

MARINE MAMMAL INCIDENTAL TAKE LOG
NMFS SOUTHEAST FISHERIES OBSERVER PROGRAM
OBINC 01/01/10

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

PSID #	HAUL NUM	GEAR NUM	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	EST LEN (cm) (if no actual)
					NAME	CODE	NUMBER(S) (record most recent first)	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 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:</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</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>TAG CODES:</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>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) 99 = Other</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>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>
<p>ADDITIONAL COMMENTS</p>		