated ( $\geq 75\%$  of skeleton) marine mammal, sea turtle, or sea bird skeletons are recorded on the Incidental Take Log and the INC TAKE? field on the corresponding Haul Log should be checked as 'yes'. Comments and photos MUST be provided in both instances.

Refer to the Marine Mammal, Sea Turtle, and Debris Watch instructions in the NEFSC Observer Program Training Manual for instructions on conducting

marine mammal, sea turtle, and debris watches and documenting sightings.

### INSTRUCTIONS

For instructions on completing the Header fields **A**, **B** and **C**, refer to the Common Haul Log Data section of the NEFSC Observer Program Manual.

**1. PSID#:** A consecutive identification number (Protected Species ID) is assigned to each animal that is incidentally taken on this trip. If there are insufficient lines on one form to record all animals caught on this trip, continue listing animals on an additional Marine Mammal, Sea Turtle and Sea Bird Incidental Take Log, making sure to fill in the preceding number.

**2. HAUL NUMBER:** Record the haul number assigned to the haul in which the take(s) occurred. This number must agree with the number recorded for this haul on the corresponding Haul Log.

**3. GEAR NUMBER:** Record the **gear number** assigned to this uniquely identified gear in which the animal is/was taken, as specified on the corresponding Gear Characteristics Log.

**4. NET NUMBER/DREDGE/NET POSITION: (Gillnet, Scallop Dredge, Scallop Trawl and Twin Trawl Gear fisheries only):**

Gillnet: Record the **net number** within the string in which the animal is/was taken. Start with "1", for the first net to be hauled back, and continue numbering the nets sequentially.

Scallop dredge, Scallop Trawl and Twin Trawl Gear: Indicate which dredge/net the incidental take was associated with:

P - port; S - starboard; U - unknown; A - aft

**NOTE:** All other gear types should leave this field blank.

**5. TIME BROUGHT UP:** Record the local time using the 24 hour clock (0000-2359) that each animal is brought onboard or alongside the vessel.

Example: 20:32.

**6. ACTIVE DETERRENT DEVICE CONDITION:** Record the condition of the active deterrent device that **immediately follows** an incidental take by recording the most appropriate code:

- 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, describe in COMMENTS.

**NOTE:** "Tested" means the pinger signal was measured using a testing tool provided by the NEFSC Observer Program or contractor.

**NOTE:** If possible, record the condition of the active deterrent device that **immediately precedes** an incidental take in COMMENTS.

**7. SPECIES NAME:** Record the complete common name of each animal incidentally taken on this trip, as listed in Appendix A. Species Names.

**NOTE:** If it is not possible to make a positive species identification, identify the animal to the most specific generic group of which you are positive, *i.e.* baleen whale, unidentified dolphin, seal, hard-shelled sea turtle, *etc.* **DO NOT GUESS AT SPECIES IDENTIFICATION.**

**8. SPECIES CODE:** Leave this field blank.

**9. TAG NUMBER(S):** Record the **complete alphanumeric number(s)** from the tag(s) that you attach, or that were already attached, to the animal. See the Tagging & Tag Recapture instructions in the NEFSC Observer Program Training Manual for further information on recording tag numbers.

Example: D09999.

**10. TAG CODES:** Indicate the origin of the tag number recorded above (#9), for each tag attached to the animal, by recording the appropriate one digit code:

- 0 = Unknown.
- 1 = Tag Applied by Observer.
- 2 = No Tag(s).

- 3 = Tags Already Present, Left On.
- 4 = Tags Already Present, Removed.

Example: A turtle is brought onboard the vessel with one tag, XXC123. The observer applies another tag, XXH782.

TAG	
NUMBER(S)	CODE
XXC123	3
XXH782	1

**11. ENTANGLEMENT SITUATION:** Indicate the initial entanglement situation of the animal by recording the most appropriate two digit code:

- 00 = Unknown.
- 01 = Fell from gear at a point unknown, *i.e.* the animal fell from the gear, but the time during haulback when this occurred is unknown.
- 02 = Fell from gear before exiting water, *i.e.* the animal was still under water when it fell from the gear.
- 03 = Fell from gear once hauled out of the water, *i.e.* the animal was mostly/completely out of the water when it fell from the gear because the weight and pulling action of the net caused the animal to fall from the gear.
- 04 = Fell from gear due to force of roller, *i.e.* the animal reached the haulback roller and the roller's force caused it to fall from the gear.
- 05 = Removal requires cutting of gear/animal, *i.e.* the gear and/or the animal is cut in order to remove the animal from the gear.
- 06 = Removal does NOT require cutting of gear/animal, *i.e.* pulling, unwrapping, unrolling, and/or detangling the gear allows the animal to be removed from the gear, without cutting the gear and/or the animal.
- 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, describe the hooked entanglement situation in COMMENTS.
- 18 = Caught inside dredge chain bag.
- 19 = On top of dredge or dredge frame.
- 20 = Caught in dredge frame or in 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)
- 99 = Other, describe the entanglement situation in COMMENTS.

**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).

**12. ANIMAL CONDITION:** Indicate the condition of the animal **when released** by recording the most appropriate two digit code:

- 00 = Unknown, explain why you can not identify the animal condition in COMMENTS.
- 01 = Alive, see COMMENTS.
- 04 = Alive, hook/gear in/around mouth, attempt to determine where in the mouth the hook is, *etc.* and describe in COMMENTS.
- 05 = Alive, hook/gear in/around flipper, *i.e.* hook in the flipper or gear around the flipper., describe more fully in COMMENTS.
- 06 = Alive, hook/gear in/around another single body part, *i.e.* hook in the neck or plastron; specify which in COMMENTS.
- 07 = Alive, hook/gear in/around several body parts, describe more fully in COMMENTS.
- 08 = Alive, seen by captain and/or 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 captain and/or crew ONLY.

**NOTE:** If more than one code applies, choose the code that describes the most specific condition of the animal (e.g. a turtle is alive and released with gear around the left front flipper - chose code 05 as it is the most specific).

**NOTE:** Per ESA Permit requirements and Northeast Fisheries Observer Program protocols, observers are required to make every effort to revive all sea turtles incidentally taken during commercial fishing operations that come on board, and are comatose (unconscious) or inactive. Resuscitation, for data collection purposes, is defined by NEFOP as the *attempt* to revive the sea turtle so that it has recovered sufficiently (e.g. actively moving on deck, reacts to stimuli, able to hold its head up) to be safely released. This attempt may, or may not be successful. If a live sea turtle was attempted to be resuscitated and released alive, use code 09 rather than code 01.

**NOTE:** Additional comments about the condition of the animal **must be** recorded in the COMMENTS as these data are needed for obtaining better information on the condition at the time of capture. Document how much of the animal was examined (i.e. only dorsal and lateral sides seen). Thoroughly describe new and/or healed wounds, the amount and location of scavenger damage and/or decomposition, the firmness and coloration of tissues, condition of the skin (i.e. cracked, sloughing, dull, glossy), the presence or absence of blood (record if bleeding), and any missing parts. Include descriptive comments about the animal's behavior on deck and upon release (le-

thargic, active, calm, vocalizing, struggling, swam away, sank, floated at surface, righted itself, dove, breathing patterns, etc.). Also record the amount and location of gear remaining on the animal, and for sea turtles, the time required for resuscitation.

**13. ONBOARD?:** Indicate whether the animal was brought onboard the vessel by recording the appropriate one digit code.

0 = No. Note the reason the animal was not brought onboard in COMMENTS.

1 = Yes.

**14. PHOTO(S) TAKEN?:** Indicate whether any photograph(s) is (are) taken of the animal by recording the appropriate one digit code:

0 = No. If no photographs are taken, record the reason in COMMENTS.

1 = Yes.

**NOTE:** All marine mammals, sea turtles, and sea birds incidentally taken **must be** photographed as photos are necessary to assist in corroborating species identification. Only under extreme conditions should this field reflect that no photos were taken. Refer to the Photo Log instructions in the NEFSC Observer Program Manual for further information regarding which photographs to take for each incidental take species.

**15. ANIMAL RECORDED ON SAMPLE LOG?:** Indicate whether this animal is recorded on the Marine Mammal Biological Sample Log or the Sea Turtle Biological Sample Log by recording the appropriate one digit code:

0 = No. If no measurements and/or samples are taken from a marine mammal or sea turtle, record the reason in COMMENTS.

1 = Yes.

**16. ESTIMATED LENGTH:** Record, in whole centimeters, the **estimated** length of the animal.

**NOTE:** No lengths are taken for sea birds; leave this field blank.

**NOTE:** For sea turtles, the estimated length should be the Notch to Tip Length

(curvilinear).

**NOTE:** For marine mammals, the estimated length should be a straight line estimate of total length.

**NOTE:** If **actual measurements** are taken on this animal, record a dash (-) in this field. Actual measurements are recorded on the Marine Mammal Biological Sample Log and the Sea Turtle Biological Sample Log.

## COMMENTS

Record any additional information regarding the incidental take(s), especially when data are unable to be collected. The COMMENTS section should include a list of identifying characteristics, details on the entanglement situation and a description of the overall condition of the animal. If more room is needed, use the back of this log, making sure to indicate "See Back" on the front. Reference each comment with its corresponding field name and PSID. Also, include any other relevant information regarding the incidental take, such as for dredge/trawl gear if the animal was seen in the dredge/net prior to dumping on deck.

**NOTE:** If an observer sees an animal fall from the gear (alive or dead), after completing this log, record additional comments regarding the "fallout," (i.e. the specifics of how the animal was entangled, whether the animal sank or floated away, etc.)

**NOTE:** For turtle takes, comment on whether the animal slid out or escaped from the gear. Comment on if and how the turtle was hooked and/or entangled. If any gear was left on the animal when released, thoroughly describe the amount of gear, including linear feet.

**NOTE:** For marine mammals, comment on whether the animal was released with gear. Include a description of the gear (type, material, any buoys/floats, etc.), how the animal was entangled and how much gear remained upon release.

**NOTE:** For sea birds, comment when animals are seen diving near setting/hauling of gear, if chasing bait, offal (entrails and internal organs of processed species), or fallouts near gear, or any details relative to how the animal(s) became entangled.

**NMFS FISHERIES OBSERVER PROGRAM**

**MARINE MAMMAL, SEA TURTLE, AND SEA BIRD INCIDENTAL TAKE LOG (Front)**

OBS/TRIP ID	<b>A</b>
DATE LAND mm/yy	<b>B</b> /
PAGE #	<b>C</b> OF

PSID #	HAUL NUM	GEAR NUM	NET NUM/ DREDGE/NET POSITION (p/s/u/a)	TIME 24 hours	ADD COND CODE	SPECIES		TAG NUMBER(S) <small>(Record the most recent tag first.)</small>	CODE	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 <small>(if no actual) (no birds)</small>
						NAME	7								
1	2	3	4	5	6		7	9	8	11	12	13	14	15	16
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.

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

OBS/TRIP ID	A
DATE LAND mm/yy	B /
PAGE #	C OF
<p><b>ACTIVE DETERRENT DEVICE (ADD) CONDITION CODES:</b></p> <p>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><b>TAG CODES:</b></p> <p>0 = Unknown            1 = Tag Applied by Observer            2 = No Tag(s)            3 = Tag Already Present, Left On            4 = Tag Already Present, Removed</p> <p><b>NOTE:</b> Record Turtle PIT Tags on the Sample Log.</p>	<p><b>ENTANGLEMENT / INTERACTION SITUATION CODES:</b></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            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</p> <p>18 = Caught Inside Dredge Chain Bag            19 = On Top of Dredge or Dredge Frame            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)</p> <p>99 = Other</p> <p><b>NOTE:</b> 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><b>ANIMAL CONDITION CODES (when released):</b></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><b>NOTE:</b> If more than one code applies, choose the code that describe most specific condition (e.g. a turtle is alive and released with gear around the left front flipper - choose code 05 as it is the most specific condition at release).</p>	<p><b>ADDITIONAL COMMENTS</b></p>

**NMFS FISHERIES OBSERVER PROGRAM**

**MARINE MAMMAL, SEA TURTLE, AND SEA BIRD INCIDENTAL TAKE LOG (Front)**

OBS/TRIP ID	A74010 + (trip ext)	
DATE LAND mm/yy	01	/ 01
PAGE #	1	of 2

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							

**FOR GILLNET GEARS:**

01	3	3	8	10:04	2	Harbor Porpoise		Dq7982	1	04	11	0	1	1	105
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**FOR DREDGE, SCALLOP TRAWL & TWIN TRAWL GEARS:**

02	4	1	p	12:13	1	Loggerhead Turtle		QQS555 PPD117	1 3	18	09	1	1	1	-
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**FOR OTHER GEARS:**

03	15	2	-	12:20	1	Greater Shearwater			2	26	13	1	1	0	-
4				:											
5				:											
6				:											
7				:											

**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.

**PSID #01 - Fell from net when animal hit roller, but was recovered with gaff. Animal was sampled, tagged and photographed while in water, but was not brought onboard. Tip of fluke retained for DNA. No beak; spade-like teeth; gray in color, dark to light (countershading). Small amount of scavenger damage around the eyes (eyes intact), skin not peeling and was shiny, not bleeding other than gaff wound, no smell. Did not get a good look at the ventral side of the animal. Overall very good condition. Sunk when released.**

**See back for more comments**

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MARINE MAMMAL, SEA TURTLE, AND SEA BIRD INCIDENTAL TAKE LOG (Back)**

OBS/TRIP ID		A74010 + (trip ext)	
DATE LAND mm/yy		01	/ 01
PAGE #		2	OF 2

  

<p><b>ACTIVE DETERRENT DEVICE (ADD) CONDITION CODES:</b></p> <p>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><b>TAG CODES:</b></p> <p>0 = Unknown                  1 = Tag Applied by Observer                  2 = No Tag(s)                  3 = Tag Already Present, Left On                  4 = Tag Already Present, Removed</p> <p>NOTE: Record Turtle Pit Tags on the Sample Log.</p>	<p><b>ENTANGLEMENT / INTERACTION SITUATION CODES:</b></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                  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</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><b>ANIMAL CONDITION CODES (when released):</b></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 condition at release).</p>
<p><b>ADDITIONAL COMMENTS</b></p> <p><b>PSID #02 - Turtle not seen in dredge prior to dumping. Found in pile of catch. Lethargic and not reacting to stimuli. Began resuscitation at 12:30 with hind quarters elevated onto part of pile (about 6in high). Turtle was rocked back and forth occasionally. No movement seen for about 4 hours, then turtle began moving flippers and opening and closing mouth. Turtle kept onboard for another 3hours and then released. Total resuscitation time about 7 hours. Dove immediately upon release and not sighted again. Turtle's external condition was fair. Numerous barnacles on carapace, chip on edge of carapace near third lateral scute (chip about 1in long by 1/2in wide), no blood, no cracks, cuts or other abrasions seen. Plastron in excellent condition. Tag already present and in good condition on right flipper, so it was left on. Placed an additional tag on the left flipper.</b></p> <p><b>PSID #03 - Shearwater in codend with catch. Dumped on deck. Bird in very poor condition; Head mostly intact (used for ID, black cap and sharply curved black beak), all internal organs gone, mostly skeletal remains with a few feathers left on dorsal side. Very foul smell, left foot missing, right foot faded in coloration. No samples taken as samples for birds are required for fresh birds only.</b></p>		

**NMFS FISHERIES OBSERVER PROGRAM**

**MARINE MAMMAL, SEA TURTLE, AND SEA BIRD INCIDENTAL TAKE LOG (Front)**

OBS/TRIP ID	
DATE LAND mm/yy	/
PAGE #	OF

PSID #	HAUL NUM	GEAR NUM	NET NUM/ DREDGE/NET POSITION (p/s/u/a)	TIME 24 hours	ADD COND CODE	SPECIES		TAG NUMBER(S) <small>(Record the most recent tag first.)</small>	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 <small>(if no actual) (no birds)</small>
						NAME	CODE							
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.

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

	OBS/TRIP ID			
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	PAGE #	□	OF	□

  

<p><b>ACTIVE DETERRENT DEVICE (ADD) CONDITION CODES:</b></p> <p>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><b>TAG CODES:</b></p> <p>0 = Unknown                  1 = Tag Applied by Observer                  2 = No Tag(s)                  3 = Tag Already Present, Left On                  4 = Tag Already Present, Removed</p> <p><b>NOTE:</b> Record Turtle Pit Tags on the Sample Log.</p>	<p><b>ENTANGLEMENT / INTERACTION SITUATION CODES:</b></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                  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</p> <p><b>NOTE:</b> 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><b>ANIMAL CONDITION CODES (when released):</b></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><b>NOTE:</b> 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>
<p><b>ADDITIONAL COMMENTS</b></p>		

## MARINE MAMMAL, SEA TURTLE, AND DEBRIS SIGHTING LOG

The purpose of this log is to record all marine mammal, sea turtle, and debris sightings. This information is critical in determining the temporal and spatial distribution of these animals and debris, and the relative abundance and behavior of animals in the vicinity of fishing operations. Sea bird sightings are not recorded here.

The types of sightings and watches and the proper procedures for conducting each type of watch are described in the Marine Mammal, Sea Turtle and Debris Watches section in the Gillnet section of the NEFSC Observer Program Training Manual.

An animal must not be recorded on both the Marine Mammal, Sea Turtle, and Debris Sighting Log and the Marine Mammal, Sea Turtle, and Sea Bird Incidental Take Log. See the Marine Mammal, Sea Turtle, and Sea Bird Incidental Take Log in the NEFSC Observer Program Manual for more detailed instructions on deciding when an animal is a sighting versus an incidental take. An animal determined to be an incidental take is recorded on the Marine Mammal, Sea Turtle, and Sea Bird Incidental Take Log.

Any **debris caught during a haul** is recorded on the Haul Log, not on this log.

### INSTRUCTIONS

For instructions on completing fields **A-C** refer to the Common Haul Data section of the NEFSC Observer Program Manual.

**1. TODAY'S DATE:** Record the month, day, and year that the event being described occurred.

Example: 03/20/01.

### EVENT INFORMATION

**2. TIME:** Record the local time using the 24 hour clock (0000-2359) that the event being described occurred.

Example: 20:32.

**3. TYPE CODE:** Indicate the type of event that occurred by recording the most appropriate two digit

code:

For Watches Only - When a marine mammal, sea turtle, and debris watch is conducted, record one of the following begin/end watch event type codes:

03 = Begin set watch.

04 = End set watch.

05 = Begin haul watch.

06 = End haul watch.

**NOTE:** For gillnet fisheries, **do not record begin and end haul watch information** as this information is already recorded on the Gillnet Haul Log.

For Sightings Only - When a marine mammal, sea turtle, or debris sighting is made, record one of the following sighting event type codes to indicate whether the observer is on- or off-effort, and to best describe the vessel activity at the time the sighting was made:

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.

17 = Off-effort, waiting for J/V transfer.

18 = Off-effort, taking J/V transfer.

**NOTE:** If the sighting is made during a watch, the sighting event code is always "On-effort, during dedicated watch" (08).

General:

00 = Unknown.

99 = Other, describe the event type in COMMENTS.

**NOTE:** Use code 99 to describe dedicated sighting activity outside of the specified watches.

**4. POSITION CODE:** Indicate the location and position of the observer on the vessel at the time of this event by recording the most appropriate one digit code:

00 = Unknown.

- 01 = Bow, facing forward.
- 02 = Wheelhouse, facing forward.
- 03 = Wheelhouse, facing backward.
- 04 = Work deck, facing backward.
- 05 = Work deck, facing sideways.
- 06 = Starboard side, facing net.
- 07 = Port side, facing net.
- 99 = Other, describe the position in COMMENTS.

**NOTE:** If the sighting is not seen by the observer, record "Other" (99), and describe in COMMENTS.

**5. HAUL NUMBER:** Record the haul number assigned to the haul in which any on-effort events or off-effort sightings occurred between the beginning and end of a haul. This number must agree with the number recorded for this haul on the corresponding Haul Log.

**NOTE:** If the event does not occur during a haul, record a dash (-).

**6. LATITUDE/LONGITUDE OR LORAN:** Record the latitude and longitude location, to the tenth of a minute, where the event occurred. If the latitude and longitude location is given in seconds, convert them to tenths of minutes. If latitude and longitude positions are not available, record the LORAN stations and bearings.

**NOTE:** See Appendix Q. Conversion Tables for a list of second ranges and corresponding conversions to tenths of minutes.

**NOTE:** If **neither** latitude/longitude or LORAN positions are available, record the statistical area as listed in Appendix E.1. Map of Statistical Areas of the Northeast U.S. or Appendix E.2. Map of Statistical Areas of the Southeast U.S.

Example: 35 23.4 75 16.7 or  
9960X 27054 9960Y 41824

**NOTE:** While **9960-**loran chains are the most frequently used chains within this program's jurisdiction, in extreme northern and southern areas other chains may be used, such as:  
Southern North Carolina: **7980-**  
Canadian: **5930-** .

**7. WEATHER CODE:** Indicate the weather at the time the event occurred by recording the most appropriate two digit code listed in Appendix K. Weather Codes.

**8. WAVE HEIGHT:** Record, in whole feet, the wave height at the time the event occurred. If the wave height is less than six inches, record "0".

**NOTE:** This is **not** a range.

**9. COMMENTS?:** Indicate whether there is a comment associated with this event by recording the appropriate code:

- 0 = No.
- 1 = Yes.

**IF THE EVENT RECORDED IS A MARINE MAMMAL, SEA TURTLE, OR DEBRIS SIGHTING, COMMENTS MUST BE INCLUDED.** COMMENTS are recorded on the Marine Mammal, Sea Turtle, and Debris Sighting Comments Log. Each event has a unique EVENT TIME per day. Care should be taken to correctly record the matching EVENT TIME on both logs.

Sighting comments should include all field characteristics **actually seen** by the observer and used to make an identification of the animal. Any unusual marks, scars or coloration on the animal(s) should be noted. Size of animal(s) should be included if an estimation is possible. Record ranges of the number of animals sighted, including the number of calves. Behaviors of the animal(s) sighted should be included, such as swim speed and direction and any other activities noted while the animal(s) was (were) observed.

Observed associations with other vessels, marine life or oceanographic phenomena (*i.e.* wind rows, current lines, flotsam, jetsam or a dramatic change of water color in the immediate area) should also be included. If photographs were taken, record the CAMERA NUMBER and FRAME NUMBERS.

It is important to document any marine debris, whether in the area of animals or not. The debris and its approximate size(s) should be described in general terms, *e.g.*, plastic sheeting 1 meter square, trawl webbing 0.5(m) X 3.0(m), *etc.* If derelict gear is picked up on purpose to be disposed of properly, take photographs and record in COMMENTS any marine life that may be entangled. Debris entanglement and ingestion have been documented as sources of mortality for marine

mammals, sea turtles, sea birds, fish, and shellfish (Shomura and Yoshida 1985). Sea turtles often utilize large pieces of debris for shelter.

**SIGHTING INFORMATION**

**NOTE:** If the record or event being recorded is not a sighting, leave the following fields (#10-#15) blank.

**10. SPECIES NAME:** Record the complete common name of each marine mammal, sea turtle, or debris sighted, as listed in Appendix A. Species Names.

**NOTE:** If it is not possible to make a positive species identification, identify the animal to the most specific generic group of which you are positive, *i.e.* baleen whale, unidentified dolphin, seal, hard-shelled sea turtle, *etc.* **DO NOT GUESS AT SPECIES IDENTIFICATION.**

Examples: Unidentified Whale.  
Harbor Porpoise.

**11. SPECIES CODE:** Leave this field blank.

**12. NUMBER OF ANIMALS:** Record the number of animals sighted. **Do not record a range.**

**NOTE:** If the sighting is debris, record a dash (-) in this field.

**13. SIGHT CUE CODE:** Indicate how the sighting was **first** detected by recording the most appropriate one digit code:

- 0 = Unknown.
- 1 = Sighted with naked eye.
- 2 = Sighted with binoculars.
- 3 = First sighted by captain or crew, then by observer.
- 4 = Sighted by captain or crew **ONLY**.
- 9 = Other, describe the sight cue in COMMENTS.

**14. ANIMAL CONDITION CODE:** Indicate the condition of the animal(s) sighted by recording the most appropriate two digit code:

- 00 = Unknown, explain why you can not identify the animal condition in COMMENTS.
- 01 = Alive, see COMMENTS

04 = Alive, hook/gear in/around mouth, attempt to determine where in the mouth the hook is, *etc.* and describe in COMMENTS.

05 = Alive, hook/gear in/around flipper, *i.e.* hook in the flipper or gear around the flipper.

06 = Alive, hook/gear in/around another single body part, *i.e.* hook in the neck or plastron; specify which in COMMENTS.

07 = Alive, hook/gear in/around several body parts, describe more fully in COMMENTS.

08 = Alive, seen by captain and/or crew **ONLY**.

10 = Dead, condition unknown.

11 = Dead, fresh.

12 = Dead, moderately decomposed.

13 = Dead, severely decomposed.

14 = Dead, seen by captain and/or 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).

**NOTE:** If the sighting is debris, leave this field blank.

**NOTE:** Comment on whether gear was seen on the animal. Include a detailed description of the gear (*i.e.* type, material, any buoys/floats, etc). Record how the animal was entangled (*i.e.* around tailstock, around lower jaw, etc.).

**15. ANIMAL BEHAVIOR CODE:** Indicate the **initial** behavior of the animal(s) when first sighted by recording the most appropriate two digit code:

- 00 = Unknown.
- 01 = Near gear, physical contact.
- 02 = Near gear, within 50 meters.
- 03 = Near gear, within 51 to 150 meters.
- 04 = Feeding on catch.
- 05 = Porpoising: the animal(s) is (are) splashing along at the surface, breaking the surface regularly, showing most of the body.
- 06 = Bow riding: the animal(s) is (are) observed keeping pace with the vessel on the bow wave.
- 07 = Breaching: the animal(s) emerge(s) from the water and crash(es) down on a flank,

- back or belly.
- 08 = Swimming at surface: the animal(s) is (are) observed several times surfacing 'normally', each surfacing at some irregular distance from the previous one; it (they) appear(s) to be just moving along.
- 09 = Milling: the animal(s) is (are) rolling at the surface with no direction, making short dives without moving along. Often a group activity.
- 10 = Motionless at surface (or dead).
- 11 = Vessel avoidance: the animal(s) abruptly change(s) its (their) swimming direction or behavior to avoid the vessel; a startling, alarming, fleeing reaction.
- 12 = Vessel attraction: the animal(s) change(s) its (their) swimming direction to approach the vessel, such as a pod of dolphins purposefully heading toward the vessel to bowride.
- 99 = Other, describe the animal behavior in COMMENTS.

**NOTE:** If the animal(s) exhibit(s) multiple behaviors, record the code for the **initial behavior** only, and describe all subsequent behaviors in COMMENTS. If **multiple initial** animal behaviors exist for one sighting, record the lowest numerical code which applies, and record the other behaviors in COMMENTS.

**NOTE:** If there are a large number of animals (same species) that appear to be in a cohesive group, record the **initial behavior** of the majority of the animals. If a large number of animals (same species) appear to be in distinct groups behaving differently, record each group as a separate sighting.

**NOTE:** If the sighting is debris, leave this field blank.

**NMFS FISHERIES OBSERVER PROGRAM**

**MARINE MAMMAL, SEA TURTLE, AND DEBRIS SIGHTING LOG (Front)**

OBS/TRIP ID	<b>A</b>
DATE LAND mm/yy	<b>B</b> / /
PAGE #	<b>C</b> <input type="checkbox"/> OF <input type="checkbox"/>
TODAY'S DATE mm/dd/yy	/ / 1 /

EVENT TIME 24 hours	EVENT TYPE CODE	EVENT POSN CODE	HAUL NUM	LATITUDE / LONGITUDE (DD MM.M) - LORAN (XXXXX)		WEATHER CODE	WAVE HGT ft	COMM-ENTS? 0=N,1=Y	SPECIES NAME	#ANIM	SIGHT CUE CODE	ANIM COND CODE	ANIM BEHVR CODE	
				Station 1	Station 2									
2	3	4	5	9960-	6	7	8	9	10	11	12	13	14	15
:				9960-										
:				9960-										
:				9960-										
:				9960-										
:				9960-										
:				9960-										
:				9960-										
:				9960-										
:				9960-										
:				9960-										

EVENT TYPE CODES:	POSITION CODES:	SIGHT CUE CODES:	ANIMAL CONDITION CODES:	ANIMAL BEHAVIOR CODES:
<b>WATCH ONLY</b> 03 = Begin set watch 04 = End set watch 05 = Begin haul watch 06 = End haul watch  <b>GENERAL</b> 00 = Unknown 99 = Other	<b>SIGHTING ONLY</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 17 = Off-effort, waiting for J/V transfer 18 = Off-effort, taking J/V transfer	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	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 body part 07 = Alive, hook/gear in/around several body parts 08 = Alive, seen by captain/crew ONLY 10 = Dead, condition unknown 11 = Dead, fresh 12 = Dead, moderately decomposed 13 = Dead, severely decomposed 14 = Dead, seen by captain/crew ONLY  NOTE: If more than one code applies, choose the code that describes the most specific condition of the animal.	00 = Unknown 01 = Near gear, physical contact 02 = Near gear, within 50 meters 03 = Near gear, with, 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

OBSIG 01/01/07

**NMFS FISHERIES OBSERVER PROGRAM**

**MARINE MAMMAL, SEA TURTLE, AND DEBRIS SIGHTING LOG (Back)**

OBS/TRIP ID	<b>A</b>
DATE LAND mm/yy	<b>B</b>
PAGE #	<b>C</b> <input type="checkbox"/> OF <input type="checkbox"/>
TODAY'S DATE mm/dd/yy	<b>1</b>

EVENT	COMMENTS	EVENT	COMMENTS
2		9	
EVENT TIME 24 hrs		EVENT TIME 24 hrs	

NMFS FISHERIES OBSERVER PROGRAM

MARINE MAMMAL, SEA TURTLE, AND DEBRIS SIGHTING LOG (Front)

OBS/TRIP ID	A74010L
DATE LAND mm/yy	01 / 01
PAGE #	1 of 2
TODAY'S DATE mm/dd/yy	01 / 10 / 01

EVENT TIME 24 hours	EVENT TYPE CODE	HAUL NUM	POSN CODE	LATITUDE / LONGITUDE (DD MM.M) - LORAN (XXXXX)		WEA- THER CODE	WAVE HGT ft	COMM- ENTS? 0=N,1=Y	SPECIES NAME	#ANIM	SIGHT CUE CODE	ANIM COND CODE	ANIM BEHVR CODE
				Station 1	Station 2								
10:10	08	3	9960-	42 24.3	9960-	03	4	1	Whitesided dolphin	22	1	01	05
10:11	08	3	9960-	42 24.7	9960-	03	4	1	Humpback whale	1	1	01	08
11:14	13	-	9960-	42 25.1	9960-	03	4	1	Finback whale	3	2	01	08
:			9960-										
:			9960-										
:			9960-										
:			9960-										
:			9960-										
:			9960-										
:			9960-										
:			9960-										

EVENT TYPE CODES:	POSITION CODES:	SIGHT CUE CODES:	ANIMAL CONDITION CODES:	ANIMAL BEHAVIOR CODES:
<b>WATCH ONLY</b> 03 = Begin set watch 04 = End set watch 05 = Begin haul watch 06 = End haul watch  <b>GENERAL</b> 00 = Unknown 99 = Other	SIGHTING ONLY 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 17 = Off-effort, waiting for J/V transfer 18 = Off-effort, taking J/V transfer	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	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 body part 07 = Alive, hook/gear in/around several body parts 08 = Alive, seen by captain/crew ONLY 10 = Dead, condition unknown 11 = Dead, fresh 12 = Dead, moderately decomposed 13 = Dead, severely decomposed 14 = Dead, seen by captain/crew ONLY  NOTE: If more than one code applies, choose the code that describes the most specific condition of the animal.	00 = Unknown 01 = Near gear, physical contact 02 = Near gear, within 50 meters 03 = Near gear, with, 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

**NMFS FISHERIES OBSERVER PROGRAM**

**MARINE MAMMAL, SEA TURTLE, AND DEBRIS SIGHTING LOG (Back)**

OBS/TRIP ID	A74010L
DATE LAND mm/yy	01 / 01
PAGE #	2 of 2
TODAY'S DATE mm/dd/yy	01 / 10 / 01

EVENT TIME 24 hrs	COMMENTS	EVENT TIME 24 hrs	COMMENTS
1010	Whitesided dolphins ided by white patch on hind flank, black eye patch and short snout. Two calves were in group. Porpoising along behind another fishing vessel that was steaming to the northeast.		
1011	Photographed the underside of flukes (see photo log). Flukes had white pattern, scalloped edge. Saw long, white pectoral flippers through the water. As we were hauling in gear, the whale approached the vessel within 250 meters and lifted its flukes when it dove.		
1114	Three finback whales were sighted in the distance. Tall blows. Swimming rapidly, headed along one direction.		

NMFS FISHERIES OBSERVER PROGRAM

MARINE MAMMAL, SEA TURTLE, AND DEBRIS SIGHTING LOG (Front)

OBS/TRIP ID \_\_\_\_\_ /  
 DATE LAND mm/yy \_\_\_\_\_ /  
 PAGE # \_\_\_\_\_ OF \_\_\_\_\_  
 TODAY'S DATE mm/dd/yy \_\_\_\_\_ / \_\_\_\_\_

EVENT TIME	EVENT TYPE CODE	EVENT POSN CODE	HAUL NUM	LATITUDE / LONGITUDE (DD MM.M) - LORAN (XXXXX)		WEATHER CODE	WAVE HGT ft	COMM-ENTS?	SPECIES NAME	#ANIM	SIGHT CUE CODE	ANIM COND CODE	ANIM BEHVR CODE
				Station 1	Station 2								
24 hours				Latitude / Bearing	Longitude / Bearing			0=N,1=Y					
:				9960-	9960-								
:				9960-	9960-								
:				9960-	9960-								
:				9960-	9960-								
:				9960-	9960-								
:				9960-	9960-								
:				9960-	9960-								
:				9960-	9960-								
:				9960-	9960-								
:				9960-	9960-								

EVENT TYPE CODES:	POSITION CODES:	SIGHT CUE CODES:	ANIMAL CONDITION CODES:	ANIMAL BEHAVIOR CODES:
WATCH ONLY 03 = Begin set watch 04 = End set watch 05 = Begin haul watch 06 = End haul watch  GENERAL 00 = Unknown 99 = Other	SIGHTING ONLY 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 17 = Off-effort, waiting for J/V transfer 18 = Off-effort, taking J/V transfer	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	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 body part 07 = Alive, hook/gear in/around several body parts 08 = Alive, seen by captain/crew ONLY 10 = Dead, condition unknown 11 = Dead, fresh 12 = Dead, moderately decomposed 13 = Dead, severely decomposed 14 = Dead, seen by captain/crew ONLY NOTE: If more than one code applies, choose the code that describes the most specific condition of the animal.	00 = Unknown 01 = Near gear, physical contact 02 = Near gear, within 50 meters 03 = Near gear, with, 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

OBSIG 01/01/07

**NMFS FISHERIES OBSERVER PROGRAM**

**MARINE MAMMAL, SEA TURTLE, AND DEBRIS SIGHTING LOG (Back)**

OBS/TRIP ID	
DATE LAND mm/yy	/
PAGE #	OF
TODAY'S DATE mm/dd/yy	/ /

EVENT COMMENTS	EVENT COMMENTS	EVENT TIME	EVENT TIME
24 hrs		24 hrs	

## PHOTO LOG

The purpose of this log is to document all photographs taken during a trip, including photographs of incidental takes (marine mammals, sea turtles and/or sea birds taken in the vessel's gear). In addition to incidental takes, photographs should be taken of sharks, sturgeons, rays, and any rare or hard-to-identify fish. Photographs are an important part of the identification process.

The exposed disposable camera must be labeled clearly with trip identifiers, dates landed, and camera number using a permanent marker. Complete a new log for each camera and if using the camera on multiple trips, use one master photo log to record all photographs. If the photographs are of an incidental take, the camera and completed photo log **MUST** be sent in with the associated trip. Photographs of other species may be sent in after multiple trips. Be sure to include the completed photo log with the camera.

For confidentiality purposes, photographs should not be taken of vessel names, vessel numbers, or crew members.

There are a few basic rules that should be followed when using the disposable cameras. Due to the simplicity of the lens, photos should be taken from a 4 ft. distance to obtain a clear photo. Photos should be taken at 90 degree angles and a spacer must be included between individual animals. A spacer can be a photo of the sea, the sky or simply holding a finger in front of the lens.

When photographing incidental takes, photograph any unusual marks and scars, new and/or healed wounds, location of gear entanglement (preferably with gear still attached), and characteristics of the animal which can be used for species identification (reference next column). Place a piece of paper with the observer/trip identifier, the animal's tag number, and the date on it next to the animal's body, and include it in every photo. **Do not cover important features of the animal's body with the paper.** If the paper is wet down, it will be less apt to blow away. If time/conditions preclude this, try to include the carcass tag (with the tag number showing) in the photograph.

Even if you are able to identify a species, photograph the animal, especially if the specimen cannot be

frozen and brought back whole. Photographs of incidental takes are always expected. The photos will be reviewed by experts for positive identification. Include an object in the photograph, *i.e.* a measuring tape, clipboard, pen, or the carcass tag, to indicate the relative size of the animal. In order to make the most of the photographs taken, use the following guidelines. This is especially important for hard-to-identify species. All animals should be photographed individually.

**MARINE MAMMALS:** Photograph the entire animal (with gear if present), close-up of head, any gear entanglement (including a close up of the gear), and new and/or healed wounds. Additionally:

<b>Whales:</b>	Close-up of head (side & top), flipper and dorsal fin position & shape, fluke shape. <b>Right Whales:</b> Callosities <b>Humpback Whales:</b> Ventral fluke, if possible. <b>Belly-up floaters:</b> Presence or absence of throat or belly grooves.
<b>Dolphins/ Porpoises:</b>	Close-up of head (side), coloration pattern on side, distinctive blazes or stripes, shape of dorsal fin.
<b>Seals:</b>	Whole body from above, head on, the side; whole underside; head profile, rear flippers; coat coloration pattern; teeth.

**SEA TURTLES:** Photograph the entire animal along with photos of the carapace and the plastron, any new or healed wounds, including a close-up of each wound with scale reference and any gear, if present. Additionally, photograph the head shape (top), and obtain a close-up of the head (top and side).

**SEA BIRDS:** Photograph the beak, feather coloration

tion (both dorsal and ventral sides) and feet.

**SHARKS:** Photograph the head shape, mouth and under side of snout and gills, and placement of all fins (preferably before being cut off).

**STURGEONS:** Photograph the mouth and under-side of snout (showing width of mouth in relation to width of head) – most important, head shape (from side & top), anal region (for presence/absence of scutes), and all rows of lateral scutes between anal fin and caudal fin.

**OTHER FISH/RAYS/CRUSTACEANS:** Refer to Peterson's field guides for identifying characteristics of that species type. The guides' drawings indicate important features with small arrows.

Keep cameras away from excessive heat, moisture, salt, and vapors. Don't keep partially used disposable cameras for extended periods. Exposed color film is more susceptible to harmful influences than unexposed film, and should be forwarded for processing as soon as possible.

## INSTRUCTIONS

For instructions on completing the header fields **A** and **B**, refer to the Common Haul Log Data section of the NEFSC Observer Program Manual.

**1. GEAR CODE(S):** Record the primary gear code used by the vessel during the trip(s) as recorded on the Vessel and Trip Information Log.

Example: 050, 100.

**2. CAMERA NUMBER:** Record the number you assign to the disposable camera. Start with "1" for the first camera used on this trip, and continue numbering sequentially throughout the trip for the following cameras used on this trip. Unless more than one camera is used on a single trip, this number should always be "1".

## PHOTO INFORMATION

**3. FRAME NUMBER:** Preprinted frame numbers

are provided on the log. Record the photograph subject on the line with the corresponding frame number. The frame number is displayed on the camera.

**NOTE:** Disposable cameras may display the number of photographs remaining in the camera after you take a photo. Therefore, record your first photo at **FRAME NUMBER 26**, for 27 exposure cameras and continue listing down to 0.

**4. HAUL NUMBER:** Record the haul number assigned to the haul in which the photo is taken, or which corresponds to the animal being photographed, if applicable. This number must agree with the number recorded for this haul on the corresponding Haul Log.

**5. TAG NUMBER(S):** Record **the complete alphanumeric number** of the tag(s) that the observer attaches to the animal(s) being photographed and/or that are already on the animal(s) when taken. The tag number(s) recorded on this log must agree with the tag number(s) recorded for this animal on the Individual Animal Log, or the Marine Mammal, Sea Turtle, and Sea Bird Incidental Take Log.

Example: D05678 or A0163.

**6. SUBJECT:** Briefly describe the species or subject, and/or the important feature(s) in the photograph, on the line corresponding to the preprinted frame number. It is important to include the species name.

Example: Harbor Porpoise head shot showing scars.

**7. OBS/TRIP ID:** Record your three character Observer Identifier combined with the three character Trip Number and one character Trip Extension assigned to you for this trip.

**8. DATE:** Record the month, day, and year that this photo is taken.

**NMFS FISHERIES OBSERVER PROGRAM  
PHOTO LOG**

OBS/TRIP ID(S) <b>A</b>				DATE(S) LANDED <b>B</b>	GEAR CODE(S) <b>1</b>	CAMERA # <b>2</b>
FRAME # <b>3</b>	HAUL # <b>4</b>	TAG NUMBER(S) <b>5</b>	SUBJECT / POINT OF INTEREST / SPECIES <b>6</b>	OBS/TRIP ID <b>7</b>	DATE <b>8</b>	mm/dd/yy
26					/	/
25					/	/
24					/	/
23					/	/
22					/	/
21					/	/
20					/	/
19					/	/
18					/	/
17					/	/
16					/	/
15					/	/
14					/	/
13					/	/
12					/	/
11					/	/
10					/	/
9					/	/
8					/	/
7					/	/
6					/	/
5					/	/
4					/	/
3					/	/
2					/	/
1					/	/
0					/	/

**Note:** For disposable cameras, record the first picture taken on either FRAME #23 (24 exposure cameras) or FRAME #26 (27 exposure cameras).

**NMFS FISHERIES OBSERVER PROGRAM  
PHOTO LOG**

OBS/TRIP ID(S)			DATE(S) LANDED	GEAR CODE(S)	CAMERA #
E66001- E66002- E66004L			02/05/03 02/07/03 02/19/03	050, 050, 100	1
FRAME #	HAUL #	TAG NUMBER(S)	SUBJECT / POINT OF INTEREST / SPECIES	OBS/TRIP ID	DATE mm/dd/yy
26	2		Setting Gear	E66001-	02 / 05 / 03
25	2		Hauling Gear	E66001-	02 / 05 / 03
24	4		Large Cod	E66001-	02 / 05 / 03
23	4		Whale Bone	E66001-	02 / 05 / 03
22			Spacer		/ /
21	2		Illex Squid Catch	E66002-	02 / 07 / 03
20	3	M235458	Blue Shark, head	E66002-	02 / 07 / 03
19	3	M235458	Blue Shark, side shot with tag	E66002-	02 / 07 / 03
18			Spacer		/ /
17	3	D03255	Harbor Porpoise, fluke wounds	E66004L	02 / 19 / 03
16	3	D03255	Harbor Porpoise, head	E66004L	02 / 19 / 03
15	3	D03255	Harbor Porpoise, underside	E66004L	02 / 19 / 03
14	3	D03255	Harbor Porpoise, dorsal fin	E66004L	02 / 19 / 03
13	3	D03255	Harbor Porpoise, whole body	E66004L	02 / 19 / 03
12			Spacer		/ /
11	4	D03254	Harbor Porpoise, side shot	E66004L	02 / 19 / 03
10	4	D03254	Harbor Porpoise, sex shot	E66004L	02 / 19 / 03
9	4	D03254	Harbor Porpoise, head	E66004L	02 / 19 / 03
8	4	D03254	Harbor Porpoise, net marks	E66004L	02 / 19 / 03
7			Gillnet Gear	E66004L	02 / 19 / 03
6	5		Processed Spiny Dogfish	E66004L	02 / 19 / 03
5			Spacer		/ /
4			Sighting - Pilot Whales	E66004L	02 / 19 / 03
3			Sighting - Pilot Whales	E66004L	02 / 19 / 03
2			Sighting - Pilot Whales	E66004L	02 / 19 / 03
1			Spacer		/ /
0					

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**NMFS FISHERIES OBSERVER PROGRAM  
PHOTO LOG**

OBS/TRIP ID(S)				DATE(S) LANDED	GEAR CODE(S)	CAMERA #
FRAME #	HAUL #	TAG NUMBER(S)	SUBJECT / POINT OF INTEREST / SPECIES	OBS/TRIP ID	DATE	mm/dd/yy
26					/ /	
25					/ /	
24					/ /	
23					/ /	
22					/ /	
21					/ /	
20					/ /	
19					/ /	
18					/ /	
17					/ /	
16					/ /	
15					/ /	
14					/ /	
13					/ /	
12					/ /	
11					/ /	
10					/ /	
9					/ /	
8					/ /	
7					/ /	
6					/ /	
5					/ /	
4					/ /	
3					/ /	
2					/ /	
1					/ /	
0					/ /	

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