SPC/FFA REGIONAL PURSE SEINE FISHERIES

Trip Preparation Page

A few words of preparation: Remember it is the responsibility of contracted observers to ensure they are properly prepared for their trips – to be in good health, good mind, up to date with current requirements and to have all necessary **forms** and equipment.

At the start of each trip it is imperative to check that all the following items are available for the trip:

Tick a box only when you are sure you have that item.

N.B.:
Forms version should be "REV.2018"

One of these Observer Workbooks for every 35 days at sea.	
Sufficient Catch Monitoring Forms PS-4's for the trip (30 sheets per pad)	
Extra pads of PS-2 , PS-3 , GEN-5 forms as required (30 sheets per pad)	
One box of pens and pencils (should contain at least 10 X @B pencils, 2 X erasers, 1 X pencil sharpener, paper clips, 2 X pens, 2 X waterproof felt pens, 1 small straight-edge ruler)	
One calculator	
One set of fish-measuring callipers / and or measuring board.	
A suitable chart	
Your personal requirements	
	Sufficient Catch Monitoring Forms PS-4's for the trip (30 sheets per pad) Extra pads of PS-2, PS-3, GEN-5 forms as required (30 sheets per pad) NEW: Trip Report Booklet (one per trip) Sufficient Observer Journals (normally 30 pages per Journal) Two blank notebooks (preferably waterproof) One box of pens and pencils (should contain at least 10 X @B pencils, 2 X erasers, 1 X pencil sharpener, paper clips, 2 X pens, 2 X waterproof felt pens, 1 small straight-edge ruler) One calculator One set of fish-measuring callipers / and or measuring board. A suitable chart

Being prepared from the start will make a trip easier, more pleasant and far more effective.



FORM SUP-1 (pg1)

SPC/FFA REGIONAL OBSERVER OBSERVER PLACEMENT MEETING RECORD

REV 2018

TD	IP	СΤ	٠.	•	0

		INFULIA	LJ				
OBSERVER NAME		TRIP START LOC	ATION	TRIP START DATE	(YY/ MM/DD)		
OBSERVER TRIP ID NUMBER		ESTIMATED TRII	P END LOCATION	VESSEL GEAR			
VESSEL NAME		FLAG	CALIPER SERIAL NUMBER	UVI and / or IRCS	UVI and / or IRCS		
VESSEL SIZE: circle to indicate	< 16 metres	16-25 meters	26-39 meters	40-65 meters	> 65 meters		
Personal Lifesaving Beacon (PLB) Y / N	PLB Make:		Comments				
	PLB Model:						

OBSERVER PLACEMENT CHECKLIST

A Fisheries Authority Representative/Placement Officer is to assist the observer, before and during boarding, as well as over see that information is recorded and actions taken as prescribe in this form. Please initial the space at the left of each number item to show it has been

	Initial :	actions taken as prescribe in this form. Please intial the space at the left of each number item to show it has been Placement Officer to initial when they have:
1		Set up the placement meeting
2		Assisted the observer with their personal requirements before boarding
3		Checked that the observer has been assigned appropriate accommodation and an area to store their equipment
4		Carried out a vessel safety check in the presence of the observer and Captain
5		Ensured that the Captain receives and understands the attached description (check-list) of standard observer duties and vessel obligations
6		Ensured that both parties are informed of their rights and responsibilities under CMM 2008- 01 (Show and, if necessary, supply copy)
7		Reminded the observer that there is no obligation to do extra duties, but it is very much appreciated if they can help out when appropriate.
8		Reminded the Captain and Observer of importance of cooperation
9		Supplied or informed the Captain of the "Vessel on Observer Report" form
10		Informed the Captain and Observer than an observer-debriefing meeting will take place immediately upon return to port at completion of trip
11		Ensured observer's compulsory 2-way communication device is tested and working.
	Initial :	Observer to initial when they have:
12		Clearly described any special sampling requirements to the Vessel Captain
13		Has been present at the Vessel Safety Check and have agreed to board the vessel
14		Confirmed that they are medically fit, informed the Captain of any special medical issues (prescription medication etc); and supplied contact details for their next-of-kin
15		Understood that they must report all gifts in their trip report.
16		Understood that in line with their Observer Code of Conduct they should not drink alcohol at any point during the entire trip.
17		Ensured observer's compulsory 2-way communication device is tested and working.
	Initial :	Vessel Captain to initial when they have:
18		Read and understood the "Obligations of the Vessel Operators to Observers"
19		Shown the observer all current and valid license certificates
20		Shown the observer the location of their life jacket
21		Informed the observer of all safety regulations, procedures and muster stations
22		Shown the observer which electronic bridge equipment is used and which is not used
23		Shown the observer how to obtain position and UTC time and date from the onboard GPS and plotter to which they have access to during the trip
24		Understood that offering excessive alcohol to observers may interfere with their work duties and general conduct; and be aware that many observers are required by their programmes' Code of Conduct not to drink alcohol at any time while onboard the vessel
25		Ensured observer's compulsory 2-way communication device is tested and working.

Rev. 2018 Notes for the VESSEL CAPTAIN on the OBSERVER PLACEMENT

An observer's primary function is to collect and report reliable and accurate information for scientific, management and compliance. Observers collect data on any fish, including catch and effort, size composition, position, fishing methods, fisheries interactions, environmental impact, processing and distribution (including discards) and any other matter tht may assist fisheries managers verify information for purpose of administering fisheries regulations, license requirements and access agreements.

The observer duties and their obligations, along with the obligations of the vessel operator to the observers are described below. A thorough understanding of these by both the vessel operator and the observer will help ensure an effective working arrangement while on board.

→ Vessel Captain please read and initial when the obligations of both parties is understood

Capt. Initals

	· · · · · · · · · · · · · · · · · · ·	
	OBSERVER'S DUTIES AND OBLIGATIONS	
1	Must promptly report any harassment they were subjected to (including a written report to their fisheries authority representative or when not available the nearest Police station)	1
2	May take, measure and retain samples or specimens of any fish	2
3	May observe and record details of any incidental take, including the recording of set position information	3
4	May record position, activity and identification details of other vessels sighted	4
5	May use communications and other equipment of the vessel but should get permission from the Captain before using it	5
6	Should not be involved in the fishing operations but may assist in normal vessel housekeeping duties	6
7	Should not stand watch on the vessel	7
8	May take photographs of the fishing operations, including fish, gear, equipment, documents, charts and records, and remove from the vessel such photographs or film as was taken or used onboard	8
9	Observers should not drink alcohol at any point during the trip in accordance with Observer Code of Conduct.	9
10	Observer must sign for and report any gifts they have received from the vessel during the trip.	10
	OBLIGATIONS OF THE VESSEL OPERATORS TO THE OBSERVER (CMM 2008-01)	
11	Ensure vessel personnel do not assault, obstruct, resist, refuse boarding to, delay, intimidate or interfere with an observer performing observer duties	11
12	Allow access to the bridge, communications and navigation equipment	12
13	Instruct observer on use of vessel communications equipment to receive and transmit message with the shore, Fishery Authority and other vessels	13
14	Assist observer as requested, in recording accurate vessel position using vessel navigation and positioning equipment	14
15	Provide access to areas where fish are held, processed, weighed or stored	15
16	Allow observer access to document and records, including all logbook for purpose of inspection and copying	16
17	Allow observer to remove samples	17
18	Ensure vessel personal do not assault, obstruct, resist, refuse boarding to, delay, intimidate or interfere with an observer performing observer duties	18
19	Show the observer appropriate vessel safety procedures and location of various safety equipment (life rafts, life jackets, etc) and how to use such equipment in the event of an emergency	19
20	Advise the observer of dangerous work areas and instruct the observer on how to minimise exposure (e.g. hard hat) to danger yet still do their work	20
21	Provide the observer with food, clean bunk space large enough for a national observer and any necessary medical facilities and treatment in the course of the observer trip and up to two full days after landing in	21
22	Provide appropriate space for the storage of observer equipment, supplies and samples	22
23	Vessel operators and owners should be fully aware that any instance of reported observer harassment will be fully investigated and, if warranted, legal action will follow, which may include civil and criminal penalties	
2/	Inform vessel Captain of where he can get a copy of the Vessel Report on the Observer	24

SPC/FFA REGIONAL OBSERVER OBSERVER PLACEMENT MEETING RECORD

FORM SUP-1 (pg2)

	ODOLIKTLIKI		\	ILCOIL	
OBSE	018 ERVER NAME	VESSEL NAME			OBSERVER TRIP ID NUMBER
	VI	ESSEL SAFETY		K LE ONE	COMMENTS
1	VESSEL SURVEY DOCUMENTATION (Curre	ent)	Yes	No	
2	CORRECT SIZE PERSONAL FLOATATION DEVICE	· -	Yes	No	
3	APPROVED LIFERAFT OR LIFEBOATS UNDER C SURVEY AND ADEQUATE FOR NUMBER OF CR	- CURRENT	Yes	No	
4	EPIRBS (Current Survey)	_	Yes	No	
5	DISTRESS SIGNALS AND FLARES	_	Yes	No	
6	FIRE FIGHTING EQUIPMENT IN GOOD ORI	- DER	Yes	No	
7	FIRE EXTINGUISHERS (Current Checked)	- -	Yes	No	
8	MARINE RADIO HF SSB or SUBITUTE COMMUNI	CATIONS _	Yes	No	
9	NAVIGATION LIGHTS / VESSEL LIGHTS (W	orking Order)	Yes	No	
10	SOUND PRODUCING DEVICES OR BELL	_	Yes	No	
11	REGISTRATION DOCUMENTATION IN ORD	DER _	Yes	No	
12	OTHER WORK RELATED VESSELS ON BO COULD BE UTILISED IN CASE OF EMERGE		Yes	No	
13	NAUTICAL CHARTS AND NAVIGATION AIDS (GP	S/RADAR)	Yes	No	
14	FIRST AID EQUIPMENT	_	Yes	No	
15	SANITATION		Yes	No	
16	PHONE	_	Yes	No	
17	EMAIL / FAX	-	Yes	No	
18	INSURANCE FOR OBSERVER WHILST ON	BOARD -	Yes	No	
19	VESSEL INSURANCE	_	Yes	No	
20	ROOM FOR CREW AND OBSERVER TO WOR	RK SAFELY	Yes	No	
	KNOWLEDGED (Observer Placement Meeting		ge 2, front	and back rea	d/ initaled/ accepted)
	NAME		SIGNAT	URE	DATE
VES	SEL CAPTAIN				
FISI	NAME HING MASTER		SIGNAT	URE	DATE
RE	(if any) NAME FISHING AUTHORITY PRESENTATIVE		SIGNAT	URE	DATE
INT	NAME TERPRETER (if any)		SIGNAT	URE	DATE
	NAME / POSITION		SIGNAT	URE	DATE
RE	FISHING AUTHORITY PRESENTATIVE				
	POSITION	S	IGNATUR	Ε.	DATE

EXPLANATION ON VSC REQUIREMENTS

The fields in this form may be used to check safety, on whether an observer is safe to board the vessel.

- 1. **VESSEL SURVEY DOCUMENTATION CURRENT** Fishing Vessels and support vessels operating in the WCPFC must comply with their Flag State regulations and/or the Code of Practice for Safety. Ship surveys including condition, safety and security aspects of hull, machinery and on board safety equipment must be available to be viewed.
- **2. CORRECT SIZE PERSONAL FLOATATION DEVICE AVAILABLE** Life Jackets must be approved types and in good serviceable condition, Life Jackets of suitable sizes must be readily accessible for the observer and all crew. Life jackets will not be stored away or locked in cupboards or rooms.
- 3. APPROVED LIFE -Life rafts must be currently in survey and be adequate to carry the amount of crew and observer.
- **4. EPIRBS** International Standard 406 MHz EPIRB. The signal frequency (406 MHz) has been designated internationally for use only for distress. Check to see the frequency number and position of these EPIRBS, a few vessels may have the older relatively common type of 121.5/243 MHz emergency beacons, these became obsolete in late 2008.
- **5. DISTRESS SIGNAL AND FLARES.** Vessels should have on board appropriate pyrotechnics devices that will suitably operate in both day and night emergency situations.
- **6. FIRE FIGHTING EQUIPMENT** Fire fighting must be readily available, be able to work and be currently serviceable. Note that some small vessels may only have fire extinguishers on board.
- 7. MOUNTED FIRE EXTINGUISHER, Fire extinguishers must be readily available and be of the correct type. Portable extinguishers require periodic maintenance therefore the last inspection date when last tested or refilled should be available. All must be currently serviceable and if possible should be checked to ensure extinguishes have not been fully or partially discharged.
- **8. MARINE RADIO HF SSB(WORKING ORDER)** Marine SSB (Single Side Band) is a means of communications for many fishing vessels. The radio must be capable of transmitting and receiving frequencies used for emergency marine communications as agreed by the International Telecommunication Union (ITU) or by the Flag State of the vessel.
- **9. NAVIGATION LIGHTS AND VESSEL LIGHTS** Vessels must be able to display international standard navigation lights between sunset and sunrise and in conditions of reduced visibility. Internal and external vessel lighting must be fully operational. In the case of power failure, battery operated safety lights must be appropriately placed to ensure a safe exit from the vessel.
- **10. SOUND PRODUCING SIGNALS OR BELLS** Vessels must carry a sound producing device (whistle, horn, siren or bell) capable of a prolonged blast or ringing for distress signaling purposes.
- 11. REGISTRATION DOCUMENTATION IN ORDER Flag State Registration documentation papers must be on board and available to be viewed and must show registration number, boats name, country and port of registration.
- 12. OTHER WORK RELATED VESSELS Many vessels have auxiliary vessels that can be used in emergency situations. Note these.
- 13. .NAUTICAL CHARTS AND NAVIGATION AIDS Vessel must have a set of appropriate, up to date nautical charts. Check to ensure that the Radar, GPS and any other navigational equipment is in good order and functioning.
- **14. FIRST AID EQUIPMENT** The vessel must have adequate first aid facilities with current "use by dates" on all apparatus, drugs, dressings and other first aid paraphernalia.
- **15. SANITATION** The vessel should have clean, well maintained sanitation and bathing facilities. Depending on the size of the vessel, observers may experience a lack of these facilities on board.
- **16. PHONE** if the vessel has a satellite phone note the number for future reference.
- 17. EMAIL/FAX If the vessel has Fax or Email system note the numbers for future reference or emergencies.
- 18. INSURANCE FOR OBSERVERS ON BOARD Observers must be covered by insurance before making a boarding
- 19. VESSEL INSURANCE Check if vessel has insurance
- **20. ROOM FOR OBSERVER AND CREW TO WORK SAFELY.** There must be adequate room on board the deck for the Observer and Crew to work in such a manner, so as to not hinder each other in their respective work duties.

Changes to the Purse Seine Observer Forms determined by

11th Tuna Fishery Data Collection Committee (DCC11), 2018.

Purse Seine Observer Forms

<u>GEN</u> 5

Change observer instructions on the GEN-5 form to put a priority on recording the dFAD serial number on the GEN-5 buoy number field rather than other markings, e.g., changing the instructions to have observers record the serial number and, only if not possible, to record any other identifying information in as much detail as possible

REVISED 2	FAD/PAYAO and FLOATING OBJECTS INFORMATION RECORD						Form GEN-5											
OB SERV NAME								VESSEL NAME:					OBSERVER TRIP ID NUMBER:				PAGE	OF
Date (fi	e irom P	Tin PS-2)	ne s	et No.	Obj		Origin of FAD		nent latitu dd°mm.m		and longit	E W	FAD as found	Beacon/ FAD lifted	FAD as left	Com	ments /	Change details
														Beac/FAD/ NO				
FAD n Main r			net/mesl size		achme	ents	net/mesh size	Max est. depth	FAD length	FAD width	Buoy serial number	on/F arki	AD ID	SSI seen	SSI trapped			
			с	m			cm	M	M	N	1			Y/N/U	Y/N/U			

Old Field: 'Buoy Number'

Iccue

Observers are recording any script that is painted on buoy as identification. This frequently has no association with the registration of the buoy.

Buoy number recoded by observers had no connection on the FAD register to the serial number.

Change made

Change the field to **Buoy Serial Number** and instructions to clarify this.

Old Field: FAD/Payao No. and or markings

Issue

To accommodate observers current practice of recording marking on the buoy as **buoy number** and due to the change of **Buoy number** to **Buoy Serial Number**

It was suggested that FAD/Payao No. and or markings be modified to add Beacon to be Beacon or FAD ID Marking (indicate)

Change Made:

Modify field to Beacon / FAD ID markings

Old Field: FAD Lifted

Issue

As beacons may be changed as a part of servicing or removed and replaced by competing purse seiners, there needs to be a way to capture when a beacon was replaced.

Changing the FAD lifted to **Beacon/FAD Lifted**.

With instructions to indicate which or both by circling? Instructions would also ask observers to provide buoy type in the **Comments.**

		GIONAL OBSERVER		FORM SUP-2
	WORKBOOI	K REFERENCE FORM	for Purse Seine	
REV. 2018		TRIP DETAILS		
OBSERVER NAME		TRIP START LOCATION	TRIP START DAT	TE (YY/ MM/DD)
VESSEL NAME		TRIP END LOCATION	TRIP END DATE	(YY/MM/DD)
OBSERVER TRIP ID NUMBER				
		R PROGRAMME DETAILS		
Name	e of placement observe	r programme		
Nam	ne of observer's nationa	ıl programme		
Cross-endorsed trips:	Programme Name and T	rip Id Number		
	SP	PECIAL PROJECTS		
Smaaial Dma				
	jects: Name and Refer			
Special Pro	jects: Name and Refer	ence Number		
	FORMS MANAGE	EMENT		
FORMS TYPE	NAME OF FO)RM		How Many ?
SUP-1 (page1)	Placement Form (pg1)			
SUP-1 (page 2)	Placement Form (pg2)			
SUP-2	Workbook Reference F	- Form		
PS-1 (page 1)	Purse-Seine General Ir	nformation (pg1)		
PS-1 (page2)	Purse-Seine General Ir	nformation (pg2)		
PS-2	Purse-Seine Daily Infor	mation		
PS-3	Purse-Seine Set Detail	s		
PS-4	Purse-Seine Length Me	easurement		
PS-5	Well Transfer Reconcil	iation Form		
GEN-1	Vessel and Aircraft Sig	htings/ Fish Bunkering & Other Tra	ansfers	
GEN-1 supp	Vessel and Aircraft Sig	htings/ Fish Bunkering & Other Tra	ansfers	
GEN-2	Species of Special Inte	rest - vessel interactions		
GEN-2 supp	Species of Special Inte	rest - sightings		
GEN-3 (page 1 + page 2)		1+pg2) - <mark>you must fill in this form</mark>	n!	
GEN-4	Conservation Factors			
GEN-5		ing Object Information Record		
GEN-6	Pollution Report			
SUP-3	Trip Reconciliation For			
SUP-4	Advances and Claims I			
TAG		single and mutliple tags)		
JOU	Journal	(RECORD TOTAL NUMBE	ER OF PAGES)	
RPT	Trip Report Submitted		_	Yes or No
*** Observers	are not required to fi	ll in the shaded areas below***		
	DEI	BRIEFING DETAILS		
NAME of PRE-DEBRIEFER		NAME OF DEBRIEFER		
DATE of PRE-DEBRIEFING	-	DATE OF DEBRIEFING	Ť _	
PLACE of PRE-DEBRIEFING		PLACE OF DEBRIEFING	3	
	WOT	IZDOOZ TO AMBEED		
	WOF	RKBOOK TRANSFER		

YES or NO

WAS THIS COPY DEBRIEFED BEFORE TRANSFER?

DATE TRANSFERRED

SPC/FFA REGIONAL PURSE SEINE OBSERVER GENERAL INFORMATION

FORM PS-1 (pg 1)

-						GLI		/L 114	ii Oiv	INIW	ION								
REV. 2018																			
	DETAIL	_S																	
NAME					•	TRIP START	LOCAT	ION							START (S	SHIP'S DAT	E AND	TIME)	
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VESS	EL CH	ARACT	ERISTICS																
VESSEL OW					COUNTRY F	REG. No.		IRCS		Ιυ\	/I	l _F	_AG	LENGT	H .	M GT		(circle	ono)
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FISHI	NG GE	AR																	
		MAKE		MODEL				MAK	ΚE		N	ODEL	 =	TYPE				LIVE	Υ
POWER						PURSE							BRAIL 1					FISH BRAIL:	N.I.
BLOCK:			NET -		Materia	WINCH:			NET -					TYPE			mT		
NET - MAX.		M Y	MAX.		Metres Yards	NET - No. of				H SIZE			BRAIL 2	I I I E				LIVE FISH	Υ
DEPTH:		F	LENGTH:		Fathoms	STRIPS			(of m	ain body)		CM IN					mΤ	BRAIL:	
BRAIL TYPE	LH - LC	NG HAN	NDLE HF - HE	AVY FR	AME	BRAIL CH	ANGE (COMME	NTS				BRAIL 3	TYPE				LIVE FISH	Υ
CODES	SP - SP	'ANISH T	YPE JP - JAI	PANESE	TYPE								H				mΤ	BRAIL:	Ν
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				GPS	Y/N						DEP	TH SOUNDER	Y/	IN					
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			BIRD	RADAR	f / IN														
				SONAR	Y / N														
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			GPS	BUOYS	Y / N														
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		NET DE	PTH INSTRUMEN	ITATION	Y / N														
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		RVICES					Fax#						Y / N						
			OTHER	FAC	SIMILE:	Y / N						PHONE:							
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GENERAL INFORMATION Notes on FORM PS-1 (pg 1) N.B.: Wherever there is a Y / N (yes or no) option for an item, either the "Y" or the "N" must be circled REV. 2018 $A\ complete\ fishing\ trip\ is\ defined\ as\ 'from\ one\ full\ or\ partial\ unloading\ to\ the\ next\ full\ /partial\ unloading'.$ If not a complete fishing trip explain reasons why in trip report - also see "Partial trips" below. TRIP DETAILS NAME and NATIONALITY First and family names must be in full and in correct order (e.g. "John Masa" not "Masa, John"). Nationality as passport. Print number issued by the authority sending you on this trip. TRIP ID NO. (E.g.: John H. Masa, on his third trip in 1996 might be issued Trip ID Number: "JHM 96-03"). } Print date using "year year/ month month / day day" format. TRIP START TRIP STAF (SHIP'S DATE USE SHIP'S TIME (and DATE) } Print time using 24 hour "hour hour : minute minute" format. and TIME) (e.g. Five past one on the afternoon on 3rd of January, 1996 as "96/01/03 - 13:05"). TRIP START LOCATION / TRIP END LOCATION / VESSEL DEPARTURE PORT: Record in all three boxes even if the same port. N.B.:Observer trip officially starts and ends only when the vessel on which the catch is actually observed is boarded and disembarked. If Partial trips boat met at sea "Trip Start Date and Time" is day of transfer from transit vessel to observed boat. "Trip Start Location" is "At sea". If transferred off host vessel to another to return to port "Trip End Date and Time" is day of transfer. Trip End Location is "At sea". In each case 'at sea' should be followed by a position in degrees and minutes (dd⁰mm') only. Multiple trips - If observing catch on 2 (or more) boats, each new observed boat must be a new trip with separate observer trip ID No. and new forms. VESSEL NAME Full name with no abbreviations. (The name "Captain Paul John Smith" should not be abbreviated to Capt. P.J. Smith.) FISHING PERMIT Record all numbers of current fishing licenses on board. This may include more than one license. There should be at least one on board if / LICENSE NUMBERS the vessel fishes in any EEZ waters. Note country the license comes from in brackets alongside number. E.g.: K3453789H (Kiribati). VESSEL CHARACTERISTICS Name of Company or Person who owns the vessel. This should be in the Registration Papers. VESSEL OWNER COUNTRY Number given by the Country (Flag State) to where the vessel is registered. REGISTRATION This can be found in the registration papers of the vessel. Do not confuse this with FFA Regional Registration Number. NUMBER Country where vessel is registered. E.g.: Japanese purse seiners are usually registered in Japan so their Flag State is Japan. VESSEL FLAG **IRCS** Series of numbers and letters painted on the side of the boat, must be either in black lettering on a white background or white on black. (international radio call WCPFC requires all vessels over 100 Gross Tonnage to have a UVI after 1st Jan 2016. Generally the UVI is the International Marine UVI - Unique Vessel Identifier Organistion number or may be the Lloyd's Register (LR) no. NO OF SPEED BOATS Number of speed boats. Don't count tow boats, or a boat that looks like a speed boat but is only used as a tow boat. NO OF AUXILIARY BOATS Count only the tow boats and light boats that the vessel keeps onboard. Don't count a speed boat if it is already counted. Boats (ranger boats, light boats, reefers, etc.) not carried on board but work with the catcher boat as a regular part of the fishing strategy. Do OTHER TENDER BOATS WORK with CATCHER ? N.B.: do not include such boats, operating as light boats, in the count of "Auxiliary boats onboard". Describe operations in trip report. NET SKIFF ENGINE Brand of engine used in net skiff and the power (horsepower - hp). GROSS TONNAGE LENGTH MAKE / POWER Get this from the skiff driver. E.g.: Caterpillar 3408 (400hp) VESSEL CRUISING SPEED Ask the captain for the cruising speed of the vessel (not top speed). The place to find vessel's length overall (LOA) and HELICOPTER MAKE/MODI Brand name and model of the helicopter. Ask the pilot if you need to. gross tonnage is on registration papers. Be alert for REGISTRATION NO. Registration No. of helicopter. Written on side or pontoons or ask pilot. any signs that suggest there has been a change to EFFECTIVE RANGE Distance helicopter can go and return safely, without running out of fuel. length and/or gross tonnage. Note in report. COLOUR of HELIC Main colour or colours of the helicopter FISHING GEAR POWER BLOCK - Make Brand of main power block on the vessel. If these cannot be seen, ask the captain, engineer or winch driver. - Model The model of the block. Only fill in this information if sure it is correct. PURSE WINCH Brand of main purse winch on the vessel. If unsure, record the information in your written report only, with a note. (Make, Model) The model of the winch. M = Metres; Y = Yards; F = Fathoms.MAX. NET DEPTH Deepest depth of the net wall when it has been set. Make sure you circle the correct unit used on the vessel for net MAX. NET LENGT The length of the net when it has been set. Each net is made up of strips of netting sewn together to create the depth of the net (e.g.: if the depth of net is to be 300 metres then 30 NET - No OF STRIPS strips of 10 metre wide net are required to make the net depth (adding strips deepens the net, removing strips makes it shallower). How many of these strips make up the net? Ask the deck boss or engineer for this information. NET MESH SIZE The mesh is a different size in different parts of the net. Record the mesh size of the main body of the net. OF MAIN SECTION Make sure the units are recorded in "CM" (centimetres) or "IN" (inches). Ask the Deck Boss. Starting with Brail 1 (the brail with the largest capacity), use the new brail type codes to indicate what type of brail it was (see notes and drawing at the start of the workbook - 'Changes to PS workbook'). Then record the capacity of the brail in metric tonnes. This will help BRAIL: TYPE, CAPACITY estimate the total catch. Remember to identiy the same brail (brail 1) in the same way (brail 1) on the PS-4 form. If there is a second type of LIVE FISH BRAIL brail record the information for Brail 2. If the vessel intentionally brails live fish onboard with any of the brails and processes these tuna Record any changes to brail capactity (new panel inserted etc) by recording a new brail number (i.e. Brail 2 or Brail 3) and then recording **Brail change comments** all the brail details and specifiying the type, new capacity and whether the brail is used for live fish brailing. Provide brief comments on the brail change (like date, reason etc) in this data field. ELECTRONICS-YES / NO-If vessel has a device, circle "Y"(yes); if it does not have the device circle "N" (no). You must circle "Y" or "N" for every device listed.

Vessels may access "Fishery information services" to get instant information on oceanographic features. OBSERVATIONS / COMMENTS, OTHER GEAR, UNUSUAL USE of GEAR

MAKE AND

VMS System:

INFORMATION

MODEL

NEW TECH: Only record new types of equip. Of major applicable to learning and description of any new equipment or new capability (through upgrades technology) in the journal etc.

Name of company and model (name or number) of each device listed.

use codes (bottom front of form) to show how much each piece of equipment, for which "Y" is circled, is used.

Automatic Identification System: Transponding unit that will be attached to VHF Antenna, but maybe located inside.

Record the manufacturer's name (e.g.: Trimble, Thrane and Thrane, Furuno, etc.) and the model of the MTU unit.

Don't mix up make and model. E.g.: for a "JRC, JMA - 7790": "JRC" is the brand (make); "JMA - 7790" is the model.

Only record new types of equip. or major upgrades to technology here. Not to be used to record old or unlisted equip. i.e. radio. Give a full

SPC/FFA REGIONAL PURSE SEINE OBSERVER **FORM PS - 1** (pg 2) **GENERAL INFORMATION** REV. 2018 OBSERVER NAME VESSEL NAME OBSERVER TRIP ID NUMBER **TOTAL POSSIBLE FISH STORAGE CAPACITY (in metric tonnes):** mΤ **CREW** NAME YRS.EXP NATIONALITY COMMENTS License No. CAPTAIN License No. MASTER NAVIGATOR MATE CHIEF ENGINEER ASSISTANT ENGINEER DECK BOSS соок HELICOPTER PILOT HELICOPTER MECHANIC RADIO OPERATOR SKIFF MAN WINCH MAN TRANSLATOR **CREW** NAME YRS.EXP NATIONALITY **CREW** NAME YRS.EXP NATIONALITY **TOTAL NUMBER OF CREW (include Captain and officers): WASTE DISPOSAL SYSTEM?** Y / N **SAFETY EQUIPMENT** DESCRIBE waste disposal system especially for fish offal, but also other waste. PROVIDED FOR OBSERVER: Y/N/O Number of LIFE JACKET LIFE BUOYS / LIFE SUITABLE SIZE Y/NRINGS AVAILABILITY (circle one) Easy Moderate Hard LIFE RAFTS 2 3 4 1 Number of people and Inspection due date(D) or YY / MM (L or D) YY / MM (L or D) YY / MM (L or D) YY / MM last date of inspection (L) No. with Exp. Batteries Total No. **EPIRB** Total No. No. with Exp. Batteries **EPIRB** (406) (other) COMMENTS or DRAWINGS of WELL PATTERN

REV. 2018

OBSERVER NAME	Print your name in full. Put your first name, or Christian name, first and lyour last name, or surname, last.
VESSEL NAME	Print the vessel's name in full as stated on its fishing licence. Don't use any abbreviations.
OBSERVER TRIP ID NO.	Fill in your trip identification number as supplied by your programme before departure - exactly as on PS-1 (pg.1) and elsewhere.
CDEW	

For each of the listed positions enter the name of the crew person who works in this position.

CREW

NAME

If a person holds more than one position write "same as (the other position they hold)". E.g.: if Joe Flyer is both helicopter pilot and helicopter mechanic, write "Joe Flyer" next to "Helicopter Pilot" and write "same as helicopter (for listed specialist pilot" next to "helicopter mechanic".

positions)

Another common double position is the Captain and Navigator/Master. If the vessel does not have anyone in the position indicated write "Vacant" in the "Name" column.

Record first name first and last name last. Be certain of the spelling.

If the vessel has a specialist position that is not listed here try to squeeze the name of that position followed by a dash (-) and the name of the person holding the position in one of the "Crew" rows below. Be sure to describe this position in the written trip report.

This information should be available on the crew list that must be given to immigration when a vessel visits port.

(for non-specialist positions)

For each crew mewmber not working in a specialist position correctly record the name, number of years of experience and the nationality in the lower crew sections.

YEARS EXPERIENCE (YRS.EXP)

Record the number of years experience the crew member or officer has in this position. E.g.: if the Captain has been fishing on purse seine vessels for 20 years but has only been a Fishing Captain on purse seine vessels for five years write in "5".

NATIONALITY

COMMENTS

Nationality should be available on the crew list. Pay special attention to the nationality of any Pacific Islanders amongst the crew.

Record any information about the crew in this column. Any relevant information may be useful.

Examples could include: name of boat previously worked; name of Fishery College attended; famous fishing family connection; etc.

License No.s (Captain / Master / Navigator) To be recorded if readily available but not necessary if obtaining it will in any way hinder other observer activities on board. If licence is not available then try to obtain other identification document types (e.g. passport) and their document numbers.

TOTAL NUMBER OF CREW (include Captain and officers)

Add up all the crew. Include the Captain, listed positions and other crew. But be very careful not to count any of the crew twice.

This is an easy mistake to make in situations where one crew person has two different positions. Be Careful!

WASTE DISPOSAL SYSTEM

Circle "Y" or "N" (yes or no) to show if the vessel has equipment and / or follows standard procedures to manage fish offal or other waste.

Examples of equipment of equipment include incinerators, crushers, shredders, compacters, balers, meal plants, etc.

Example of procedures might be keeping all plastic waste until the end of the trip. If present describe how these are used and how effectively they are used in your trip report. (i.e., what pollution control processes does the vessel have?)

SAFETY EQUIPMENT

(obtain as much information as possible without

If observer has their own (or a fisheries) life jacket (LJ), the "O" must be circled.

LIFE JACKET

Otherwise circle the "Y" or "N" to show if the vessel showed the observer a L J that they could use in an emergency. Also circle the "Y" or "N" to show if the LJ the vessel offered was a suitable size. Circle "easy" if the allocated L.J was easily available, "moderate" ift not so easy to get to, or "hard" if it would be very hard to find in an emergency.

EPIRBS LIFEBUOYS / LIFE RINGS Count all EPIRBs together (with or without expired batteries). Then count only those with expired batteries. Only record information for EPIRBs that are easily accessible (not found in liferaft etc).

Count all lifebuoys and life rings that can be found

LIFE RAFTS

Find info on labels on life-rafts. If, after a careful check, dates are not found, record "ND" for 'dates not displayed'.

FORM PS - 2

REV.2018 OBSERVER NAME VESSEL NAME OBSERVER TRIP ID NUMBER PAGE OF SHIP'S LATITUDE LONGITUDE Ε EEZ **ACTIVITY** WIND SEA HOW SCHOOL COMMENTS START OF DAY TIME S W CODE CODE (dd°mm.mmm') (ddd°mm.mmm') (kts) C-S-M-R-V **DETECT** ASSOC (and Set No. - from PS-3) SHIP's SHIP's TIME DATE UTC UTC DATE TIME **ALL MUST BE RECORDED ACTIVITY and HELICOPTER CODES** Set If FAD involved be sure to 2 Searching fill out a GEN-5 Form -3 Transit FAD and Floating Object No fishing - Breakdown Information Record No fishing - Bad weather 6 In port - please specify Net cleaning set Investigate free school Investigate floating object 10D Deploy - raft, FAD or payao 10R Retrieve - raft, FAD or payao Drifting at day's end 11 Drifting with floating object Other reason (specify) Drifting -With fish aggregatting lights 15R Retrieve radio buoy Changing 15D Deploy radio buoy buoys? Transhipping or bunkering - use first line Servicing FAD or floating object for 15R and Drifting - No fishing next for 15D Helicoptor takes off to search Helicopter returned from search HOW DETECTED Seen from vessel "Seen from helicopter' Seen from helicopter Use when vessel gets to Marked with beacon the school of tuna that helicopter either: Bird radar 1. reported on; or Sonar / depth sounder 2. dropped buoy on Info. from other vessel Anchored FAD / payao (recorded) SCHOOL ASSOCIATION (tuna) Unassociated Free schools Feeding on Baitfish Drifting log, debris or dead animal Drifting raft, FAD or payao Anchored raft, FAD or payao DID YOU OBSERVE ANY 5 Anchored floating objects Free floating objects (no anchor) FLOATING OBJECT AND 6 Live whale Free schools **EVENTS TO RECORD** SCHOOL SIGHTINGS (with NO school) (with school) (with NO school) (with school) ON FORM GEN-3 TODAY? Live whale shark Example Tally Tally Tally Tally Tally Other (please specify) Journal YES NO 9 No tuna associated No. No. No. No. (circle one) pg# 6

<u>Observer Trip ID Number</u>: Number issued by the authority you are working for. (e.g. John Masa, on his 3rd trip in 1996 may get Trip ID No.: "JHM 96-03").

<u>Ships Time</u>: Record the "Ship's time" whenever there is a change of an activity.Be sure to record all activities. Record as often as necessary during the day.At the very least, record a morning, noon and evening position when in transit.

<u>Latitude</u>, <u>Longitude</u>, <u>N</u>, <u>S</u>, <u>E</u>, <u>W</u>: Record position as degrees, minutes and minutes to three decimal places, which is usually as it is displayed on a GPS.
 N.B.: dd = degrees; mm = minutes; mmm = decimal minutes.

For latitude below 10° put a zero in front of the number (e.g.:write 5° as 05°). Never forget to enter north or south and east or west correctly

(for example "05°27.985' S, 152°28.239' W")

<u>EEZ Code</u>: Place the code for the EEZ (on back of Form GEN-6) for your position. Use the chart supplied or the chart of the vessel to work this out. If you are not sure then put the code for the EEZ where you think you are.

<u>Wind</u> (kts) (°): Record speed in knots and direction in degrees of the compass (e.g. for a 15 knot easterly wind, under (kts) print "15" and under (°) print "090") If the wind meter shows metres per second then (kts = $2 \times m/sec$) approximately.

Sea conditions (C-S-M-R-V).

C = Calm; S = Slight; M = Moderate; R = Rough; V = Very rough. Judge this yourself. A guide is the wind. If it has been blowing awhile then 0-5 kts is calm; 5-10 kts is slight; 10-20 kts is moderate; 20-40 kts is rough; and anything over 40 kts is usually very rough, however not always so.

<u>Comments (and Set No. - from PS-3)</u> - for all activity code "1" write the set No. before the comments in this field. Get "set No." from the PS-3 that must be used every set.

Floating object and school sightings: Through each day try to keep count of every floating objects and free schools. Try to note if floating objects have fish with them or not.

Also count anchored floating objects (FADs or payaos) and note if they have fish.

Note that free schools can be feeding on baitfish or completely unassociated.

This can be a rough but sensible count. It is used to get an idea of life in your area.

Floating objects can include trees, logs, drums, FADs, payaos or other lumps of debris.

Tally: Mark with a stroke every time you sight something (see example on front)

No: Count the "tally" strokes at end of day to get the number of each type of sighting.

Did You Observe Any Events To Record On Form GEN-3 Today?

Circle **Yes** if any infringements, as listed on Form GEN-3, were observed.

Write notes on Form GEN-3 and in journal; record the journal page No. on this form. If there was no incident for the day circle **No**.

<u>Page of</u>: Number Form PS-2's through trip as Page 1, Page 2, Page 3, etc. **At end of trip** check pages are all there (again). Put last page number on every page (e.g. if there are 36 pages then the first page will be "Page 1 of 36", the fourth page, "Page 4 of 36" and the last page will be "Page 36 of 36").

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UTC Date and UTC Time: is standard date and time used by scientists to correct the ship's date and time when it is used incorrectly, as it often is.

Record Ship's date and time and UTC date and time at same moment each day. N.B.: UTC date is sometimes different from Ship's date.

Observers should record Ship's time in all other forms and paperwork.

<u>Activity and Helicopter Codes</u>: The activity codes are shown on the front. Use only one code per entry. If it seems that two different codes could be used, record only the most important one and note the other in comments column.

Please record every activity change throughout the day. There may be many. Note that, except for Helicopter codes, the start of a new activity marked by one

code also means the end of the activity identified by the previous activity code.

For codes 1, 8, 9 or <u>17</u> always use school association (tuna) and how detected codes, otherwise the school association (tuna) and how detected code fields must be dashed!

Use 15R and 15D when vessel retrieves or deploys a buoy set on FAD or log

- if changing buoys use 15R on one line and 15D on the next.

If using **code 16** remember that **transhipment** includes any transfer between vessels Use **code 17** if making any repair or change to floating objects other than changing buoys Helicopter codes: Use whenever helicopter takes off or lands. Comment to describe main activity for each take off / landing - e.g.: search, set buoy, visit other (*named*) vessel, arrive from other (*named*) vessel, visit shore, rescue seaman, etc.

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change course to inspect tuna or object (E.g.: If helicopter reports tuna so vessel turns toward its position but had to use its

bird radar to finally find the tuna then use code "2" - seen from helicopter.)

N.B.: usually a depth sounder or sonar is only used to investigate an <u>already found</u> object or fish, so code "5" should not be used very often. It is usually something else that first causes a vessel to change direction to investigate a school or floating object further.

Anchored FAD - use code 7 only if FAD is found because its position is recorded on chart.

<u>School Association</u> (tuna): Use "School Association" code that best describes if
 <u>tuna</u> being targetted are with floating object, animal, feeding on baitfish, unassociated.
 If it is an unusual tuna association comment here and describe in journal.

FORM PS - 2

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FORM PS - 2

REV.2018 OBSERVER NAME VESSEL NAME OBSERVER TRIP ID NUMBER PAGE OF SHIP'S LATITUDE Ν LONGITUDE Ε EEZ **ACTIVITY** WIND SEA HOW SCHOOL COMMENTS START OF DAY CODE TIME (dd°mm.mmm') S (ddd°mm.mmm') W CODE (kts) (°) C-S-M-R-V DETECT ASSOC (and Set No. - from PS-3) SHIP's DATE TIME UTC UTC TIME DATE ALL MUST BE RECORDED **ACTIVITY and HELICOPTER CODES** Set If FAD involved be sure to 2 Searching fill out a GEN-5 Form -Transit FAD and Floating Object No fishing - Breakdown Information Record No fishing - Bad weather In port - please specify Net cleaning set 8 Investigate free school Investigate floating object 10D Deploy - raft, FAD or payao 10R Retrieve - raft, FAD or payao Drifting at day's end 12 Drifting with floating object Other reason (specify) Drifting -With fish aggregatting lights 15R Retrieve radio buoy Changing 15D Deploy radio buoy buoys? 16 Transhipping or bunkering use first line Servicing FAD or floating object for 15R and Drifting - No fishing next for 15D Helicoptor takes off to search Helicopter returned from search HOW DETECTED Seen from vessel "Seen from helicopter' 2 Seen from helicopter Use when vessel gets to 3 Marked with beacon the school of tuna that helicopter either: Bird radar 1. reported on: or Sonar / depth sounder 2. dropped buoy on Info. from other vessel Anchored FAD / payao (recorded) SCHOOL ASSOCIATION (tuna) Unassociated Free schools 2 Feeding on Baitfish Drifting log, debris or dead animal Drifting raft, FAD or payao Anchored raft, FAD or payao DID YOU OBSERVE ANY Anchored floating objects Free floating objects (no anchor) FLOATING OBJECT AND Live whale Free schools **EVENTS TO RECORD** 6 SCHOOL SIGHTINGS (with NO school) (with school) (with NO school) (with school) Live whale shark ON FORM GEN-3 TODAY? Example Tally Tally Tally Tally Tally Other (please specify) Journal YES NO 9 No tuna associated No. No. No. No. No. (circle one) pg#

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(for example "05°27.985' S, 152°28.239' W")

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For $codes\ 1, 8, 9$ or $\underline{17}$ always use $school\ association\ (tuna\)$ and $how\ detected\ codes,$ otherwise the school association (tuna) and how detected code fields must be dashed!

Use 15R and 15D when vessel retrieves or deploys a buoy set on FAD or log

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FORM PS - 2

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change course to inspect tuna or object (E.g.: If helicopter reports tuna so vessel turns toward its position but had to use its

bird radar to finally find the tuna then use code "2" - seen from helicopter.)

N.B.: usually a depth sounder or sonar is only used to investigate an <u>already found</u> object or fish, so code "5" should not be used very often. It is usually something else that first causes a vessel to change direction to investigate a school or floating object further.

Anchored FAD - use code 7 only if FAD is found because its position is recorded on chart.

FORM PS - 2

<u>Observer Trip ID Number</u>: Number issued by the authority you are working for. (e.g. John Masa, on his 3rd trip in 1996 may get Trip ID No.: "JHM 96-03").

<u>Ships Time</u>: Record the "Ship's time" whenever there is a change of an activity.Be sure to record all activities. Record as often as necessary during the day.At the very least, record a morning, noon and evening position when in transit.

<u>Latitude</u>, <u>Longitude</u>, <u>N</u>, <u>S</u>, <u>E</u>, <u>W</u>: Record position as degrees, minutes and minutes to three decimal places, which is usually as it is displayed on a GPS.
 N.B.: dd = degrees; mm = minutes; mmm = decimal minutes.

For latitude below 10° put a zero in front of the number (e.g.:write 5° as 05°). Never forget to enter north or south and east or west correctly

(for example "05°27.985' S, 152°28.239' W")

<u>EEZ Code</u>: Place the code for the EEZ (on back of Form GEN-6) for your position. Use the chart supplied or the chart of the vessel to work this out. If you are not sure then put the code for the EEZ where you think you are.

<u>Wind</u> (kts) (°): Record speed in knots and direction in degrees of the compass (e.g. for a 15 knot easterly wind, under (kts) print "15" and under (°) print "090") If the wind meter shows metres per second then (kts = $2 \times m/sec$) approximately.

Sea conditions (C-S-M-R-V).

C = Calm; S = Slight; M = Moderate; R = Rough; V = Very rough. Judge this yourself. A guide is the wind. If it has been blowing awhile then 0-5 kts is calm; 5-10 kts is slight; 10-20 kts is moderate; 20-40 kts is rough; and anything over 40 kts is usually very rough, however not always so.

<u>Comments (and Set No. - from PS-3)</u> - for all activity code "1" write the set No. before the comments in this field. Get "set No." from the PS-3 that must be used every set.

Floating object and school sightings: Through each day try to keep count of every floating objects and free schools. Try to note if floating objects have fish with them or not.

Also count anchored floating objects (FADs or payaos) and note if they have fish.

Note that free schools can be feeding on baitfish or completely unassociated.

This can be a rough but sensible count. It is used to get an idea of life in your area.

Floating objects can include trees, logs, drums, FADs, payaos or other lumps of debris.

Tally: Mark with a stroke every time you sight something (see example on front)

No: Count the "tally" strokes at end of day to get the number of each type of sighting.

Did You Observe Any Events To Record On Form GEN-3 Today?

Circle **Yes** if any infringements, as listed on Form GEN-3, were observed.

Write notes on Form GEN-3 and in journal; record the journal page No. on this form. If there was no incident for the day circle **No**.

<u>Page of</u>: Number Form PS-2's through trip as Page 1, Page 2, Page 3, etc.

At end of trip check pages are all there (again). Put last page number on every page (e.g. if there are 36 pages then the first page will be "Page 1 of 36", the fourth page, "Page 4 of 36" and the last page will be "Page 36 of 36").

Start of day: At start of each day, date and time on ship's clock (and observer's watch) must be matched to the UTC time and date as read from the GPS. **Always record date as YY/MM/DD.

Ship's Date and Ship's Time: is the date and time used by crew on board normally. The observer's watch should be set to this date and time as soon as they board.

UTC Date and UTC Time: is standard date and time used by scientists to correct the ship's date and time when it is used incorrectly, as it often is.

Record Ship's date and time and UTC date and time at same moment each day. N.B.: UTC date is sometimes different from Ship's date.

Observers should record Ship's time in all other forms and paperwork.

<u>Activity and Helicopter Codes</u>: The activity codes are shown on the front. Use only one code per entry. If it seems that two different codes could be used, record only the most important one and note the other in comments column.

Please record every activity change throughout the day. There may be many. Note that, except for Helicopter codes, the start of a new activity marked by one

code also means the end of the activity identified by the previous activity code.

For codes 1, 8, 9 or <u>17</u> always use school association (tuna) and how detected codes, otherwise the school association (tuna) and how detected code fields must be dashed!

Use 15R and 15D when vessel retrieves or deploys a buoy set on FAD or log

- if changing buoys use 15R on one line and 15D on the next.

If using **code 16** remember that **transhipment** includes any transfer between vessels Use **code 17** if making any repair or change to floating objects other than changing buoys Helicopter codes: Use whenever helicopter takes off or lands. Comment to describe main activity for each take off / landing - e.g.: search, set buoy, visit other (*named*) vessel, arrive from other (*named*) vessel, visit shore, rescue seaman, etc.

<u>How Detected</u>: Use this code to best show how investigated tuna or object was found.

If more than one method used, use code that shows what $\underline{\textbf{first}}$ made vessel

change course to inspect tuna or object (E.g.: If helicopter reports tuna so vessel turns toward its position but had to use its

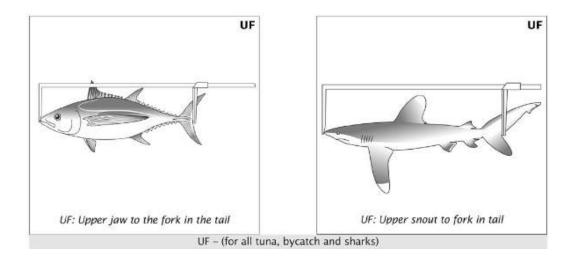
bird radar to finally find the tuna then use code "2" - seen from helicopter.)

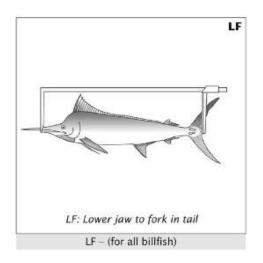
N.B.: usually a depth sounder or sonar is only used to investigate an <u>already found</u> object or fish, so code "5" should not be used very often. It is usually something else that first causes a vessel to change direction to investigate a school or floating object further.

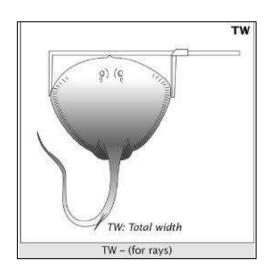
Anchored FAD - use code 7 only if FAD is found because its position is recorded on chart.

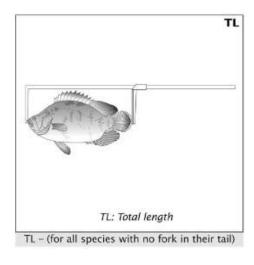
Purse-Seine Length Measurements

(You may <u>only</u> take these measurements on board a purse-seine vessel)



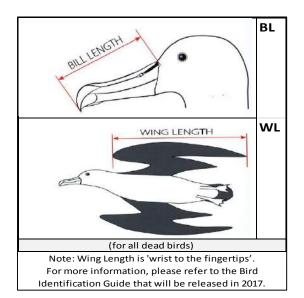


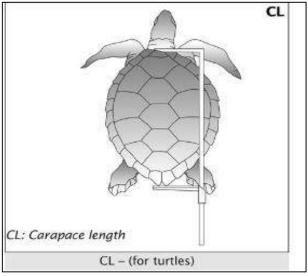




Purse-Seine Length Measurements

For Species of Special interest -





CALIBRATING CALLIPERS

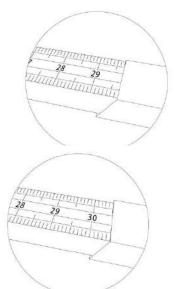
Observers are asked to calibrate their callipers before every purseseine set. This can be done by marking a known length on



the deck. For instance use the ruler of the calliper (<u>not the calliper itself</u>) to mark out 30cm on the deck with a pen etc. Take time to do this properly, then measure that known length with the calliper. Or as the drawing shows, measure a known length on a deck tape. Remember not to use a tape measure made from material as these can stretch in wet conditions.

IF THE CORRECT CALLIPER READING IS 30 CM.

And the calliper correctly shows 30 cm, then the calibration should be recorded as zero millimetres.



The true length is 30 cm. The calliper is incorrectly reading 29.7 cm. The callibration should be reacord as minus 3 mms.

The true length is 30 cm. The calliper is incorrectly reading 30.5 cm. The callibration should be recorded as plus 5 mms.

				SP	C/FFA	RE	GION	IAL P	UR	SE SE	ΞIΝΙ	E (OBSERV	ER				FOR	M PS - 3
								SET I	DET	AILS								1 010	W 1 3 - 3
OBSERVER	NAME						VESSE	L NAME								PAG	GE	(OF
																	(SET	No.)	
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Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
Type 2 bra			= T	otal tuna	a catch		YES NO	(%)	YES NO	(%)	YES NO	-	(%) NUMBE		YES NO	(%)	YES NO	(70)	NOWBER
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_	PECIES O)	С	OMMEN	ITS / SS	I TREA	ATMENT	,	□ .	FATE						
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RGG Ret	ained - gilled	and gutted	d (kept fo	r sale)	DGD Disc	arded -	gear daı	mage (tur	na only	′)	ESC		Escaped se fate codes for			• /	IJO	- Jumpe	d out (over net) released from net
RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CATCH/	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field.
SET CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group.
SET CAT	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT
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SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique.
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both.
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set.
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

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		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA.	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CATCH/	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field.
SET CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group.
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SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set.
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch TARGET TUNA	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Remember a use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small % x Total tuna catch for each species (SKJ, YFT and BET) Record fate of discarded tuna or tuna retained for crew consumption (RCC), using fate codes listed at bottom of form Give a careful approximation (eye-estimate) of the total amount of catch for the relevant fate /species code combination. Record the amounts in metric tonnes. Copy the weight, as recorded for each species in the vessel's logsheet. If nothing is recorded in the logsheet place a dash in the data field. If "0" is recorded on the logsheet record "0" here. For each species add together the mT amounts that are recorded in the rows 'a.', 'b.' and 'c' to get the total of all the discarded and the retained for crew consumption
SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

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(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

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Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA.	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CATCH/	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field.
SET CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group.
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SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique.
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SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both.
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set.
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch TARGET TUNA	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Remember a use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) VESSEL LOG Numbe Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the standard s	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small 9/6 x Total tuna catch for each species (SKJ, YFT and BET) Record fate of discarded tuna or tuna retained for crew consumption (RCC), using fate codes listed at bottom of form Give a careful approximation (eye-estimate) of the total amount of catch for the relevant fate /species code combination. Record the amounts in metric tonnes.
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

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																	(SET	No.)	
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brail cap	acity sum	of all brai	ils	Total c	atch		(OBSERV					OTAL TUNA CAI each species	UGHT					e all the tuna in this or discarded
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Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
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(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
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SET CATCH/	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field.
SET CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group.
SET CAT	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique.
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both.
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set.
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species.
SET CA.	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in Total Tuna' calculation) and vessel bycatch estimates
SET CA.	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in "Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small % Total tuna catch for each species (SKJ, YFT and BET)
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch TARGET TUNA	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Remember a use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) VESSEL LOG Numbe Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the standard s	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small 9/6 x Total tuna catch for each species (SKJ, YFT and BET) Record fate of discarded tuna or tuna retained for crew consumption (RCC), using fate codes listed at bottom of form Give a careful approximation (eye-estimate) of the total amount of catch for the relevant fate /species code combination. Record the amounts in metric tonnes.
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) VESSEL LOG Numbe Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of t	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel byeatch estimates Otal caught Calculate the combined large and small
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) VESSEL LOG Numbe Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of t	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small % x Total tuna catch for each species (SKJ, YFT and BET) Record fate of discarded tuna or tuna retained for crew consumption (RCC), using fate codes listed at bottom of form Give a careful approximation (eye-estimate) of the total amount of catch for the relevant fate /species code combination. Record the amounts in metric tonnes. Copy the weight, as recorded for each species in the vessel's logsheet. If nothing is recorded in the logsheet place a dash in the data field. If "0" is recorded on the logsheet record "0" here. For each species add together the mT amounts that are recorded in the rows 'a.', 'b.' and 'c' to get the total of all the discarded and the retained for crew consumption
SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

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Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	• 75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		Т	1	ED	•	5 cm)		(%)	NUMBER
Type 2 bra			= T	otal tuna	a catch		YES NO	(%)	YES NO	(%)	YES NO	ŀ	(%) NUMB	LIX	YES NO	(%)	YES NO	(70)	NOWBER
	mT X)	L		mT		NO		NO		INO				NO		NO		
BY-C	ATCH (N-TAR	GET S	PECIES	LAND	INGS	١		TAR	GFT	TI	UNΔ						
SPECIES	FATE	OBSE		_	SEL LOG	ı	COMME						mates of total of		SKJ	Т	YF	<u>[</u>	BET
CODE	CODE	(mT)	No.	(mT			SI TREA						aught (mT)						
												Observer	FATE						
											å	san	a. (mT)						
											100	sel	FATE						
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											Š	ver	FATE						
											—	Observer	b. (mT)						
											٦,	_	FATE						
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					<u> </u>							Vessel	FATE						
										B. OBSE		_	(mT)						
Total weight			mT		mT					discard			(a+b+c):						
_	PECIES O)	С	OMMEN	ITS / SS	I TREA	ATMENT	,	<u>.</u>	FATE						
SPECIES	GEAR INTERACTION	OBS	ERVER	CON	NDITION aptured							unioac Rww	OBS (mT)						
CODE	CODE	(mT)	No.		eleased							r later if not	050 ()						
												onboard for later unload	VES (mT)						
											2	oguo	FATE		RWW	/	RW	Ν	RWW
											- Food	kept	OBS (mT)						
											- }	nna	VES (mT)						
												Du	ie to gear break		ESC		EC/	`	ESC
					 							Ė	catch mitigation		ESC		ES	,	ESC
						Person	d or '	00 00011	200	nhore		estimates	OBS (mT)						
How ma	ny Tags v	vere rec	overed	: :				es and ta ecovery	-		itao	est	VES (mT)						
								FA	ГЕ С	ODES									
	ained - whole		ted (hillfi					s retained	•	k only)	DPQ DOR		Discarded - poo Discarded - othe		•	ecifv)			RACTION CODES gled (in gear)
RGG Ret	ained - gilled	and gutted	d (kept fo	r sale)	DGD Disc	arded -	gear daı	mage (tur	na only	')	ESC		Escaped se fate codes for			• •	IJO	- Jumpe	d out (over net) released from net
RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spe	ecies - A	Alive	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protect scarded Protect					- Other,	please specify

that a	2 2 1 211 1 2 1 2									
		st and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)								
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!								
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.								
PA	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.								
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.								
	ART of SET Observer (PS-2)	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.								
DA' TIN	TE and Vessel (logsheet)	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.								
11.	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the								
If S	SSI Observed (Obs Time Sighted)	net or were landed (i.e not required for sighted SSIs).								
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.								
E)	BEGIN PURSING (WINCH ON)	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.								
SET SEQUENCE	,	Record the time the winch is switched on. During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears.								
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.								
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing								
ET	BEGIN BRAILING	just record a dash Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the								
8	END BRAILING / SACK ONBOARD	deck.								
	END SET (NEXT ACTIVITY STAF									
	TOTAL CATCH and TOTAL									
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'								
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.								
	71	f a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.								
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.								
	Type 2	Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure. (If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields								
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)								
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.								
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field								
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.								
	YES or NO	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. YES' or 'NO' must be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch								
CAPTURE DETAILS		1ES of NO inust be cheled to show if SKJ, shiali 1F1, large 1F1, shiali BE1, large BE1 were even seen in the catch								
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)								
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.								
	CAUGHT Number	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)								
		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!								
UR.	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.								
M	SPECIES OF SPECIAL INTEREST	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record								
- 7	OF EGIEG OF OF EGIFTE HAT ENCEO	condition status when discarded. (DPA, DPD, DPU). Note no SSI can be kept onboard (injured turtle may be while								
	1 Condendary Burnetal all many toward									
	1. (under Bycatch all non-target species landings)	recorvering). Note these landed SSIs are no longer recorded on Gen-2 form. Use new PS 4 to record length and sex of landed SSIs (sharks etc).								
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Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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												onboard for later unload	VES (mT)						
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
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SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group.
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SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both.
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SET CA.	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in "Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small % Total tuna catch for each species (SKJ, YFT and BET)
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch TARGET TUNA	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Remember a use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

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											ş	vessel	(mT)						
											ş	ver ver	FATE						
											—	Observer	b. (mT)						
											٦,	_	FATE						
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					+							e e	FATE						
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					-							vesser	FATE						
										B. OBSE			(mT)						
Total weight			mT		mT					discard			(a+b+c):						
_	PECIES O)	С	OMMEN	ITS / SS	I TREA	ATMENT	,	□ .	FATE						
SPECIES	GEAR INTERACTION	OBS	ERVER	CON	NDITION aptured							RWW	OBS (mT)						
CODE	CODE	(mT)	No.		eleased							r later if not	020 (1117)						
												onboard for later unload	VES (mT)						
											2	0000	FATE	F	RWW	/	RW'	W	RWW
											100	kept	OBS (mT)						
											- -	e –	VES (mT)						
												Du	ie to gear break		ESC		ES	^	ESC
					-							Ť	catch mitigation		LSU		E9(9	200
						Person	d or '	00 00011	20	nhore		estimates	OBS (mT)						
How ma	ny Tags v	vere rec	overed	: :				es and ta ecovery	_		itao	est	VES (mT)						
								FAT	ГЕ С	ODES									
	ained - whole		ted (hillfi					s retained	•	k only)	DPQ DOR		Discarded - poor Discarded - othe			ecifv)			RACTION CODES gled (in gear)
RGG Ret	ained - gilled	and gutted	d (kept fo	r sale)	DGD Disc	arded -	gear daı	mage (tur	na only	′)	ESC		Escaped se fate codes for			• /	IJO	- Jumpe	d out (over net) released from net
RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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brail cap	acity sum	of all brai	ils	Total c	atch		(OBSERV					OTAL TUNA CAI each species	UGHT					e all the tuna in this or discarded
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Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

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	ained - whole		ted (hillfi					s retained	•	k only)	DPQ DOR		Discarded - poor Discarded - othe			ecifv)			RACTION CODES gled (in gear)
RGG Ret	ained - gilled	and gutted	d (kept fo	r sale)	DGD Disc	arded -	gear daı	mage (tur	na only	′)	ESC		Escaped se fate codes for			• /	IJO	- Jumpe	d out (over net) released from net
RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CATCH/	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field.
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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brail cap	acity sum	of all brai	ils	Total c	atch		(OBSERV					OTAL TUNA CAI each species	UGHT					e all the tuna in this or discarded
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Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

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		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CATCH/	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field.
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brail cap	acity sum	of all brai	ils	Total c	atch		(OBSERV					OTAL TUNA CAI each species	UGHT					e all the tuna in this or discarded
(mT x)	=		mT		C I	(IP-	- 011				VFIN				BIGE		
Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
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	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CATCH/	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field.
SET CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group.
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch TARGET TUNA	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Remember a use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small % x Total tuna catch for each species (SKJ, YFT and BET) Record fate of discarded tuna or tuna retained for crew consumption (RCC), using fate codes listed at bottom of form Give a careful approximation (eye-estimate) of the total amount of catch for the relevant fate /species code combination. Record the amounts in metric tonnes. Copy the weight, as recorded for each species in the vessel's logsheet. If nothing is recorded in the logsheet place a dash in the data field. If "0" is recorded on the logsheet record "0" here. For each species add together the mT amounts that are recorded in the rows 'a.', 'b.' and 'c' to get the total of all the discarded and the retained for crew consumption
SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

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brail cap	acity sum	of all brai	ils	Total c	atch		(OBSERV					OTAL TUNA CAI each species	UGHT					e all the tuna in this or discarded
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Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
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	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CATCH/	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field.
SET CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group.
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SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique.
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SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both.
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set.
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch TARGET TUNA	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Remember a use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) VESSEL LOG Numbe Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the standard s	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small 9/6 x Total tuna catch for each species (SKJ, YFT and BET) Record fate of discarded tuna or tuna retained for crew consumption (RCC), using fate codes listed at bottom of form Give a careful approximation (eye-estimate) of the total amount of catch for the relevant fate /species code combination. Record the amounts in metric tonnes.
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

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																	(SET	No.)	
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brail cap	acity sum	of all brai	ils	Total c	atch		(OBSERV					OTAL TUNA CAI each species	UGHT					e all the tuna in this or discarded
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Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
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(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CATCH/	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field.
SET CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group.
SET CAT	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique.
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both.
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set.
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species.
SET CA.	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in Total Tuna' calculation) and vessel bycatch estimates
SET CA.	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in "Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small % Total tuna catch for each species (SKJ, YFT and BET)
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch TARGET TUNA	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Remember a use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in "Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small % Total tuna catch for each species (SKJ, YFT and BET)
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) VESSEL LOG Numbe Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the standard s	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small 9/6 x Total tuna catch for each species (SKJ, YFT and BET) Record fate of discarded tuna or tuna retained for crew consumption (RCC), using fate codes listed at bottom of form Give a careful approximation (eye-estimate) of the total amount of catch for the relevant fate /species code combination. Record the amounts in metric tonnes.
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) VESSEL LOG Numbe Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of t	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel byeatch estimates Otal caught Calculate the combined large and small
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) VESSEL LOG Numbe Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of t	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small % x Total tuna catch for each species (SKJ, YFT and BET) Record fate of discarded tuna or tuna retained for crew consumption (RCC), using fate codes listed at bottom of form Give a careful approximation (eye-estimate) of the total amount of catch for the relevant fate /species code combination. Record the amounts in metric tonnes. Copy the weight, as recorded for each species in the vessel's logsheet. If nothing is recorded in the logsheet place a dash in the data field. If "0" is recorded on the logsheet record "0" here. For each species add together the mT amounts that are recorded in the rows 'a.', 'b.' and 'c' to get the total of all the discarded and the retained for crew consumption
SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr
	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small % x Total tuna catch for each species (SKJ, YFT and BET) Record fate of discarded tuna or tuna retained for crew consumption (RCC), using fate codes listed at bottom of form Give a careful approximation (eye-estimate) of the total amount of catch for the relevant fate /species code combination. Record the amounts in metric tonnes. Copy the weight, as recorded for each species in the vessel's logsheet. If nothing is recorded in the logsheet place a dash in the data field. If "O" is recorded on the logsheet record "O" here. For each species add together the mT amounts that are recorded in the rows 'a.', 'b.' and 'c' to get the total of all the discarded and the retained for crew consumption (R
TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

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					ERVER: e PS-2)		YN	M D		hh	mm	+	VESSEL	LOG:		YY	MM	DD	hh mm
				(500							<u> </u>								
										SET	ΓSE	Q	UENCE TI	MES	,				
EVE	NT:	if SSI OBS	SERVED Sighted)	(Obs	START OF (SKIFF OF		BEGIN	N PURSII	NG	END PUR	RSING		BEGIN BRAILIN	NG		OF BRA			OF SET (NEXT IVITY STARTS)
TIM	Æ.		,		,	,						1					-		,
Tilv	il.																		
							SE	T CA	ТСН	DETA	AILS	}							
brail cap	acity sum	of all brai	ils	Total c	atch		(OBSERV					OTAL TUNA CAI each species	UGHT					e all the tuna in this or discarded
(mT x)	=		mT		C I	(IP-	- 011				VFIN				BIGE		
Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
Type 2 bra			= T	otal tuna	a catch		YES NO	(%)	YES NO	(%)	YES NO	-	(%) NUMBE		YES NO	(%)	YES NO	(70)	NOWBER
	mT X)	L		mT		NO		NO		INO				INO		NO		
BY-C	ATCH (/		I_TAR	GET S	DECIES	I AND	INGS	١		TAR	GET	TI	ΙΝΔ						
SPECIES	FATE (/	OBSE		_	SEL LOG	ı							mates of total of	1	SKJ	Т	YF	Γ	BET
CODE	CODE	(mT)	No.	(mT			COMME SI TREA						aught (mT)						
												Observer	FATE						
											å	san	a. (mT)						
											100	sei	FATE						
											ş	vessel	(mT)						
											ş	ver ver	FATE						
											—	Observer	b. (mT)						
											٦,	_	FATE						
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					+							e e	FATE						
												Opserver	c. (mT)						
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												vesser	FATE						
										B. OBSE			(mT)						
Total weight			mT		mT					discard			(a+b+c):						
_	PECIES O)	С	OMMEN	ITS / SS	I TREA	ATMENT	,	□ .	FATE						
SPECIES	GEAR INTERACTION	OBS	ERVER	CON	NDITION aptured							RWW	OBS (mT)						
CODE	CODE	(mT)	No.		eleased							r later if not	020 (1117)						
												onboard for later unload	VES (mT)						
											2	0000	FATE	F	RWW	/	RW'	W	RWW
											100	kept	OBS (mT)						
											- -	e –	VES (mT)						
												Du	ie to gear break		ESC		ES	^	ESC
					-							Ť	catch mitigation		LSU		E9(9	200
						Person	d or '	00 00011	20	abore		estimates	OBS (mT)						
How ma	ny Tags v	vere rec	overed	: :				es and ta ecovery	_		itao	est	VES (mT)						
								FAT	ГЕ С	ODES									
	ained - whole		ted (hillfi					s retained	•	k only)	DPQ DOR		Discarded - poor Discarded - othe			ecifv)			RACTION CODES gled (in gear)
RGG Ret	ained - gilled	and gutted	d (kept fo	r sale)	DGD Disc	arded -	gear daı	mage (tur	na only	′)	ESC		Escaped se fate codes for			• /	IJO	- Jumpe	d out (over net) released from net
RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
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SET CA.	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in "Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small % Total tuna catch for each species (SKJ, YFT and BET)
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SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
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						Person	d or '	00 00011	20	abore		estimates	OBS (mT)						
How ma	ny Tags v	vere rec	overed	: :				es and ta ecovery	_		itao	est	VES (mT)						
								FAT	ГЕ С	ODES									
	ained - whole		ted (hillfi					s retained	•	k only)	DPQ DOR		Discarded - poor Discarded - othe			ecifv)			RACTION CODES gled (in gear)
RGG Ret	ained - gilled	and gutted	d (kept fo	r sale)	DGD Disc	arded -	gear daı	mage (tur	na only	′)	ESC		Escaped se fate codes for			• /	IJO	- Jumpe	d out (over net) released from net
RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA.	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CATCH/	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field.
SET CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group.
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
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SET CA.	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in "Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small % Total tuna catch for each species (SKJ, YFT and BET)
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

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		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA.	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CATCH/	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field.
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch TARGET TUNA	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Remember a use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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brail cap	acity sum	of all brai	ils	Total c	atch		(OBSERV					OTAL TUNA CAI each species	UGHT					e all the tuna in this or discarded
(mT x)	=		mT		C I	(IP-	- 011				VFIN				BIGE		
Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
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	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CATCH/	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field.
SET CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group.
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch TARGET TUNA	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Remember a use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small % x Total tuna catch for each species (SKJ, YFT and BET) Record fate of discarded tuna or tuna retained for crew consumption (RCC), using fate codes listed at bottom of form Give a careful approximation (eye-estimate) of the total amount of catch for the relevant fate /species code combination. Record the amounts in metric tonnes. Copy the weight, as recorded for each species in the vessel's logsheet. If nothing is recorded in the logsheet place a dash in the data field. If "0" is recorded on the logsheet record "0" here. For each species add together the mT amounts that are recorded in the rows 'a.', 'b.' and 'c' to get the total of all the discarded and the retained for crew consumption
SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

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(mT x)	=		mT		C I	(IP-	- 011				VFIN				BIGE		
Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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						Person	d or '	00 00011	20	abore		estimates	OBS (mT)						
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

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	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CATCH/	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field.
SET CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group.
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SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique.
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SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both.
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set.
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch TARGET TUNA	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Remember a use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) VESSEL LOG Numbe Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the standard s	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small 9/6 x Total tuna catch for each species (SKJ, YFT and BET) Record fate of discarded tuna or tuna retained for crew consumption (RCC), using fate codes listed at bottom of form Give a careful approximation (eye-estimate) of the total amount of catch for the relevant fate /species code combination. Record the amounts in metric tonnes.
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

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																	(SET	No.)	
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brail cap	acity sum	of all brai	ils	Total c	atch		(OBSERV					OTAL TUNA CAI each species	UGHT					e all the tuna in this or discarded
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Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
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	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CATCH/	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field.
SET CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group.
SET CAT	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique.
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both.
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set.
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species.
SET CA.	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in Total Tuna' calculation) and vessel bycatch estimates
SET CA.	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in "Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small % Total tuna catch for each species (SKJ, YFT and BET)
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch TARGET TUNA	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Remember a use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small 9/6 x Total tuna catch for each species (SKJ, YFT and BET) Record fate of discarded tuna or tuna retained for crew consumption (RCC), using fate codes listed at bottom of form Give a careful approximation (eye-estimate) of the total amount of catch for the relevant fate /species code combination. Record the amounts in metric tonnes.
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) VESSEL LOG Numbe Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of t	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel byeatch estimates Otal caught Calculate the combined large and small
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) VESSEL LOG Numbe Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of t	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small % x Total tuna catch for each species (SKJ, YFT and BET) Record fate of discarded tuna or tuna retained for crew consumption (RCC), using fate codes listed at bottom of form Give a careful approximation (eye-estimate) of the total amount of catch for the relevant fate /species code combination. Record the amounts in metric tonnes. Copy the weight, as recorded for each species in the vessel's logsheet. If nothing is recorded in the logsheet place a dash in the data field. If "0" is recorded on the logsheet record "0" here. For each species add together the mT amounts that are recorded in the rows 'a.', 'b.' and 'c' to get the total of all the discarded and the retained for crew consumption
SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
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	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small % x Total tuna catch for each species (SKJ, YFT and BET) Record fate of discarded tuna or tuna retained for crew consumption (RCC), using fate codes listed at bottom of form Give a careful approximation (eye-estimate) of the total amount of catch for the relevant fate /species code combination. Record the amounts in metric tonnes. Copy the weight, as recorded for each species in the vessel's logsheet. If nothing is recorded in the logsheet place a dash in the data field. If "O" is recorded on the logsheet record "O" here. For each species add together the mT amounts that are recorded in the rows 'a.', 'b.' and 'c' to get the total of all the discarded and the retained for crew consumption (R
TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

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OBSERVER	TRIP I.D. NU	MBER			STA			TE AND		bb	m.m.			STA	RT O		ATE AND		bb mm
					ERVER: e PS-2)		YN	M D		hh	mm	+	VESSEL	LOG:		YY	MM	DD	hh mm
				(500							<u> </u>								
										SET	ΓSE	Q	UENCE TI	MES	,				
EVE	NT:	if SSI OBS	SERVED Sighted)	(Obs	START OF (SKIFF OF		BEGIN	N PURSII	NG	END PUR	RSING		BEGIN BRAILIN	NG		OF BRA			OF SET (NEXT IVITY STARTS)
TIM	Æ.		,		,	,						1					-		,
Tilv	il.																		
							SE	T CA	ТСН	DETA	AILS	}							
brail cap	acity sum	of all brai	ils	Total c	atch		(OBSERV					OTAL TUNA CAI each species	UGHT					e all the tuna in this or discarded
(mT x)	=		mT		C I	(IP-	- 011				VFIN				BIGE		
Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
Type 2 bra			= T	otal tuna	a catch		YES NO	(%)	YES NO	(%)	YES NO	-	(%) NUMBE		YES NO	(%)	YES NO	(70)	NOWBER
	mT X)	L		mT		NO		NO		INO				INO		NO		
BY-C	ATCH (/		I_TAR	GET S	DECIES	I AND	INGS	١		TAR	GET	TI	ΙΝΔ						
SPECIES	FATE (/	OBSE		_	SEL LOG	ı							mates of total of	1	SKJ	Т	YF	Γ	BET
CODE	CODE	(mT)	No.	(mT			COMME SI TREA						aught (mT)						
												Observer	FATE						
											å	san	a. (mT)						
											100	sei	FATE						
											ş	vessel	(mT)						
											ş	ver ver	FATE						
											—	Observer	b. (mT)						
											٦,	_	FATE						
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					+							e e	FATE						
												Opserver	c. (mT)						
												+							
					-							vesser	FATE						
										B. OBSE			(mT)						
Total weight			mT		mT					discard			(a+b+c):						
_	PECIES O)	С	OMMEN	ITS / SS	I TREA	ATMENT	,	□ .	FATE						
SPECIES	GEAR INTERACTION	OBS	ERVER	CON	NDITION aptured							RWW	OBS (mT)						
CODE	CODE	(mT)	No.		eleased							r later if not	020 (1117)						
												onboard for later unload	VES (mT)						
											2	0000	FATE	F	RWW	/	RW'	W	RWW
											100	kept	OBS (mT)						
											- -	e –	VES (mT)						
												Du	ie to gear break		ESC		ES	^	ESC
					-							Ť	catch mitigation		LSU		E9(9	200
						Person	d or '	00 00011	20	nhore		estimates	OBS (mT)						
How ma	ny Tags v	vere rec	overed	: :				es and ta ecovery	_		itao	est	VES (mT)						
								FAT	ГЕ С	ODES									
	ained - whole		ted (hillfi					s retained	•	k only)	DPQ DOR		Discarded - poor Discarded - othe			ecifv)			RACTION CODES gled (in gear)
RGG Ret	ained - gilled	and gutted	d (kept fo	r sale)	DGD Disc	arded -	gear daı	mage (tur	na only	′)	ESC		Escaped se fate codes for			• /	IJO	- Jumpe	d out (over net) released from net
RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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brail cap	acity sum	of all brai	ils	Total c	atch		(OBSERV					OTAL TUNA CAI each species	UGHT					e all the tuna in this or discarded
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Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
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SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
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						Person	d or '	00 00011	20	nhore		estimates	OBS (mT)						
How ma	ny Tags v	vere rec	overed	: :				es and ta ecovery	_		itao	est	VES (mT)						
								FAT	ГЕ С	ODES									
	ained - whole		ted (hillfi					s retained	•	k only)	DPQ DOR		Discarded - poor Discarded - othe			ecifv)			RACTION CODES gled (in gear)
RGG Ret	ained - gilled	and gutted	d (kept fo	r sale)	DGD Disc	arded -	gear daı	mage (tur	na only	′)	ESC		Escaped se fate codes for			• /	IJO	- Jumpe	d out (over net) released from net
RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CATCH/	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field.
SET CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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brail cap	acity sum	of all brai	ils	Total c	atch		(OBSERV					OTAL TUNA CAI each species	UGHT					e all the tuna in this or discarded
(mT x)	=		mT		C I	(IP-	- 011				VFIN				BIGE		
Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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RGG Ret	ained - gilled	and gutted	d (kept fo	r sale)	DGD Disc	arded -	gear daı	mage (tur	na only	′)	ESC		Escaped se fate codes for			• /	IJO	- Jumpe	d out (over net) released from net
RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

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		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
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Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)			ALL	L	ARGE (>	75 cm)
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-		ED .	<u> </u>	(0/ ₄)		(%)	NUMBER
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RGG Ret	ained - gilled	and gutted	d (kept fo	r sale)	DGD Disc	arded -	gear daı	mage (tur	na only	′)	ESC		Escaped se fate codes for			• /	IJO	- Jumpe	d out (over net) released from net
RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net
	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
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	ained - other ained trunk -	٠.			DSD Disc DWD Disc		shark da whale da						scarded Protecte scarded Protecte					I - Other,	please specify

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CATCH/	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field.
SET CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group.
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SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

	SPC/FFA REGIONAL PURSE									SE SEINE OBSERVER FORM PS					M PS - 3					
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Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)		SMALL			LARGE (> 75 cm)		
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-	(%) NUMBE	<u> </u>	(%)		(%)	NUMBER		
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net	
	() , , , ,							scarded Protecte scarded Protecte					I - Other,	please specify						

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net	
	() , , , ,							scarded Protecte scarded Protecte					I - Other,	please specify						

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
Ä.	species landings)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the
T CA.	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CATCH/	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field.
SET CA	2. (under Interactions with net	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D -
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group.
SET CAT	2. (under Interactions with net landed)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique.
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT)	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both.
SET CAT	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set.
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe (mT) Numbe Total weight of bycatch TARGET TUNA	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. Remember a use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small % x Total tuna catch for each species (SKJ, YFT and BET) Record fate of discarded tuna or tuna retained for crew consumption (RCC), using fate codes listed at bottom of form Give a careful approximation (eye-estimate) of the total amount of catch for the relevant fate /species code combination. Record the amounts in metric tonnes. Copy the weight, as recorded for each species in the vessel's logsheet. If nothing is recorded in the logsheet place a dash in the data field. If "0" is recorded on the logsheet record "0" here. For each species add together the mT amounts that are recorded in the rows 'a.', 'b.' and 'c' to get the total of all the discarded and the retained for crew consumption
SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

	SPC/FFA REGIONAL PURSE									SE SEINE OBSERVER FORM PS					M PS - 3					
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Type 1 b	rail		less by	catch (se				CK		MALL		LA	RGE (> 75 cm)		SMALL			LARGE (> 75 cm)		
(see PS-1 fo	rm) (see +	PS-4 form)	_		mT	=>		(9/.)		75 cm)		-	(%) NUMBE	<u> </u>	(%)		(%)	NUMBER		
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RCC Ret	ained - partia ained - crew	consumpti	ion (onbo	oard) I	DUS Disc	arded -	unwante	ully loade ed specie			DPA -	- Di	scarded Protecte	ed Spec	ies - A	live	IBR	- Broke	through net	
	() , , , ,							scarded Protecte scarded Protecte					I - Other,	please specify						

		first and every set (recorded as <i>activity code</i> 1 on PS-2) - whether monitored or not, even if a skunk set.) (For the very rare occassion or the vessel's estimate of catch must still be completed.) (N.B.: A PS-4 form is not required for skunk set.)
OB	SERVER NAME	Print first name first and last name last. E.g.: "John Smith" not "Smith John". Print clearly!
	SSEL NAME	Full unabbreviated name. E.g.: a boat with name "Captain Paul Catchit" should not be abbreviated to Capt. P.Catchit.
PAG	GE OF	Number each PS-3 form from start until end of trip. Because one PS-3 is used for every set this is also the set No.
OB	SERVER TRIP ID No.	This number is the same on all forms for a single observer trip.
	ART of SET Observer (PS	The exact date and time that the observer recorded for this set on the PS-2. Record as year/month/day.
DA' TIN	TE and Vessel (logshe	The exact date and time that the vessel has recorded for this set on their PS Log Sheet. Record as year/month/date.
111	AL .	Mark the time the observer first noticed the species of special interest. Only required for SSIs that eventually end up inside the
If S	SSI Observed (Obs Time Sighte	
	BEGIN SET (SKIFF OFF)	Exact same time as recorded on the daily log (PS-2) and in the "Observer Start of Set Date and Time" section.
ᇤ	BEGIN PURSING (WINCH O	The purse wire will be thrown to the vessel from the skiff, and it will then be attached to the winch.
SET SEQUENCE		Record the time the winch is switched on.
OE	END PURSING (RINGS UP)	During the winching, a bunch of rings will come on board. Record the time when the last of the rings appears. This indicates the net has totally enclosed (pursed) the fish and they cannot escape.
SEC		Record the time the vessel starts the brailing process. This will have been recorded on the PS-4 form. If there was no brailing
ET	BEGIN BRAILING	iust record a dash
8	END BRAILING / SACK ONBOARD	Record the time when the vessel finishes brailing. If there was no brailing record the time that the sack was lifted up on to the deck.
	END SET (NEXT ACTIVITY ST	
	TOTAL CATCH and TOTA	
	Brail Capacity	Find on the PS-1. Use to calcualte total catch. 'Brail capacity' x 'Sum of all brails' = 'TOTAL CATCH'
	Sum of all brails	After calculating the total number of brails on the PS-4 form (for the same set) transfer your answer here.
	Type 1	if a 2nd brail type is also used for this set samples, estimates of the brail capacity for both brail types must be made.
	and	Fill the 'brail capacity' and the 'sum of all brail' fields for both the 'type 1' and the 'type 2' brails. Add calculations of total catch from each brail type together to get a single "TOTAL CATCH" figure.
	Type 2	(If there is no 'type 2' brail (which is normal) then simply record a dash in each of the 'type 2' fields
	brails	and all other calculations will be based only on the 'type 1' brail information that is provided.)
	TOTAL CATCH	This is the combined weight of all the (target and bycatch species) fish brought onboard.
	less bycatch	Calculate the amount of bycatch (in mT) that is in the catch in the bycatch area below and transfer to this field
	TOTAL TUNA CATCH	Subtract the total amount of bycatch from the TOTAL CATCH to get TOTAL TUNA CATCH.
	YES or N	This includes all tuna caught whether or not it is later discarded. It does not include tuna that escaped alive from net. O YES' or 'NO' <u>must</u> be circled to show if SKJ, small YFT, large YFT, small BET, large BET were even seen in the catch
		1 ES of NO inust be chicled to show it SKJ, shiali 171, targe 171, shiali BE1, targe BE1 were even seen in the catch
	OBSERVER'S BREAKDOWN of %	Carefully eye-estimate the percentage of the TOTAL TUNA for each species (+ each size category for YFT and BET)
	TOTAL TUNA	N.B.: % of small (or large) YFT (or BET) is the % of TOTAL TUNA! NOT % of that species of tuna.
ETA	CAUGHT Numbe	If there are not many large YFT or BET and good estimate of number can be made record number of large YFT (or BET)
E D		If a good estimate (counts) is not easy, dash the 'number' field. Do not make a rough estimate!
CAPTURE DETAILS	BY-CATCH SPECIES CODE	Record every species that lands on deck with the three letter FAO species code.
\PT	SPECIES OF SPECIAL INTER	In the normal manner, record any SSI that land on deck, estimate total weight and number. Use the SSIs fate code to record
		condition status when discarded. (DPA, DPD, DPO). Note no SSI can be kept onboard (injured turtle may be while
СН	1. (under Bycatch all non-targe	teconvering). Note these landed 551s are no longer recorded on Gen-2 form. Ose new 154 to record length and sex of landed
_	species landings)	SSIs (sharks etc).
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SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Numbe	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Calculate the combined large and small 9/6 x Total tuna catch for each species (SKJ, YFT and BET) Record fate of discarded tuna or tuna retained for crew consumption (RCC), using fate codes listed at bottom of form Give a careful approximation (eye-estimate) of the total amount of catch for the relevant fate /species code combination. Record the amounts in metric tonnes.
SET CA:	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number (mT) Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the state of the state (mT) FATE OBS (mT)	Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example -'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small
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SET CAS	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Total weight of bycatch TARGET TUNA A. OBSERVER estimates of FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. Eg: RRU RWW 2 mT REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates otal caught Calculate the combined large and small Ya
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TAGS SET CA1	2. (under Interactions with net landed) 3. Comment / SSI Treatment FATE CODE OBSERVER (mT) Number (mT) VESSEL LOG Number Total weight of bycatch TARGET TUNA A. OBSERVER estimates of the FATE OBS (mT) VES (mT) B. OBSERVER totals (mT) discards + RCC Tuna kept onboard for later unload Due to gear break / bycatch mitigation	SSIs (sharks etc). Record any SSI you see in the net, but are not landed on deck in this area. Use the new gear interaction codes instead of the normal fate codes here. Record their condition (A0- alive, A1- alive and healthy, A2 - alive injured, A3 - alive but dying, D - Dead, U - unknown) under the Condition data field. Add some notes on how the vessel handled or treated the SSI. Example 'released by lowering net etc'. Use fate codes provided to say what happened to each species landed Use 1 line per species/fate group. Remember that a species may be split into groups each with a different fate code. REMEMBER - use only one (the best and most informative) code for each line. RRU DTS 0.5 mT Calculate the amount of each species caught, in each fate code category, using an appropriate assessment technique. Use mT. For instance if 300 kg of Mahi mahi and 40 kg of wahoo were caught - record 0.3 mt DOL /0.04 mt WAH Only record a number if an accurate count is possible. Large amounts are recorded in "mT". If possible record both. Copy the figures recorded by the ship's officers on the Vessel Logsheet, for this set. Place a dash in the column if they have not recorded the species. Calculate from the fields above for observer (important for use in 'Total Tuna' calculation) and vessel bycatch estimates Otal caught Calculate the combined large and small *\sqrt{\sqr

SPC/FFA REGIONAL PURSE SEINE OBSERVER WELL TRANSFER RECONCILIATION FORM

FORM PS - 5

REV. 2018											
VESSEL	NAME				OBSERVER NAME				OBSERVER TR	IP ID F	PAGE OF
									I		
			WELL			METRIC	VESSEL	NEW	RECORDED		
DA	TE	TIME	ACTIVITY	SOURCE	DESTINATION	TONNES	CHANGE ?	CUMULATIVE	ON LOGSHEET?		COMMENT
			CODE			MOVED	(+/-/0)	TOTAL	Y/N		
1]			
1]			
1]			
ME:	OTD #== * *	20052				001100		DESTRUCTION	17	SSEL CHAN	IGE 2
WELL A				- Al-1		SOURCE	1	DESTINATION	ı VI		NOE (
FS			catch from a set o			"NET"		<well no.=""></well>		+	
				catch-retention rules		"NET"		<well no.=""></well>		+ 0	
WT UL		rred between				<well no.=""></well>		<well no.=""> "SHORE"</well>		-	
TR		ed to cannery	or cool store m another vessel's	e hold	_	<weii no.=""> essel nam/</weii>		"SHURE" <well no.=""></well>		+	
TG			other vessel's hold		~	essei nan <well no.=""></well>		<pre><weii no.=""> <vessel name=""></vessel></weii></pre>			
			m another vessels		<\	essel nam		<pre><well no.=""></well></pre>		+	
			ea from Well due to		•	<well no.=""></well>		"DISC."		-	
—			1	-							
	CK <w< td=""><td>ell no.>s</td><td>Record AL</td><td>L CATCH in metric ton</td><td>nes. Use whole numb</td><td>ers (e.g.: 2</td><td>25).</td><td></td><td></td><td></td><td></td></w<>	ell no.>s	Record AL	L CATCH in metric ton	nes. Use whole numb	ers (e.g.: 2	25).				
			Calculate t	he "NEW CUMULATI\	/E TOTAL" by adding	or subtrac	ting (see th	ne "VESSEL CH	IANGE ?" value	e for '+' or '-')	
1		i i		the previous "cumulati							

SPC/FFA REGIONAL PURSE SEINE OBSERVER

				WELL TI	RANSFER R	ECONO	ILIATIO	N FORM		FORM PS - 5
REV. 2018 VESSEL NAME					OBSERVER NAME				OBSERVER T	TRIP ID PAGE OF
DATE	TIT	ME	WELL ACTIVITY (CODE)	SOURCE	DESTINATION	METRIC TONNES MOVED	VESSEL CHANGE ? (+ / - / 0)	NEW CUMULATIVE TOTAL	RECORDED ON LOGSHEET? Y/N	COMMENT
Date:					h was transfer		•	time.		
Time:		1			re transferred		•	و و المواجد		
		ļ			t of a well) sho					hat took place.
Well acti	vitv			=		-				transferred to.
code:	•								•	ransferred directly
couc.			_	er to another		ca mico y	your vesse	.1 5 WC11, DO	it were t	ransierrea affectiy
						from. Th	e source c	ode is relate	d to the	well activity code that
						irce infor	mation tha	it should be	recorded	d is outlined to the right
6		1		vity code you ha		1				
Source	:				he net. Record rom a well. Rec		مصير المي	or horo		
		VESSE	L NAME:	The fish has co	me from a vess	sel. Recoi	rd vessel's	tuli name h	ere, inclu	ding numbers, etc.
		The c	destinatio	on indicates w	here the fish v	vere trar	sferred to	o. The dest	ination i	s also related to the
Destinati	on:	well a	activity co	ode that has b	een recorded.	. The typ	e of desti	nation info	rmation	required is outlined
		on th	e botton	n of this form -	on the same	line and	to the rig	ht of the re	elated ' v	well activity code'
			-	•		•		•		sel after the fish
Vesse				•	nations below.					
Chang	e?			•	nge - there are		•			
Naw					ange - there ar					
New Cumulat	ive						ative' tota	l here. The	figure s	should be consistent
Total		with	the amou	unts you have	recorded to d	ate.				
Recorded logsheet?		1		ssel's logsheet es and N for n	•	have re	corded th	e fish trans	fer clear	ly on the logsheet.
Examples										
10/10/11		25	FS	NET	P5	30	+	30	У	From set, on logsheet
11/10/11		.20	FS	NET	P1	35	+	65	У	See PS-3 form
11/10/11		.20	FS	NET	P2	30	+	95	У	See PS-3 form
11/10/11		.20	FS	NET	53	15	+	110	У	See PS-3 form
15/10/11		.20	WT	P1	51	30	0	110	N	Not observed, see jnl page 5
16/10/11		.10	TR	Yasu [#] 2	57	40	+	150	N	See journal page 58
18/10/11		.45	TG	51	Ying [#] 9	30	-	120	N	See journal page 62
19/10/11		25	FS	NET	P7	35	+	155	N	From set, not on logsheet
20/10/11		.05	SR	Yasu# 8	P2	20	+	175	N	
WELL ACTIVITY CO		set on th	nis vessel			SOURCE "NET"		<pre><well no.=""></well></pre>		VESSEL CHANGE ?
CR Retained	d from a		y because of c	atch-retention rules		"NET" <well no.=""></well>		<well no.=""></well>		+ 0
UL Unloade	d to can	nery or c	ool store			<well no.=""></well>		"SHORE"		<u>-</u>
			nother vessel r vessel's hold	I		<pre><vessel <well="" name="" no.=""></vessel></pre>	e <i>></i>	<well no.=""> <vessel name=""></vessel></well>		+ -
			nother vessels om Well due to	net o spoilage, etc.		<vessel name<="" td=""><td>e></td><td><well no.=""> "DISC."</well></td><td></td><td>+ -</td></vessel>	e>	<well no.=""> "DISC."</well>		+ -
CR <we< td=""><td></td><td></td><td>CR <well r<="" td=""><td>no.>s are wells used b</td><td>•</td><td>ish that would</td><td></td><td>carded if there w</td><td></td><td>C catch retention CMM.</td></well></td></we<>			CR <well r<="" td=""><td>no.>s are wells used b</td><td>•</td><td>ish that would</td><td></td><td>carded if there w</td><td></td><td>C catch retention CMM.</td></well>	no.>s are wells used b	•	ish that would		carded if there w		C catch retention CMM.
			They may a	also be used with WE	STINATION < well no. LL ACTIVITY CODE =	WT, if small	I fish are sorted	from other (mixe	d sized fish)	wells and into these wells.

SPC/FFA REGIONAL PURSE SEINE OBSERVER WELL TRANSFER RECONCILIATION FORM

FORM PS - 5

REV. 2018											
VESSEL	NAME				OBSERVER NAME				OBSERVER TR	IP ID F	PAGE OF
									I		
			WELL			METRIC	VESSEL	NEW	RECORDED		
DA	TE	TIME	ACTIVITY	SOURCE	DESTINATION	TONNES	CHANGE ?	CUMULATIVE	ON LOGSHEET?		COMMENT
			CODE			MOVED	(+/-/0)	TOTAL	Y/N		
]			
]			
			_								
]			
ME:	OTD #== * *	20052				001100		DESTRUCTION	17	SSEL CHAN	IGE 2
WELL A				- Al-1		SOURCE	1	DESTINATION	ı VI		NOE (
FS			catch from a set o			"NET"		<well no.=""></well>		+	
				catch-retention rules		"NET"		<well no.=""></well>		+ 0	
WT UL		rred between				<well no.=""></well>		<well no.=""> "SHORE"</well>		-	
TR		ed to cannery	or cool store m another vessel's	e hold	_	<weii no.=""> essel nam/</weii>		"SHURE" <well no.=""></well>		+	
TG			other vessel's hold		~	essei nan <well no.=""></well>		<pre><weii no.=""> <vessel name=""></vessel></weii></pre>			
			m another vessels		<\	essel nam		<pre><well no.=""></well></pre>		+	
			ea from Well due to		•	<well no.=""></well>		"DISC."		-	
—			1	-							
	CK <w< td=""><td>ell no.>s</td><td>Record AL</td><td>L CATCH in metric ton</td><td>nes. Use whole numb</td><td>ers (e.g.: 2</td><td>25).</td><td></td><td></td><td></td><td></td></w<>	ell no.>s	Record AL	L CATCH in metric ton	nes. Use whole numb	ers (e.g.: 2	25).				
			Calculate t	he "NEW CUMULATI\	/E TOTAL" by adding	or subtrac	ting (see th	ne "VESSEL CH	IANGE ?" value	e for '+' or '-')	
1		i i		the previous "cumulati							

SPC/FFA REGIONAL PURSE SEINE OBSERVER

				WELL TI	RANSFER R	ECONO	ILIATIO	N FORM		FORM PS - 5
REV. 2018 VESSEL NAME					OBSERVER NAME				OBSERVER T	TRIP ID PAGE OF
DATE	TIT	ME	WELL ACTIVITY (CODE)	SOURCE	DESTINATION	METRIC TONNES MOVED	VESSEL CHANGE ? (+ / - / 0)	NEW CUMULATIVE TOTAL	RECORDED ON LOGSHEET? Y/N	COMMENT
Date:					h was transfer		•	time.		
Time:		1			re transferred		•	و و المواجد		
		ļ			t of a well) sho					hat took place.
Well acti	vitv			=		-				transferred to.
code:	•								•	ransferred directly
couc.			_	er to another		ca mico y	your vesse	.1 5 WC11, DO	it were t	ransierrea affectiy
						from. Th	e source c	ode is relate	d to the	well activity code that
						irce infor	mation tha	it should be	recorded	d is outlined to the right
6		1		vity code you ha		1				
Source	:				he net. Record rom a well. Rec		مصير المي	or horo		
		VESSE	L NAME:	The fish has co	me from a vess	sel. Recoi	rd vessel's	tuli name h	ere, inclu	ding numbers, etc.
		The c	destinatio	on indicates w	here the fish v	vere trar	sferred to	o. The dest	ination i	s also related to the
Destinati	on:	well a	activity co	ode that has b	een recorded.	. The typ	e of desti	nation info	rmation	required is outlined
		on th	e botton	n of this form -	on the same	line and	to the rig	ht of the re	elated ' v	well activity code'
			-	•		•		•		sel after the fish
Vesse				•	nations below.					
Chang	e?			•	nge - there are		•			
Naw					ange - there ar					
New Cumulat	ive						ative' tota	l here. The	figure s	should be consistent
Total		with	the amou	unts you have	recorded to d	ate.				
Recorded logsheet?		1		ssel's logsheet es and N for n	•	have re	corded th	e fish trans	fer clear	ly on the logsheet.
Examples										
10/10/11		25	FS	NET	P5	30	+	30	У	From set, on logsheet
11/10/11		.20	FS	NET	P1	35	+	65	У	See PS-3 form
11/10/11		.20	FS	NET	P2	30	+	95	У	See PS-3 form
11/10/11		.20	FS	NET	53	15	+	110	У	See PS-3 form
15/10/11		.20	WT	P1	51	30	0	110	N	Not observed, see jnl page 5
16/10/11		.10	TR	Yasu [#] 2	57	40	+	150	N	See journal page 58
18/10/11		.45	TG	51	Ying [#] 9	30	-	120	N	See journal page 62
19/10/11		25	FS	NET	P7	35	+	155	N	From set, not on logsheet
20/10/11		.05	SR	Yasu# 8	P2	20	+	175	N	
WELL ACTIVITY CO		set on th	nis vessel			SOURCE "NET"		<pre><well no.=""></well></pre>		VESSEL CHANGE ?
CR Retained	d from a		y because of c	atch-retention rules		"NET" <well no.=""></well>		<well no.=""></well>		+ 0
UL Unloade	d to can	nery or c	ool store			<well no.=""></well>		"SHORE"		<u>-</u>
			nother vessel r vessel's hold	I		<pre><vessel <well="" name="" no.=""></vessel></pre>	e <i>></i>	<well no.=""> <vessel name=""></vessel></well>		+ -
			nother vessels om Well due to	net o spoilage, etc.		<vessel name<="" td=""><td>e></td><td><well no.=""> "DISC."</well></td><td></td><td>+ -</td></vessel>	e>	<well no.=""> "DISC."</well>		+ -
CR <we< td=""><td></td><td></td><td>CR <well r<="" td=""><td>no.>s are wells used b</td><td>•</td><td>ish that would</td><td></td><td>carded if there w</td><td></td><td>C catch retention CMM.</td></well></td></we<>			CR <well r<="" td=""><td>no.>s are wells used b</td><td>•</td><td>ish that would</td><td></td><td>carded if there w</td><td></td><td>C catch retention CMM.</td></well>	no.>s are wells used b	•	ish that would		carded if there w		C catch retention CMM.
			They may a	also be used with WE	STINATION < well no. LL ACTIVITY CODE =	WT, if small	I fish are sorted	from other (mixe	d sized fish)	wells and into these wells.

CODES PAGE

PURSE-SEINE OBSERVER WORKBOOK

Think about tearing out this page to help you fill in your forms, esp. GEN-5.

ISO (alpha 2) Country Codes

- AS American Samoa
- AU Australia
- BZ Belize
- CK Cook Islands
- CA Canada
- EC Ecuador
- SV El Salvador
- FM Fed. States of Micronesia
- FJ Fiji Islands
- FR France
- PF French Polynesia
- GU Guam
- ID Indonesia
- IW International Waters
- JP Japan
- TO Kingdom of Tonga
- KI Kiribati
- KR Korea
- LT Lithuania
- CN Mainland China
- MY Malaysia
- MT Malta
- MH Marshall Islands
- NR Nauru
- NL Netherlands
- NZ New Zealand
- NC New Caledonia
- NU Niue
- MR Northern Marianas
- PW Palau
- PA Panama
- PG Papua New Guinea
- PH Philippines
- RU Russia
- SB Solomon Islands
- TK Tokelau
- TV Tuvalu
- TW Chinese Taipei (Taiwan)
- US United States
- VU Vanuatu
- WF Wallis and Futuna
- WS Samoa

Origin of FAD

- 1 Your vessel's deployed this trip
- 2 Your vessel's deployed previous trip
- **3** Other vessel's (owner consent)
- 4 Other vessel's (no owner's consent)
- **5** Other vessel's (consent unknown)
- **6** Drifting and found by your vessel
- 7 Deployed by FAD auxillary vessel
- 8 Origin unknown
- **9** Other origin (please specify)

FAD MATERIALS

Main Materials

- 1 Logs, trees or debris tied together
- 2 Timber / planks / pallets / spools
- 3 PVC or Plastic tubing
- 4 Plastic drums
- 5 Plastic sheeting
- 6 Metal drums (i.e. 44 gal)
- 7 Philippines design drum FAD
- 8 Bamboo / Cane
- 9 Floats / Corks
- 10 Unknown (describe)

FAD MATERIALS

FAD Attachments

- 11 Chain, cable rings, weights
- 12 Cord / rope
- 13 Netting hanging underneath FAD
- 14 Bait containers
- **15** Sacking / bagging
- 16 Coconut fronds / tree branches
- 17 Other (describe)

Floating Object

"as found" or "as left"

- 1 Man made object (Drifting FAD)
- 2 Man made object (Non FAD)
- 3 Tree or log (natural, free floating)
- 4 Tree or log (converted into FAD)
- 5 Debris (flotsam bunched together)
- **6** Dead Animal (specify i.e. whale horse etc.)
- 7 Anchored Raft, FAD, or Payo
- 8 Anchored Tree or Logs
- 9 Other (please specify)
- 10 Man made object (Drifting FAD) changed

SPECIES OF SPECIAL INTEREST CODES

SSI TTX TTL	ALL SPECIES OF SPECIAL INTEREST All Turtles Loggerhead Turtle	GEAR INTERACTION CODES IEN - Entangled (in gear) IJO - Jumped out (net closed)
LTB	Leatherback Turtle	ICR - Crew released from net IBR - Broke through net
TUG	Green Turtle	IHE - Hooked internally (mouth)
LKV TTH	Olive Ridley Turtle Hawksbill Turtle	IDJ - Hooked in jaw (circle hook)
KEZ	Eastern Pacific Green Turtle (black turtle)	IHD - Hooked deeply - throat or stomach
FBT	Flatback turtle	IHU - Hooked unknown
		OTH - Other, please specify
MAM	All Marine Mammals	
ODN	Toothed Whales	V2 Workbook IRN- Roped, pulled through net

TUG	Green Turtle	ibit - broke tillough het
LKV	Olive Ridley Turtle	IHE - Hooked internally (mouth)
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FBT	Flatback turtle	IHU - Hooked unknown
		OTH - Other, please specify
MAM	All Marine Mammals	
ODN	Toothed Whales	V2 Workbook IRN- Roped, pulled through net
FAW	False Killer Whale	.,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
SHW	Short-Finned Pilot Whale	
SPW	Sperm Whale	VESSEL INTERACTION CODES
KPW	Pygmy Killer Whale	IBV - Interaction, beside vessel
DWW	Dwarf sperm whale	ION - Interaction, outside net
BCW	Cuvier's Beaked Whale	ICF - Interaction, crew feeding
BBW	Blainville's Beaked Whale	IWF - Interaction, with FADs, but not set on
MEW	Melon-headed Whale	IDW - Interaction, dead in water
		ICV - Interaction, collision with vessel
		ICP - Interaction, collision with propeller
SHK	All Sharks	ICT - Interaction, collision with tori line
RHN	Whale Shark	FRB - Interaction, feeding on bait during set
OCS	Oceanic White-tip Shark	IFO - Interaction, feeding on discarded offal
	Silky Shark	IRE - Interaction, resting on vessel, floats or FADs(birds)
FAL	Sincy Shark	
FAL	Sinky Shark	OTH - Interaction - other, please specifiy

RMV	Mobula spp.	SIGHTINGS CODES
RMB	Giant Manta	SDS - Sighting - Distance Swimming
DLP	All Dolphins	SBR - Sighting - Breaching
	All Dolphins	STP - Sighting - Tail slapping or playing
DBO	Bottlenose Dolphin	314 - Signiffing - Tall Stapping of Praying
DCO	Common Dolphin (short-beaked)	SMG - Sighting - Motionless in group
DRR	Risso's Dolphin	SDW - Sighting - Dead in Water
DSI	Spinner Dolphin	SBO - Sighting - Bird overhead
DPN	Spotted Dolphin	OTH - Sighting - Other, please specify
DST	Striped Dolphin	. , ,

DPN	Spotted Dolphin
DST	Striped Dolphin
RTD	Rough-toothed Dolphin
BIZ	All birds
DKN	Black-footed albatross
DIZ	Laysan albatross
ALZ	Albatrosses
SZV	Boobies and Gannets
PRX	Petrels and Shearwaters
LRD	Gulls, Terns, Skuas

SPC/FFA REGIONAL OBSERVER VESSEL AND AIRCRAFT SIGHTINGS / FISH. BUNKERING and OTHER TRANSFERS LOGS

FORM GEN - 1

	VESSEL AND AIRCRAFT SIGHTINGS / FISH, BUNKERING and OTHER TRANSFERS LOGS																
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OBSE	RVER NAME						VESSEL NAME						OBSERVER	TRIP ID NOME	DEK	PAGE	OF
VES	SSEL OR	AIRCF	RAFT SIGHTIN	GS			·									•	
	SHIP'S	TIME	OBSERVER'S	VE	SSEL POSITION		SIGHTED VE	SSEL OR AIRCE	RAFT		COMPASS	DISTANCE	ACTION	DUOTO			
	DATE	TIME	LATITUDE	N		E	NAME	INTERNATIONAL	FLAC	TYPE	BEARING	(Nautical	CODE (seen vess)	PHOTO FRAME #		COMMENTS	
	(MMDD)	(hh mm)	(dd ^o mm.mmm')	S	(ddd ^o mm.mmm')	W	<u>-</u>	CALLSIGN		CODE	(degrees)	Miles)	(Seen vess)				
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	DATE (MMDD)	TIME (hh mm)	LATITUDE (dd° mm.mmm')	N S		E W	I NAME	INTERNATIONAL CALLSIGN	FLAC	TYPE	SKJ WGT. NC	YFT	BET NO.	WGT NO	CODE (host vess)	COMMEN	NIS
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1 2		PURSE SE			OR OR LIGHT BOAT	_	IF COUNTRY IS NOT IN LIST WRITE N	NAME OF COUNTRY		FISHING I	NCLUDES ANY I			ALL WI	LIGHTS WIL	331 BE WEIRIC TON	NES
3	POLE AN	ND LINE	10 TRAWLER				CN CHINA US USA JP JAPAN PH PHILLIPINES	BZ BELIZE			RECE		GIVII		NC EIST	(from hold in and heatte	hold in ether)
5	MOTHER TROLL		21 LIGHT AIRC		Т		TW TAIWAN PA PANAMA	SG SINGAPOR	RE F		FISHING SR	SET SHARING	s SG	SET SHARING	G (fror	(from hold in one boat to n one boat's net to anothe	
6 7	NET BOA		22 HELICOPTE				KR KOREA HN HONDURAS	S LK SRILANKA VU VANUATU		F DUMPING	FISH	BUNKERING		BUNKERING			
			31 OTHER - p	ease	specify:						OR	OTHERsr	pecify OG	OTHER			

Rev. 2018 Notes on FORM GEN - 1

Sighting vessels is a very important surveillance role of observers. If vessels are seen that could possibly be fishing illegally, record as much detail as possible. Don't hesitate to contact the "Observer Co-ordinator" at FFA or your local fishery division, by telex, fax or email, immediately you see such activity. Include all information about the vessel and its activities.

An example of the format to use when reporting a sighting to FFA is at the bottom of this page. Please follow the format, and add any other comments at the end of the message.

Observer Name	Put first name first and last name last. Print name in full.
Vessel Name	Put vessel's full name. Names <u>must not</u> be abbreviated.
Observer Trip ID	Same on all Forms - issued to observer before leaving port.
Page of	If there is more than one page for the trip, number each page.

SIGHTED VESSEL OR AIRCRAFT

Be as thorough as you possibly can when filling this section of the form. Any small piece of information can assist in identifying the vessel. This is especially important if you can not see the name or call sign. If you can not get some information because it is not visible or impossible to work out, put a dash in the data field.

Date/Time	Ship's date / time at start of sighting or transfer activity (dd/mm/yy hh:mm)
Latitude dd°mm.mmm' Longitude ddd°mm.mmm'	Take positions from the GPS. Record in degrees (2 digits for latitude and 3 for longitude), minutes and to 3 decimal place fractions of minutes
N S & E W	It is very important to record if latitude is North or South of the equator by writing "N" or "S" beside the position. Also be sure to note longitude as East or West of the 180° line. These can also be confirmed on the GPS.
Name (of sighted vessel)	If possible name the vessel you sighted. If you can't see the name properly, try to get a few of the letters from the name.
International Call-sign	If possible get any call signs or numbers that are visible.
Flag	Try to find out the flag country - often written on stern.
Type Code	"Vessel and aircraft type codes " are on front of Form. E.g.: purse -seiner = 1; longliner = 2; etc.
Compass bearing (degrees) and Distance (nautical miles)	Check compass and radar for a bearing and an exact distance from the observer's vessel to the other vessel. Estimate the distance if the radar is not available.
Action Code (seen vess)	In this section the "action code" describes the activity the sighted (seen) vessel is involved in when it was observed. If unsure of the best code, describe the activity in "comments".
Photo Frame #	If taking a photo, record the camera's photo frame number.
Comments	Comments about the sighted vessel or aircraft that have not been covered on the form. (E.g., distinguishing features such as colour, hull design or shape, bridge position, etc.). Be as thorough as possible as this will help identify the vessel later, especially if you can not get a name or call-sign.

FISH TRANSFERRING, FISH DUMPING, BUNKERING by OBSERVER'S VESSEL

• • •		,							
Oth	er vessel name	Name of any other vessel that is involved in a transfer operation with the observer's vessel.							
Inte	rnational callsign	The call-sign that should be visibly painted on the other vessel							
Тур	e Code	Use the "Vessel and aircraft type codes " on front of this form to describe what type of vessel is receiving the fish.							
	SkipJack Weight	Total Weight of Skipjack that has been transferred							
ED	Yellowfin weight	Total Weight of Yellowfin that has been transferred							
RR	Bigeye Weight	Total Weight of Bigeye that has been transferred							
TRANSFERRED	"Blank" Weight	Record the species code for any other type of species that are being transferred. Recording 'mixed' species is an option, especially on purse seiners.							
エ	Action Code	See codes on front of Form.							
FISH	Comments	Comment about the transfer activities that take place (e.g.: method used; problems; destination of the fish; etc.)							
00	CODES								

CODES

OODLO	
Vessel & Aircraft type codes	To make recording easier, each type of vessel has a unique number code (see code table). Be careful using number codes.
Action Codes (host vess)	Here describe the activity of the observer's vessel. If with another vessel be sure to use a code that shows whether the observer's (host) vessel receives ("_R") or it gives ("_G") items.
Host vessel = vessel that	If more than one action is taking place record the most important (usually to do with fish transfer) in the "ACTION" column and the second action code in the comments column.
observer is on.	TR, TG - transferring fish between vessel holds
Use the "?R" codes if host vessel is receiving fish or items from another vessel. Use the "?G" codes if the host vessel is giving fish or items to another vessel	SR, SG - set sharing - when vessel has too many fish after all wells are filled (usually from its last set) and another vessel is invited to brail the remaining fish from the its net. BR, BG - bunkering - when one vessel takes fuel from another OR, OG - other - if vessels meet to transfer other items DF - dumping fish - because bad, damaged or too many
Flag Country Codes	Try to identify country that vessel comes from either by seeing the actual flag flying or by the home-port name on the stern.

Report Format Example.

To FFA Observer Co-ordinator

sighting - Jun. 23-1400Z--Pos. 0512345S-15612233E Moon-shadow-Q2344 flag KR - type 2 - dir. 180 - dis 3 act fi photo Xtra large green stripe on hull. Regards. "observer name"

This explains that on 23rd June a Korean longline vessel was sighted fishing at the position with latitude: 05°12.345'S and longitude: 156°12.233'E. The name of the vessel is *Moonshadow* and its callsign is Q2344. It has a large green stripe on the hull and a photo has been taken by the observer.

SPC/FFA REGIONAL OBSERVER VESSEL AND AIRCRAFT SIGHTINGS / FISH. BUNKERING and OTHER TRANSFERS LOGS

FORM GEN - 1

			VESSEL A	NL	JAIRCRAFI	SIG	SHIINGS / FISH, BU	NKERING a	na O	IHEK I	KAN5F	EKS LU	<u>65</u>			
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OBSE	RVER NAME						VESSEL NAME						OBSERVER	TRIP ID NUME	BER	PAGE OF
VES	SSEL OR	AIRCE	RAFT SIGHTIN	GS			<u>'</u>									<u> </u>
	SHIP'S				SSEL POSITION		SIGHTED VE	SSEL OR AIRCE	RAFT		COMPASS	DISTANCE	ACTION			
	DATE	TIME	LATITUDE	N	1	ĪΕ		INTERNATIONAL	FLAG	TYPE	BEARING	(Nautical	CODE	PHOTO FRAME #		COMMENTS
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2						-										
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			TYPE CODES	NC:		_	FLAG COUNTRY CODES	NAME OF OCCUPEN		ACTION CO		TIGUING DEL AT	ED.	ALL W	EIGHTS MU	JST BE METRIC TONNES
1 2	LONGLI		9 FISH CARR		OR OR LIGHT BOAT		IF COUNTRY IS NOT IN LIST WRITE N				NCLUDES ANY F OT OTHERWISE	COVERED HEI	RE			
3 4	POLE AN MOTHER		10 TRAWLER				CN CHINA US USA JP JAPAN PH PHILLIPINES	BZ BELIZE S RU RUSSIA	F	FISHING	RECE TR	<u>IVING</u> TRANSHIPPIN		TRANSHIPPI		(from hold in one boat to hold in other)
5 6	TROLL NET BO	AT	21 LIGHT AIRC 22 HELICOPTE		Т		TW TAIWAN PA PANAMA KR KOREA HN HONDURAS	SG SINGAPOR LK SRI LANKA		POSSIBLY NOT FISHIN	FISHING SR	SET SHARING BUNKERING		SET SHARING	,	m one boat's net to another boat's hold)
7	BUNKER		31 OTHER - n		specify:			VU VANUATU		DUMPING F	FISH	OTHER ST				

Notes on FORM GEN - 1 Rev. 2018

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FISH TRANSFERRING, FISH DUMPING, BUNKERING by OBSERVER'S VESSEL

		· · · · · · · · · · · · · · · · · · ·							
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To FFA Observer Co-ordinator

sighting - Jun. 23-1400Z- - Pos. 0512345S - 15612233E Moon-shadow - Q2344 flag KR - type 2 - dir. 180 - dis 3 act fi photo Xtra large green stripe on hull. Regards. "observer name"

This explains that on 23rd June a Korean longline vessel was sighted fishing at the position with latitude: 05°12.345'S and longitude: 156°12.233'E. The name of the vessel is Moonshadow and its callsign is Q2344. It has a large green stripe on the hull and a photo has been taken by the observer.

SPC/FFA REGIONAL OBSERVER

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		FISH,	ВІ	JNKERING a	nd	OTHER TRANSFE	RS LOGS (c	ontinu	ıed)				Supp	iemeni	ary FORM GEN - 1
REV. 2018 OBSERVER	NAME					VESSEL NAME	VESSEL NAME								PAGE OF 1
FISH T	RANSF	ERRING, FISH	l Dl	JMPING, BUNK	ERII	NG by OBSERVER'S V	ESSEL					•			
SHIP'S				/ESSEL POSITION			OTHER VESSEL FISH TRANSFER								
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DATE (MM/DD)	TIME	LATITUDE (dd° mm.mmm')	N		E W	NAME	INTERNATIONAL CALLSIGN	FLAG	TYPE CODE	SKJ WGT. NO.	YFT WGT NO	BET WGT NO	WGT NO	CODE host ves.	COMMENTS
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SPC / FFA REGIONAL OBSERVER SPECIES OF SPECIAL INTEREST - VESSEL INTERACTIONS

FORM GEN - 2

Rev. 20	18									
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SPECIES OF SPECIAL INTEREST - VESSEL INTERACTIONS Instructions

Rev. 2018

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IWF - Interaction - with FADs, but not set on
IDW - Interaction - dead in water
ICV - Collision with vessel
ICP - Collision with propeller
ICT= Collision with Tori line
FRB- Feeding on bait during set
IFO - Feeding on discarded offal

OTH - Interactions - other, please specify IRE - Resting on vessel, floats or FADs (birds)

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On a longline vessel the mainline, all componets of the branchline, and the radio buoys attached to the mainline are seen as part of the primary gear. All SSI caught/trapped/ hooked by the longline gear should be recorded on the LL-4 form.

On a pole-and-line vessel only the fishing poles are part of the primary gear.

Observer Name: Print your name in full. Put your first name (Christian name) first and your last name (surname) last.

Observer Trip ID Number: Fill in your trip identification number as supplied by your programme before departure - exactly as recorded on the PS-1 (pg1) form.

Page of: Number forms through trip as Page 1, Page 2 etc. At the end of the trip check that the total number of pages are filled in on all pages.

SSI Code: Record the three-letter FAO species code for each species of special interest that interacts with the vessel/non-primary gear.

Start of Interaction Time: Record in hours and minutes the time the SSI started to interact with the vessel/non-primary gear. This is the time the observer first noted that there was an interaction or that the SSI behaviour was influenced by the vessel presence.

End of Interaction Time: Record the time in hours and minutes when the SSI's interaction with the vessel ended.

Date: Record the date of the interaction (year-month-day).

Latitude / Longitude: Record the location of the <u>start of the interaction</u> (or when the observer first noticed the interaction) by filling in the degrees, minutes and decimal minutes for latitude and longitude to three decimal places.

VESSEL INTERACTION CODES: Use these codes to describe how the SSI interacted with the vessel or non-primary gear.

IBV - Interaction, beside vessel
ION - Interaction, outside net
ICF - Interaction, crew feeding
IWF - Interaction - with FADs, but not set on
IDW - Interaction - dead in water
ICV - Collision with vessel
ICP - Collision with propeller
ICT= Collision with Tori line
FRB- Feeding on bait during set
IFO - Feeding on discarded offal

OTH - Interactions - other, please specify IRE - Resting on vessel, floats or FADs (birds)

Estimate of Distance from Vessel: Record an observer eye-estimate of the distance of the SSI from the vessel when the observer <u>first noticed the interaction</u>. If the SSI moves towards or away from the vessel/non-primary gear record this in the description box below. Normally the distance will be recorded in (m) **meters, or** (nm) **nautical miles.**

Condition Codes:

A0 - Alive, condition unknown A3 - Alive, but unlikely to live

A1 - Alive and healthy D - Dead
A2 -Alive, but injured or distressed U - Conditinon

Estimate of SSI Length: Record an observer eye-estimate of the average length of 1) the adult SSIs and 2) the juvenille SSIs. Normally, marine mammals will be recorded in (m) **meters**, while turtle, birds will be recorded as (cm) **centimeters**.

Total Numbers: Record the total number of adults, and or the total number of juvenille SSIs. If there are a large number of species, record an eye-estimate, and mention this is in the description area below.

Description of Species / Interaction: Provide more information on the species to help confirm the species (size, colour, markings) code recorded by the observer. Also, describe all aspects of the interaction as briefly, but also as informative, as possible.

SPC / FFA REGIONAL OBSERVER Supplement to **SPECIES OF SPECIAL INTEREST - SIGHTINGS** FORM GEN - 2 OBSERVER NAME VESSEL NAME OBSERVER TRIP ID No. PAGE ΩF TOTAL NUMBER SIGHTING CODE LATITUDE LONGITUDE **TALLY** DATE YY MM DD (ddd mm.mmm) (dd mm.mmm) Ν Ε W SSI CODE Species Description TOTAL NUMBER SIGHTING CODE **LATITUDE** LONGITUDE **TALLY** DATE YY MM DD (ddd mm.mmm) Ε (dd mm.mmm) Ν W SSI CODE **Species Description** TOTAL NUMBER SIGHTING CODE **LATITUDE** LONGITUDE **TALLY** DATE YY MM DD (dd mm.mmm) Ν (ddd mm.mmm) Ε S W SSI CODE **Species Description** TOTAL NUMBER SIGHTING CODE **LATITUDE LONGITUDE TALLY** DATE YY MM DD (dd mm.mmm) Ν (ddd mm.mmm) Ε S W SSI CODE **Species Description** TOTAL NUMBER SIGHTING CODE LATITUDE LONGITUDE **TALLY** DATE YY MM DD (dd mm.mmm) Ν (ddd mm.mmm) Ε W SSI CODE Species Description TOTAL NUMBER LONGITUDE SIGHTING CODE TALLY **LATITUDE** DATE YY MM DD Ν (ddd mm.mmm) (dd mm.mmm) Ε S W SSI CODE **Species Description** TOTAL NUMBER **LATITUDE LONGITUDE** SIGHTING CODE **TALLY** DATE YY MM DD (dd mm.mmm) Ν (ddd mm.mmm) Ε S W SSI CODE **Species Description**

SPECIES OF SPECIAL INTEREST - Supplementary (SIGHTINGS) Instructions

Rev. 2018

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TALLY:

Use this area if there are a number of SSIs that are noticed during the day. This area will be useful for bird sightings, or pods of marine mammal with many individuals.

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OBSER\ PROGRA				C/FFA REGIO					F	ORM	GEI	N - 3
ļ.	AIVIIVIE:		VESS	EL TRIP MON	ITORING S	UMMA	RY	T			g 1)	
Observer N	IAME				rm <u>must</u> b			TRIP START		YY	MM	DD
				-	bserver for	every	trip					
Obs. NAT	TIONALITY	TRIP ID NUMBER		COASTAL STATE LICENC	ES (IF ANY)			NATIONALITY DURING TRIF		RDING VE	SSEL IF	BOARDED
VESSEL NAME		•		COUNTRY REG. #	UVI		IRCS	•	VESSE			EL GEAR YPE
	Did the	vessel do any	of the followin	g (indicate 'Yes	or 'No' with	an 'X' fo	r every ite	em)	Yes	}	No	
its / our	RS - a			ber assault, obstruers in the performar			oarding to,			RS - a		pg No.
righ	rs -b	Request that an e	event not be repo	orted by the observe	er		instruction p	-		кs -b		
ver bet	RS -C	Mistreat other cre	ew				e full wording oms on this pa			RS-C		
Observer rights / social behaviour	кs -d	Did operator fail to provide observer, while onboard, at no expense to observer or the observer's Government, with food, accommodation, access to safety gear and medical facilities reasonable standard - equivalent to those normally available to an officer onboard the vessel							RS -d			
	NR -a	Fish in areas who	ere the vessel is	not permitted to fish						NR-a		
Suc				·							\vdash	
National regulations	NR-b			ney are licenced to	_	d or licens	- a d		-	NR-b	H	
lng	NR -C	_		ne method the vess	_		sea			NR -C	Н	
al re	<i>NR -d</i>			d current) licence do	ocument onboai	ra				NR −d	Н	
ion	NR-e	Transfer or trans								NR-e	Н	
Nat	NR -f	Was involved in b	-							NR -f	Ш	
	NR -g	Fail to stow fishin	g gear when ent	ering areas where v	essel is not au	thorised to	o fish			NR -g		
ပ္ ဖ	wc -a	Fail to comply wit	h any Commissio	on Conservation an	d Management	Measures	s (CMMs)			wс -а		
WCPFC CMMs	wс -b	High-grade the ca	atch							wс -b		
Š ^O	wc -c	Fish on FAD duri	ng FAD Closure							wc <i>-c</i>		
_	LP -a	Inaccurately reco	rd vessel positio	n on vessel log she	ets for sets, had	uling and	catch			LP -a		
- Position - Catch	LP -b	Fail to report ves	sel positions to c an EEZ into or ou	ountries, where requi	ired when enterir	ng and lea	ving an EEZ	Z		LP -b		
1 1	LС -а	Inaccurately reco	rd retained 'Targ	et Species" in the	Vessel logs [or	weekly re	ports]			LС -а		
ding	LС -b	Inaccurately reco	•	•	J .	, ,	· •			ьс -b		
cor	LC -C	-		y [eg. combine bige	ve/vellowfin/ski	ipiack cato	ch1			LC -C		
et re	LC -d	Not record bycate		, <u>.</u> :5	, . ,	, ,	•			LC -d		
she	LC-e	Inaccurately reco		tch Species						LC- e	\vdash	
Logsheet recording Logsheet recording	LC -f	Inaccurately reco	-	-								
										1		
SSIs	sı -a	Land on deck Sp		Interest (SSIs)	, ,		nmals, turtle cted sharks			sı -a	Н	
o o	sı -b	Interact (not land) with SSIs			o o. p. o.o				sı -b	Ш	
	PN -a	Dispose of any m	etals, plastics, c	hemicals or old fish	ing gear					PN -a		
u	ри -b	Discharge any oil	1							рн -b		
Pollution	PN-C	Lose any fishing	gear							PN-C		
Pol	р н-d	Abandon any fish	-							ри -d		
	PN-€	Fail to report any								PN − e		
>		Foil to manifest	town of in the land of the	, fun accessing]		=
Sea safety	ss -a	Fail to monitor in	•	•						ss -a	$\vdash \vdash$	<u> </u>
S	ss -b	Carry out-of-date	safety equipmer	nt						ss -b	Ш	

VESSEL TRIP REPORT Form GEN-3 (pg1) Notes Rev 2018

If unsure that a violation has been committed but suspect a vessel has violated its license agreement place an 'X' in the 'YES' box. Then

wrie a full account of the incident, including a all evidence that aroused suspicion.

OBSERVER PROGAMME The observer programme/provider you are contracted to (employed by) for this trip.

OBSERVER NAME Tas written in your passport. Observer must print first name first and last name (family name) last.

YOUR nationality as per the passport you are using. OBSERVER NATIONALITY

OBSERVER TRIP ID No. Observer trip identification number. Same number for all forms and issued before leaving port.

COASTAL STATE LICENCE (if List the licence number(s) of any current licence issued by a Coastal States (i.e countries where the vessel is licensed to fish).

NATIONALITY OF BOARING **VESSEL IF BOARDED AT SEA** If host vessel is boarded by authorities and inspected at sea, what was nationality of the authority?

Full vessel name, as written on licence documentation - not abbreviated. Include all numbers. VESSEL NAME The country registration number that was issued by the country where the vessel is registered.

COUNTRY REGISTRATION # WCPFC requires all vessels over 100 Gross Tonnage to have a UVI after 1st Jan 2016. The number may appear on

UNIQUE VESSEL IDENTIFIER certificates before 2016. Generally the UVI is the International Marine Organistion number or may be the the Lloyd's

International Radio Call Sign is issued by the flage state, normally painted on the side of the boat and a mix of letters and

INTERNATIONAL RADIO CALL SIGN (IRCS)

National regulations

WCPFC CMMs

numbers. The IRCS should be the main number on the hull or side of the vessel. Confirm this before recording it. It may also be found on the vessel's licence.

VESSEL FLAG Record the flag of the vessel. This is the same as the country the vessel is registered in. **VESSEL GEAR TYPE** The fishing method vessel is licensed to use (i.e purse seine, longline, pole-and-line)

If unsure that a violation has been committed but suspect a vessel has violated its license agreement, place an 'X' in the 'Yes' box. Then write a full account of the incident, including all evidence that aroused suspicion.

During the trip did the Master or crew of the vessel attempt or do any of the following:

behaviour	RS-a	Did the operator or any crew member assault, obstruct, resist, delay, refuse boarding to, intimidate or interfere with observers in the performance of their duties Were you prevented, blocked, intimidated, harassed or threatened by any of the crew or operator while onboard? Did any crew member attempt to bias your work through a gift or bribe?							
	RS-b	Request that an event not be reported by the observer							
social	1.3-0	Did any crew member or operator ask you not to record, report photograph or video an event?							
_	DC -	Mistreat other crew							
rights	RS-c	Were there any clear systematic or prejudiced bullying or mistreatment of any crew?							
Observer ri	RS-d	Did the operator fail to provide the observer, while on board the vessel, at no expense to the observer or the observers Government, with food, accommodation [access to safety gear] and medical facilities of a reasonable standard equivalent to those normally available to an officer on board the vessel Do you think you were purposely given poor accommodation, food, no access to safety gear or medical treatment?							

Fish in areas w	hara tha vace	al ie nat nar	mittad to fich

Be aware of areas within EEZs that a vessel is not allowed to fish. These include closed 'high seas pockets for purse-seiners', internal waters, territorial seas (12 miles from a land and archipelagic waters baseline) that are off limits to most gear types (however some exceptions do occur).

Target species other than those they are licensed to target

The target species is mentioned on the vessel's fishing permit. Usually "Tuna" will be the target species. Most common species targeted illegally are sharks or reef species targeted with handlines.

Use a fishing method other than the method the vessel was designed or licensed

The licensed fishing method is on the vessel's fishing permit. Note if a fishing method other than that on the permit is used. Common violations are hand lining near reefs and purse seiners setting lines at night to catch sharks. Fully describe the type of gear used and what species, if any, were caught.

Not display or present a valid (and current) licence document onboard

A valid original licence document should be in the wheelhouse on display. Regulations usually require an official license document to be kept onboard ready for inspection on request by suitable people, including observers. Record 'YES' if: no document; a copy or faxed document; an outdated document; or a cover letter shown. Report which type and why such a copy was used, if possible.

Transfer or tranship fish from or to another vessel.

Transhipping of fish by purse seiners can only occur in designated ports. Indicate if host vessel transhipped fish or any fish products (e.g. shark fins) at sea. Note: group seine operations in PNG may tranship at sea in their zone

Was involved in bunkering activities

Bunkering is transfer of fuel between vessels. Generally a bunker vessel is a specialised fuel carrier. Some countries ban bunkering except at port, while others require notification prior to bunkering.

Fail to stow fishing gear when entering areas where vessel is not authorised to fish

Fishing gear should be stowed when entering waters of areas where vessels are not authorised to fish E.g.: net covered, boom lowered on purse seiners; floats stored and covered and snoods stored on longliners

Fail to comply with any Commission Conservation and Management measures (CMMs) WC-a

Has any WCPFC regional regulation (CMM) been breached?

High grade the catch

WC-b Did the vessel discard target species already on board to make room for better quality, larger size or for a more marketable target species

Fish on FAD during FAD Closure

During the period July 1- October 31: Did the vessel retrieve, service, set or fish on any floating object or group of objects, of any WC-c size, that was or was not deployed, living or non-living, including (but not only) buoys, floats, netting, webbing, plastics, bamboo, logs or whale sharks, floating on or near the surface of the water that fish may associate with?

Was vessel used to aggregate fish or to move aggregated fish, including using underwater lights or chumming.

SPC/FFA REGIONAL OBSERVER

FORM GEN - 3

VESSE	EL TRIP MONITOR	RING SUMMARY		(pg 2)
REV. 2018				
OBSERVER NAME	VESSEL NAME		OBSERVER NATIONALITY	
TRIP ID NUMBER	OBSERVER PROGRAMME			
IF YOU ANSWERED YES TO ANY A FULL EXPLANATION MUST JOURNAL PAGE NUMBERS FOR THE EXPLAN	BE WRITTEN IN THE OBS	ERVER DAILY JOURNAL A	AND/OR TRIP REPOR	Γ
DEBREIFING STATUS		OBSERVER SIGNATURE	DATE	YY / MM / DD

Circle one: Not Debriefed Pre-debriefed Debriefed

Rev. 2018 Inaccurately record vessel position on vessel log sheets for sets, hauling and catch The vessel logsheet should be filled out by the Captain or a designated officer, daily, or after each set. The observer has the right to ask to see this log (inspect this log at least once a day). Logsheet recording - Position If there are significant discrepancies (>3nm) of reported set positions between the vessel log and the observer forms the details should be written into the observer report. Fail to report vessel positions to countries, where required when entering and leaving an EEZ (crossing to or from an EEZ into or out of the High Seas) Zone Entry and Zone Exit as well as Port Entry and Port Exit notifications are regulated by countries. Most countries also have mandatory Wednesday reporting of position when fishing in their EEZs. Inaccurately record retained 'Target Species" in the Vessel logs or weekly reports Is the vessel under reporting, over reporting or not reporting any of the observed sets for any reason? It is critical that observers do their own accurate estimate of catch. Compare vessel logged catches with your estimates to ensure all sets are recorded and the catch has been logged correctly every day. .ogsheet Recording - Catch Inaccurately record 'Target Species" Discards Report any attempt to not report commercial species that have been rejected because they are damaged, too small or are considered to be undesirable for other reasons. Note in your report if discards were reported by vessel. Record target species inaccurately LC-c On purse seiners BET are commonly recorded as YFT; and both BET and YFT are sometimes recorded as SKJ. Mixed small BET and YFT are often recorded as just YFT, simply because they fetch the same cannery price. Not record bycatch discards LC-d Report any attempt to not report any fish, shark, reptile or mammal species - retained or discarded. Inaccurately record retained bycatch species Report if vessel wrongly reports retained bycatch species. Inaccurately record discarded bycatch species LC-f Report if vessel wrongly reports discarded bycatch species. Land on deck Species of Special Interest (SSIs) Did the vessel land on deck at any time (either deliberately or accidentally) during the trip any SSIs. SSIs are: all turtles; all marine mammals - dolphins, whales, seals, dugongs, etc; birds; oceanic whitetip sharks and silky sharks and whale sharks. All landings should also be fully recorded on the catch details forms (PS-3, PL-3, LL-4). SSIs More complete data and description must be in GEN-2 forms, the observer's journal and written report It is important to note the vessel's general attitude to such animals in reports. Interact (not land) with SSIs (e.g. Marine mammals, turtle or whale sharks) Did any SSIs interact with any part of the vessel, its gear, or its support boats, etc., during the trip? More information on interactions must be recorded on GEN-2 forms, observer journal and written report. Dispose of any metals, plastics, chemicals or old fishing gear Was there any deliberate throwing over of: metals or plastics (from kitchen or elsewhere on boat); or parts of the fishing gear MARPOL explanation on GEN-6) (netting, nylon line, etc.); from the vessel into the ocean at any time? Was any unprocessed perishable garbage discharged within 12 nautical miles of land or a reef? Discharge any oil PN-b **Pollution** Was any fuel oil spilled or dumped within 50 nautical miles of shore? Lose any fishing gear PN-c Was any fishing gear lost during this trip? Abandon any fishing gear PN-d see Was any fishing gear dumped or abandoned by the observer's host vessel? Fail to report any abandoned gear PN-e Did vessel not report any lost fishing gear (IF REQUIRED by the country in which waters it is fishing)? Fail to monitor international Safety frequencies Does the vessel keep its radio tuned into and turned onto the international distress, safety and calling frequencies when it is not SS-a communicating? Frequencies are: Sea safety

VHF marine radio for medium to long range voise communications - 2182 kHz

VHF marine radio for short range voice communications - Channel 16

Carry out-of-date safety equipment

Was any of the safety equipment (lifeboats, EPIRBs, etc.) out of survey date or in a bad condition?

OBSER\ PROGRA				C/FFA REGIO					F	ORM	GEI	N - 3
ļ.	AIVIIVIE:		VESS	EL TRIP MON	ITORING S	UMMA	RY	T			g 1)	
Observer N	IAME				rm <u>must</u> b			TRIP START		YY	MM	DD
				-	bserver for	every	trip					
Obs. NAT	TIONALITY	TRIP ID NUMBER		COASTAL STATE LICENC	ES (IF ANY)			NATIONALITY DURING TRIF		RDING VE	SSEL IF	BOARDED
VESSEL NAME		•		COUNTRY REG. #	UVI		IRCS	•	VESSE			EL GEAR YPE
	Did the	vessel do any	of the followin	g (indicate 'Yes	or 'No' with	an 'X' fo	r every ite	em)	Yes	}	No	
its / our	RS - a			ber assault, obstruers in the performar			oarding to,			RS - a		pg No.
righ	rs -b	Request that an e	event not be repo	orted by the observe	er		instruction p	-		кs -b		
ver bet	RS -C	Mistreat other cre	ew				e full wording oms on this pa			RS-C		
Observer rights / social behaviour	кs -d	Did operator fail to provide observer, while onboard, at no expense to observer or the observer's Government, with food, accommodation, access to safety gear and medical facilities reasonable standard - equivalent to those normally available to an officer onboard the vessel							RS -d			
	NR -a	Fish in areas who	ere the vessel is	not permitted to fish						NR-a		
Suc				·							\vdash	
National regulations	NR-b			ney are licenced to	_	d or licens	- a d		-	NR-b	H	
lng	NR -C	_		ne method the vess	_		sea			NR -C	Н	
al re	<i>NR -d</i>			d current) licence do	ocument onboai	ra				NR −d	Н	
ion	NR-e	Transfer or trans								NR-e	Н	
Nat	NR -f	Was involved in b	-							NR -f	Ш	
	NR -g	Fail to stow fishin	g gear when ent	ering areas where v	essel is not au	thorised to	o fish			NR -g		
ပ္ ဖ	wc -a	Fail to comply wit	h any Commissio	on Conservation an	d Management	Measures	s (CMMs)			wс -а		
WCPFC CMMs	wс -b	High-grade the ca	atch							wс -b		
Š ^O	wc -c	Fish on FAD duri	ng FAD Closure							wc <i>-c</i>		
_	LP -a	Inaccurately reco	rd vessel positio	n on vessel log she	ets for sets, had	uling and	catch			LP -a		
- Position - Catch	LP -b	Fail to report ves	sel positions to c an EEZ into or ou	ountries, where requi	ired when enterir	ng and lea	ving an EEZ	Z		LP -b		
1 1	LС -а	Inaccurately reco	rd retained 'Targ	et Species" in the	Vessel logs [or	weekly re	ports]			LС -а		
ding	LС -b	Inaccurately reco	•	•	J .	, ,	· •			ьс -b		
cor	LC -C	-		y [eg. combine bige	ve/vellowfin/ski	ipiack cato	ch1			LC -C		
et re	LC -d	Not record bycate		, <u>.</u> :5	, . ,	, ,	•			LC -d		
she	LC-e	Inaccurately reco		tch Species						LC- e	\vdash	
Logsheet recording Logsheet recording	LC -f	Inaccurately reco	-	-								
										1		
SSIs	sı -a	Land on deck Sp		Interest (SSIs)	, ,		nmals, turtle cted sharks			sı -a	Н	
o o	sı -b	Interact (not land) with SSIs			o o. p. o.o				sı -b	Ш	
	PN -a	Dispose of any m	etals, plastics, c	hemicals or old fish	ing gear					PN -a		
u	ри -b	Discharge any oil	1							рн -b		
Pollution	PN-C	Lose any fishing	gear							PN-C		
Pol	р н-d	Abandon any fish	-							ри -d		
	PN-€	Fail to report any								PN − e		
>		Foil to manifest	town of in the land of the	, fun accessing]		=
Sea safety	ss -a	Fail to monitor in	•	•						ss -a	$\vdash \vdash$	<u> </u>
S	ss -b	Carry out-of-date	safety equipmer	nt						ss -b	Ш	

VESSEL TRIP REPORT Form GEN-3 (pg1) Notes Rev 2018

If unsure that a violation has been committed but suspect a vessel has violated its license agreement place an 'X' in the 'YES' box. Then

wrie a full account of the incident, including a all evidence that aroused suspicion.

OBSERVER PROGAMME The observer programme/provider you are contracted to (employed by) for this trip.

OBSERVER NAME Tas written in your passport. Observer must print first name first and last name (family name) last.

YOUR nationality as per the passport you are using. OBSERVER NATIONALITY

OBSERVER TRIP ID No. Observer trip identification number. Same number for all forms and issued before leaving port.

COASTAL STATE LICENCE (if List the licence number(s) of any current licence issued by a Coastal States (i.e countries where the vessel is licensed to fish).

NATIONALITY OF BOARING **VESSEL IF BOARDED AT SEA** If host vessel is boarded by authorities and inspected at sea, what was nationality of the authority?

Full vessel name, as written on licence documentation - not abbreviated. Include all numbers. VESSEL NAME The country registration number that was issued by the country where the vessel is registered.

COUNTRY REGISTRATION # WCPFC requires all vessels over 100 Gross Tonnage to have a UVI after 1st Jan 2016. The number may appear on

UNIQUE VESSEL IDENTIFIER certificates before 2016. Generally the UVI is the International Marine Organistion number or may be the the Lloyd's

International Radio Call Sign is issued by the flage state, normally painted on the side of the boat and a mix of letters and

INTERNATIONAL RADIO CALL SIGN (IRCS)

National regulations

WCPFC CMMs

numbers. The IRCS should be the main number on the hull or side of the vessel. Confirm this before recording it. It may also be found on the vessel's licence.

VESSEL FLAG Record the flag of the vessel. This is the same as the country the vessel is registered in. **VESSEL GEAR TYPE** The fishing method vessel is licensed to use (i.e purse seine, longline, pole-and-line)

If unsure that a violation has been committed but suspect a vessel has violated its license agreement, place an 'X' in the 'Yes' box. Then write a full account of the incident, including all evidence that aroused suspicion.

During the trip did the Master or crew of the vessel attempt or do any of the following:

behaviour	RS-a	Did the operator or any crew member assault, obstruct, resist, delay, refuse boarding to, intimidate or interfere with observers in the performance of their duties Were you prevented, blocked, intimidated, harassed or threatened by any of the crew or operator while onboard? Did any crew member attempt to bias your work through a gift or bribe?							
	RS-b	Request that an event not be reported by the observer							
social	1.3-0	Did any crew member or operator ask you not to record, report photograph or video an event?							
_	DC -	Mistreat other crew							
rights	RS-c	Were there any clear systematic or prejudiced bullying or mistreatment of any crew?							
Observer ri	RS-d	Did the operator fail to provide the observer, while on board the vessel, at no expense to the observer or the observers Government, with food, accommodation [access to safety gear] and medical facilities of a reasonable standard equivalent to those normally available to an officer on board the vessel Do you think you were purposely given poor accommodation, food, no access to safety gear or medical treatment?							

Fish in areas w	hara tha vace	al ie nat nar	mittad to fich

Be aware of areas within EEZs that a vessel is not allowed to fish. These include closed 'high seas pockets for purse-seiners', internal waters, territorial seas (12 miles from a land and archipelagic waters baseline) that are off limits to most gear types (however some exceptions do occur).

Target species other than those they are licensed to target

The target species is mentioned on the vessel's fishing permit. Usually "Tuna" will be the target species. Most common species targeted illegally are sharks or reef species targeted with handlines.

Use a fishing method other than the method the vessel was designed or licensed

The licensed fishing method is on the vessel's fishing permit. Note if a fishing method other than that on the permit is used. Common violations are hand lining near reefs and purse seiners setting lines at night to catch sharks. Fully describe the type of gear used and what species, if any, were caught.

Not display or present a valid (and current) licence document onboard

A valid original licence document should be in the wheelhouse on display. Regulations usually require an official license document to be kept onboard ready for inspection on request by suitable people, including observers. Record 'YES' if: no document; a copy or faxed document; an outdated document; or a cover letter shown. Report which type and why such a copy was used, if possible.

Transfer or tranship fish from or to another vessel.

Transhipping of fish by purse seiners can only occur in designated ports. Indicate if host vessel transhipped fish or any fish products (e.g. shark fins) at sea. Note: group seine operations in PNG may tranship at sea in their zone

Was involved in bunkering activities

Bunkering is transfer of fuel between vessels. Generally a bunker vessel is a specialised fuel carrier. Some countries ban bunkering except at port, while others require notification prior to bunkering.

Fail to stow fishing gear when entering areas where vessel is not authorised to fish

Fishing gear should be stowed when entering waters of areas where vessels are not authorised to fish E.g.: net covered, boom lowered on purse seiners; floats stored and covered and snoods stored on longliners

Fail to comply with any Commission Conservation and Management measures (CMMs) WC-a

Has any WCPFC regional regulation (CMM) been breached?

High grade the catch

WC-b Did the vessel discard target species already on board to make room for better quality, larger size or for a more marketable target species

Fish on FAD during FAD Closure

During the period July 1- October 31: Did the vessel retrieve, service, set or fish on any floating object or group of objects, of any WC-c size, that was or was not deployed, living or non-living, including (but not only) buoys, floats, netting, webbing, plastics, bamboo, logs or whale sharks, floating on or near the surface of the water that fish may associate with?

Was vessel used to aggregate fish or to move aggregated fish, including using underwater lights or chumming.

SPC/FFA REGIONAL OBSERVER

FORM GEN - 3

VESSE	EL TRIP MONITOR	RING SUMMARY		(pg 2)
REV. 2018				
OBSERVER NAME	VESSEL NAME		OBSERVER NATIONALITY	
TRIP ID NUMBER	OBSERVER PROGRAMME			
IF YOU ANSWERED YES TO ANY A FULL EXPLANATION MUST JOURNAL PAGE NUMBERS FOR THE EXPLAN	BE WRITTEN IN THE OBS	ERVER DAILY JOURNAL A	AND/OR TRIP REPOR	Γ
DEBREIFING STATUS		OBSERVER SIGNATURE	DATE	YY / MM / DD

Circle one: Not Debriefed Pre-debriefed Debriefed

Rev. 2018 Inaccurately record vessel position on vessel log sheets for sets, hauling and catch The vessel logsheet should be filled out by the Captain or a designated officer, daily, or after each set. The observer has the right to ask to see this log (inspect this log at least once a day). Logsheet recording - Position If there are significant discrepancies (>3nm) of reported set positions between the vessel log and the observer forms the details should be written into the observer report. Fail to report vessel positions to countries, where required when entering and leaving an EEZ (crossing to or from an EEZ into or out of the High Seas) Zone Entry and Zone Exit as well as Port Entry and Port Exit notifications are regulated by countries. Most countries also have mandatory Wednesday reporting of position when fishing in their EEZs. Inaccurately record retained 'Target Species" in the Vessel logs or weekly reports Is the vessel under reporting, over reporting or not reporting any of the observed sets for any reason? It is critical that observers do their own accurate estimate of catch. Compare vessel logged catches with your estimates to ensure all sets are recorded and the catch has been logged correctly every day. .ogsheet Recording - Catch Inaccurately record 'Target Species" Discards Report any attempt to not report commercial species that have been rejected because they are damaged, too small or are considered to be undesirable for other reasons. Note in your report if discards were reported by vessel. Record target species inaccurately LC-c On purse seiners BET are commonly recorded as YFT; and both BET and YFT are sometimes recorded as SKJ. Mixed small BET and YFT are often recorded as just YFT, simply because they fetch the same cannery price. Not record bycatch discards LC-d Report any attempt to not report any fish, shark, reptile or mammal species - retained or discarded. Inaccurately record retained bycatch species Report if vessel wrongly reports retained bycatch species. Inaccurately record discarded bycatch species LC-f Report if vessel wrongly reports discarded bycatch species. Land on deck Species of Special Interest (SSIs) Did the vessel land on deck at any time (either deliberately or accidentally) during the trip any SSIs. SSIs are: all turtles; all marine mammals - dolphins, whales, seals, dugongs, etc; birds; oceanic whitetip sharks and silky sharks and whale sharks. All landings should also be fully recorded on the catch details forms (PS-3, PL-3, LL-4). SSIs More complete data and description must be in GEN-2 forms, the observer's journal and written report It is important to note the vessel's general attitude to such animals in reports. Interact (not land) with SSIs (e.g. Marine mammals, turtle or whale sharks) Did any SSIs interact with any part of the vessel, its gear, or its support boats, etc., during the trip? More information on interactions must be recorded on GEN-2 forms, observer journal and written report. Dispose of any metals, plastics, chemicals or old fishing gear Was there any deliberate throwing over of: metals or plastics (from kitchen or elsewhere on boat); or parts of the fishing gear MARPOL explanation on GEN-6) (netting, nylon line, etc.); from the vessel into the ocean at any time? Was any unprocessed perishable garbage discharged within 12 nautical miles of land or a reef? Discharge any oil PN-b **Pollution** Was any fuel oil spilled or dumped within 50 nautical miles of shore? Lose any fishing gear PN-c Was any fishing gear lost during this trip? Abandon any fishing gear PN-d see Was any fishing gear dumped or abandoned by the observer's host vessel? Fail to report any abandoned gear PN-e Did vessel not report any lost fishing gear (IF REQUIRED by the country in which waters it is fishing)? Fail to monitor international Safety frequencies Does the vessel keep its radio tuned into and turned onto the international distress, safety and calling frequencies when it is not SS-a communicating? Frequencies are: Sea safety

VHF marine radio for medium to long range voise communications - 2182 kHz

VHF marine radio for short range voice communications - Channel 16

Carry out-of-date safety equipment

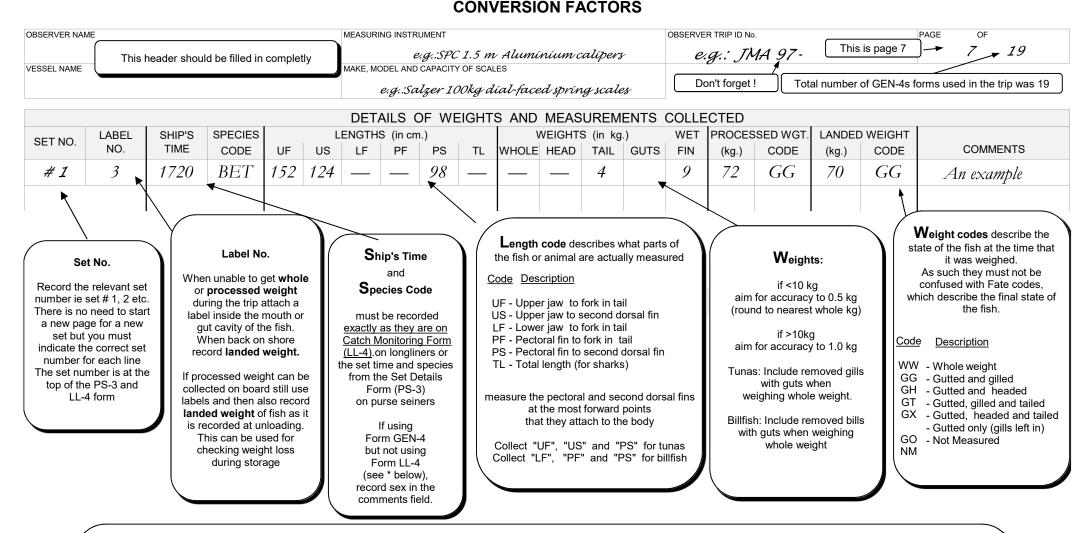
Was any of the safety equipment (lifeboats, EPIRBs, etc.) out of survey date or in a bad condition?

SPC/FFA REGIONAL OBSERVER CONVERSION FACTORS

FORM GEN-4

CONVERSION FACTORS																					
REVISED 2018																					
OBSERVER NA	ME					MEASURING INSTRUMENT								TRIP ID No.	PAGE OF						
VESSEL NAME							ODEL AND	CAPACITY	OF SCAL	ES			SHIP'S STA	RT OF TRIP D	ATE (YYYY	/MM/DD)	SHIP'S END	OF TRIP DAT	TE (YYYY/MM/DD)		
						DE	TAILS	OF W	/EIGH	TS AND	MEAS	UREME	ENTS COLLECTED								
SET NO.	SHIP'S	LABEL	SPECIES		_ L	.ENGTH	S (in cm	1.)		.	WEI	GHTS (ii	n kg.) PROCESSED WGT.								
SET NO.	TIME	NO.	CODE	UF	US	LF	PF	PS	TL	WHOLE	HEAD	TAIL	GUTS	WET FIN	(kg.)	CODE	(kg.)	CODE	COMMENTS		

Rev. 2018 Notes on FORM GEN-4



The GEN-4 form can be used to collect information from several sets (see the set number column on the left).

As with all data it is important that you collect information as accurately as possible.

However, it is not important to collect this data for all catch. Usually only the more experienced and proven obsevers will be asked to collect this extra information.

Only collect data for this form when it can be comfortably and accurately gathered without stopping the collection of other important data.

* On some more difficult trips you may choose, or were asked, to take time out from normal sampling to put more effort into collecting conversion factor information. In this situation the Catch Monitoring Form may not be used. At times like this record the sex of the fish in the comments section of Form GEN-4.

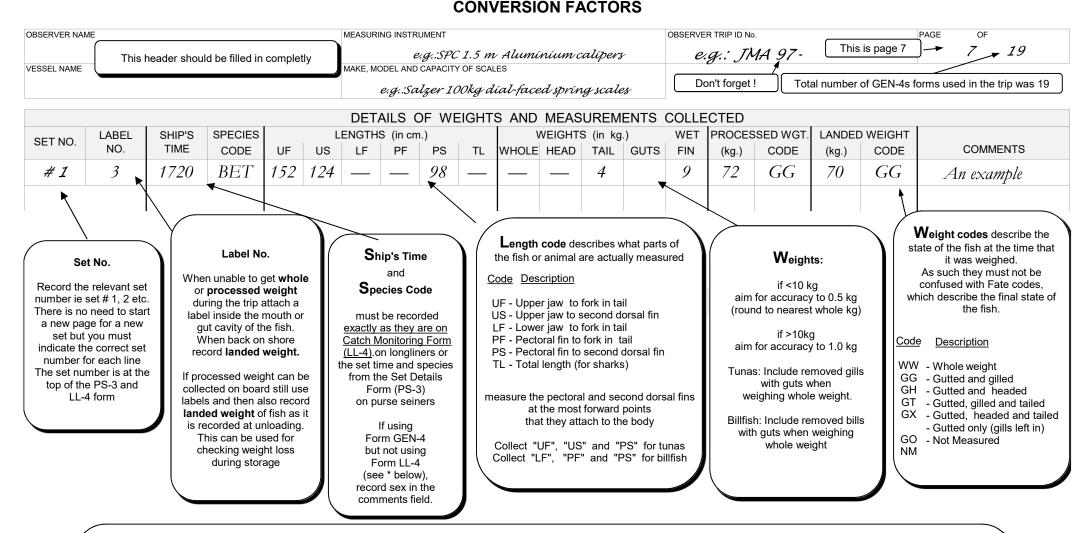
The comments section can be used to note any factor that you feel has had an important influence on the data collection for this form.

SPC/FFA REGIONAL OBSERVER CONVERSION FACTORS

FORM GEN-4

CONVERSION FACTORS																					
REVISED 2018																					
OBSERVER NA	ME					MEASURING INSTRUMENT								TRIP ID No.	PAGE OF						
VESSEL NAME							ODEL AND	CAPACITY	OF SCAL	ES			SHIP'S STA	RT OF TRIP D	ATE (YYYY	/MM/DD)	SHIP'S END	OF TRIP DAT	TE (YYYY/MM/DD)		
						DE	TAILS	OF W	/EIGH	TS AND	MEAS	UREME	ENTS COLLECTED								
SET NO.	SHIP'S	LABEL	SPECIES		_ L	.ENGTH	S (in cm	1.)		.	WEI	GHTS (ii	n kg.) PROCESSED WGT.								
SET NO.	TIME	NO.	CODE	UF	US	LF	PF	PS	TL	WHOLE	HEAD	TAIL	GUTS	WET FIN	(kg.)	CODE	(kg.)	CODE	COMMENTS		

Rev. 2018 Notes on FORM GEN-4



The GEN-4 form can be used to collect information from several sets (see the set number column on the left).

As with all data it is important that you collect information as accurately as possible.

However, it is not important to collect this data for all catch. Usually only the more experienced and proven obsevers will be asked to collect this extra information.

Only collect data for this form when it can be comfortably and accurately gathered without stopping the collection of other important data.

* On some more difficult trips you may choose, or were asked, to take time out from normal sampling to put more effort into collecting conversion factor information. In this situation the Catch Monitoring Form may not be used. At times like this record the sex of the fish in the comments section of Form GEN-4.

The comments section can be used to note any factor that you feel has had an important influence on the data collection for this form.

FAD/PAYAO and FLOATING OBJECTS INFORMATION RECORD REVISED 2018 FORM GEN-5													
OBSERVER NAME:				VESSEL NAME:						OBSERVER TRIP ID NUMBER:			PAGE OF
Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit ddd°mm.m		E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
	/mesh		net/mesh	Max est.	FAD	FAD	Buoy serial			AD ID	Beac/FAD/ NO SSI	SSI	
Main materials	cm At	tachments	size cm	depth M	length M	width M	number	1	mark	ings	seen Y/N/U	trapped Y/N/U	
Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit ddd°mm.m	_	E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
											YES / NO		
			net/mesh size	Max est. FAD FAD depth length width			Buoy serial FAD / Payao No. number and or markings			SSI seen	SSI trapped		
	cm		cm	М	М	M					Y/N/U	Y/N/U	
Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit		E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
											YES / NO		
	/mesh size At	tachments	net/mesh size	Max est. depth	FAD length	FAD width	Buoy serial number			yao No. arkings	SSI seen	SSI trapped	
	cm		cm	M	M	М					Y/N/U	Y/N/U	
Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit		E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
											YES / NO		
	/mesh size	tachments	net/mesh size	Max est. depth	FAD length	FAD width	Buoy serial number			yao No. arkings	SSI seen	SSI trapped	
	cm		cm	M	М	М					Y/N/U	Y/N/U	

Diagrams- label with 'Object number'		

Complete a GEN-5 record for every activity code '9' or '10D' entered on a PS-2, related to any FAD or other floating object described in the 'Floating Object' list on the workbook codes page.

(except if for same object encountered unchanged within four hours of previous encounter)

Observer name, Vessel name - Print each name out in full.

For example: an observer name = "John Smith"; and a vessel name = "Mahino No 8")

Observer trip ID number: - number issued by the authority that placed the observer.

Page of: Number "Form GEN-5"s throughout the trip as Page 1, Page 2, Page 3, etc. At end of trip put the last page number on every page.

For example if there are 10 x FAD Information Forms filled out then the first page will be "Page 1 of 10", the fourth page will be "Page 4 of 10" and the last page will be "Page 10 of 10".

Date & Time - Must match the PS-2 form time for the activity code related to this floating object. Use "Ship's Date" and "Ship's Time" on the ship's clock - the date and time used by crew onboard. Observers should set their watches to this date and time as soon as they board the vessel.

Set Number - If object is involved in a set during this encounter record the same Set No. that is recorded on the daily activity sheet (PS-2). If no set is made record a dash in this space.

Object Number - Give new (consecutive) 'Object Number' to each floating object. Start with 001. If that same object is recognised in future activities use the same 'Object Number' in the record. If it comes onboard it still gets an Object No. and if returned to water at same place, number stays the same, however if it goes to a different area it gets a new number and a new record is created.

Origin of FAD - Try to find out the origin of the object before this current encounter.

Use the "Origin" code that best describes where the FAD or floating object came from.

If you cannot find out where the FAD came from, use the code for "unknown".

If origin not listed use "other" and describe in comments. Also use comments for additional details.

N.B. The difference between Code "5" or "6" and Code "7" is that the FAD in that codes 5 or 6 are used for will have a radio buoy still attached, whereas the FAD (or other floating object) will no longer have a buoy attached to it.

Deployment date, latitude and **longitude** - If deployment is not actually witnessed by observer efforts try to get this information from the vessel's records, if applicable. Otherwise enter dashes.

FAD as Found, Beacon/ FAD lifted and FAD as Left

Shows what an object is when it is found and if it has changed by the time the vessel leaves it. N.B.: Complete the 'FAD as Found' field only if object was found in the water - if the object is a FAD being deployed for the first time then only record a dash in the 'FAD as found' field. Circle Beacon or FAD or NO to show if the beacon and/or FAD were lifted from water at any time. Watch for changes being made to any found floating object before the vessel leaves it adrift again. If no modifications were made to the object, the 'As found' and 'As Left' fields should be identical. If object is brought aboard vessel and moved to another area put a dash in the 'FAD as left' field. A new record will be created if that floating object is redeployed.

FAD Materials - Main Materials, FAD Attachments and Net/mesh size

If not sure of the material use unknown code "10" and describe it, if possible.

Most materials found in the main body (or platform) of floating objects and those commonly used for attachments under FADs have codes '1' to '17' in the list under 'FAD materials' on this form.

N.B.: some materials can be used as main material or as attachment materials so the material codes amy be used twice - describing both the main and the attachment materials. If many materials make up the body of a FAD, list up to 3 of them starting with the most abundant. If the object has a component not included in the list use other code "17" and describe in comments.

If possible get diagonal mesh measurements of net used to make the platform and/or attachments

Max Est Depth (maximum estimated depth)

Record the estimated depth (**in metres**) below the surface of the water of any objects, streamers or other equipment attached to the FAD (but not including the anchor rope or chain) at the time the object is found (or deployed, if the deployment is the reason for this record).

If there are any attachments at all always make an estimate even if estimating depth is very difficult. - comment on the difficulty.

Fad Length & Fad Width

Record dimensions (length and width) of the man body of a floating object or FAD when it is found (or deployed if the deployment is the reason for this record).

If the object has an irregular shape or is made up of multiple components, imagine a box with the object in it and record the length and width dimensions of the imaginary box.

Buoy serial number and Beacon/FAD markings

Record the serial number seen on the beaconattached to the floating object or FAD, and ID numbers or other markings that can be seen on the FAD/Payao itself.

If only part of an identification number can be seen then record the parts that can be seen and show question marks for letters or numbers that cannot be read (e.g. STV-76??3H)

SSI seen and **SSI trapped** - circle 'Y' = yes, 'N' = no; or 'U' = unknown to state if any **Species of Special Interest** (SSI) is seen near the object and again to state if any SSI is trapped, whether with webbing, ropes, cloth, buckets, between the bars in a rack or other. NB - use 'N' only if top of FAD (in water) and attachments (when FAD is lifted) are clearly seen. Write the name of the SSI species in the Comments area and be sure to fill in a GEN-2 form.

Comments / Change details

Record any information that will help identify a FAD or floating object and any information that can help understand why the FAD or floating object works well or doesn't work well. If a FAD has been changed describe the changes. with notes and refer to more description that are written in the observer's trip report and/or daily journal.

Diagrams - A drawing of an object can be very helpful.

DEVISED 2049	FAD/PAYAO and FLOATING OBJECTS INFORMATION RECORD Form GEN-5												
OBSERVER NAME:				VESSEL NAME:						OBSERVER TRIP ID NUMBER:			PAGE OF
Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit ddd°mm.m		E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
	mesh _		net/mesh	Max est.	FAD	FAD	Buoy serial			AD ID	Beac/FAD/ NO SSI	SSI	
Main materials s	ize At	tachments	size cm	depth M	length M	width M	number	1	mark	ings	seen Y/N/U	trapped Y/N/U	
Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit ddd°mm.m	_	E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
											YES / NO		
	/mesh ize At	tachments	net/mesh size	Max est. depth	FAD length	FAD width	Buoy serial number			yao No. arkings	SSI seen	SSI trapped	
	cm		cm	М	М	M					Y/N/U	Y/N/U	
Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit		E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
											YES / NO		
	mesh ize At	tachments	net/mesh size	Max est. depth	FAD length	FAD width	Buoy serial number			yao No. arkings	SSI seen	SSI trapped	
	cm		cm	M	M	М					Y/N/U	Y/N/U	
Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit ddd°mm.m		E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
											YES / NO		
	/mesh ize At	tachments	net/mesh size	Max est. depth	FAD length	FAD width	Buoy serial number			yao No. arkings	SSI seen	SSI trapped	
	cm		cm	M	М	М					Y/N/U	Y/N/U	

Diagrams- label with 'Object number'		

Observer name, Vessel name - Print each name out in full.

For example: an observer name = "John Smith"; and a vessel name = "Mahino No 8")

Observer trip ID number: - number issued by the authority that placed the observer.

Page of: Number "Form GEN-5"s throughout the trip as Page 1, Page 2, Page 3, etc. At end of trip put the last page number on every page.

For example if there are 10 x FAD Information Forms filled out then the first page will be "Page 1 of 10", the fourth page will be "Page 4 of 10" and the last page will be "Page 10 of 10".

Date & Time - Must match the PS-2 form time for the activity code related to this floating object. Use "Ship's Date" and "Ship's Time" on the ship's clock - the date and time used by crew onboard. Observers should set their watches to this date and time as soon as they board the vessel.

Set Number - If object is involved in a set during this encounter record the same Set No. that is recorded on the daily activity sheet (PS-2). If no set is made record a dash in this space.

Object Number - Give new (consecutive) 'Object Number' to each floating object. Start with 001. If that same object is recognised in future activities use the same 'Object Number' in the record. If it comes onboard it still gets an Object No. and if returned to water at same place, number stays the same, however if it goes to a different area it gets a new number and a new record is created.

Origin of FAD - Try to find out the origin of the object before this current encounter.

Use the "Origin" code that best describes where the FAD or floating object came from.

If you cannot find out where the FAD came from, use the code for "unknown".

If origin not listed use "other" and describe in comments. Also use comments for additional details.

N.B. The difference between Code "5" or "6" and Code "7" is that the FAD in that codes 5 or 6 are used for will have a radio buoy still attached, whereas the FAD (or other floating object) will no longer have a buoy attached to it.

Deployment date, latitude and **longitude** - If deployment is not actually witnessed by observer efforts try to get this information from the vessel's records, if applicable. Otherwise enter dashes.

FAD as Found, Beacon/ FAD lifted and FAD as Left

Shows what an object is when it is found and if it has changed by the time the vessel leaves it. N.B.: Complete the 'FAD as Found' field only if object was found in the water - if the object is a FAD being deployed for the first time then only record a dash in the 'FAD as found' field. Circle Beacon or FAD or NO to show if the beacon and/or FAD were lifted from water at any time. Watch for changes being made to any found floating object before the vessel leaves it adrift again. If no modifications were made to the object, the 'As found' and 'As Left' fields should be identical. If object is brought aboard vessel and moved to another area put a dash in the 'FAD as left' field. A new record will be created if that floating object is redeployed.

FAD Materials - Main Materials, FAD Attachments and Net/mesh size

If not sure of the material use unknown code "10" and describe it, if possible.

Most materials found in the main body (or platform) of floating objects and those commonly used for attachments under FADs have codes '1' to '17' in the list under 'FAD materials' on this form.

N.B.: some materials can be used as main material or as attachment materials so the material codes amy be used twice - describing both the main and the attachment materials. If many materials make up the body of a FAD, list up to 3 of them starting with the most abundant. If the object has a component not included in the list use other code "17" and describe in comments.

If possible get diagonal mesh measurements of net used to make the platform and/or attachments

Max Est Depth (maximum estimated depth)

Record the estimated depth (**in metres**) below the surface of the water of any objects, streamers or other equipment attached to the FAD (but not including the anchor rope or chain) at the time the object is found (or deployed, if the deployment is the reason for this record).

If there are any attachments at all always make an estimate even if estimating depth is very difficult. - comment on the difficulty.

Fad Length & Fad Width

Record dimensions (length and width) of the man body of a floating object or FAD when it is found (or deployed if the deployment is the reason for this record).

If the object has an irregular shape or is made up of multiple components, imagine a box with the object in it and record the length and width dimensions of the imaginary box.

Buoy serial number and Beacon/FAD markings

Record the serial number seen on the beaconattached to the floating object or FAD, and ID numbers or other markings that can be seen on the FAD/Payao itself.

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Comments / Change details

Record any information that will help identify a FAD or floating object and any information that can help understand why the FAD or floating object works well or doesn't work well. If a FAD has been changed describe the changes. with notes and refer to more description that are written in the observer's trip report and/or daily journal.

DEVISED 2049	FAD/PAYAO and FLOATING OBJECTS INFORMATION RECORD Form GEN-5												
OBSERVER NAME:				VESSEL NAME:						OBSERVER TRIP ID NUMBER:			PAGE OF
Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit ddd°mm.m		E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
	mesh _		net/mesh	Max est.	FAD	FAD	Buoy serial			AD ID	Beac/FAD/ NO SSI	SSI	
Main materials s	ize At	tachments	size cm	depth M	length M	width M	number	1	mark	ings	seen Y/N/U	trapped Y/N/U	
Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit ddd°mm.m	_	E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
											YES / NO		
	/mesh ize At	tachments	net/mesh size	Max est. depth	FAD length	FAD width	Buoy serial number			yao No. arkings	SSI seen	SSI trapped	
	cm		cm	М	М	M					Y/N/U	Y/N/U	
Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit		E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
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	cm		cm	M	M	М					Y/N/U	Y/N/U	
Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit ddd°mm.m		E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
											YES / NO		
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	cm		cm	M	М	М					Y/N/U	Y/N/U	

Diagrams- label with 'Object number'		

Observer name, Vessel name - Print each name out in full.

For example: an observer name = "John Smith"; and a vessel name = "Mahino No 8")

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Origin of FAD - Try to find out the origin of the object before this current encounter.

Use the "Origin" code that best describes where the FAD or floating object came from.

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N.B. The difference between Code "5" or "6" and Code "7" is that the FAD in that codes 5 or 6 are used for will have a radio buoy still attached, whereas the FAD (or other floating object) will no longer have a buoy attached to it.

Deployment date, latitude and **longitude** - If deployment is not actually witnessed by observer efforts try to get this information from the vessel's records, if applicable. Otherwise enter dashes.

FAD as Found, Beacon/ FAD lifted and FAD as Left

Shows what an object is when it is found and if it has changed by the time the vessel leaves it. N.B.: Complete the 'FAD as Found' field only if object was found in the water - if the object is a FAD being deployed for the first time then only record a dash in the 'FAD as found' field. Circle Beacon or FAD or NO to show if the beacon and/or FAD were lifted from water at any time. Watch for changes being made to any found floating object before the vessel leaves it adrift again. If no modifications were made to the object, the 'As found' and 'As Left' fields should be identical. If object is brought aboard vessel and moved to another area put a dash in the 'FAD as left' field. A new record will be created if that floating object is redeployed.

FAD Materials - Main Materials, FAD Attachments and Net/mesh size

If not sure of the material use unknown code "10" and describe it, if possible.

Most materials found in the main body (or platform) of floating objects and those commonly used for attachments under FADs have codes '1' to '17' in the list under 'FAD materials' on this form.

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If possible get diagonal mesh measurements of net used to make the platform and/or attachments

Max Est Depth (maximum estimated depth)

Record the estimated depth (**in metres**) below the surface of the water of any objects, streamers or other equipment attached to the FAD (but not including the anchor rope or chain) at the time the object is found (or deployed, if the deployment is the reason for this record).

If there are any attachments at all always make an estimate even if estimating depth is very difficult. - comment on the difficulty.

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Record dimensions (length and width) of the man body of a floating object or FAD when it is found (or deployed if the deployment is the reason for this record).

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Buoy serial number and Beacon/FAD markings

Record the serial number seen on the beaconattached to the floating object or FAD, and ID numbers or other markings that can be seen on the FAD/Payao itself.

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SSI seen and **SSI trapped** - circle 'Y' = yes, 'N' = no; or 'U' = unknown to state if any **Species of Special Interest** (SSI) is seen near the object and again to state if any SSI is trapped, whether with webbing, ropes, cloth, buckets, between the bars in a rack or other. NB - use 'N' only if top of FAD (in water) and attachments (when FAD is lifted) are clearly seen. Write the name of the SSI species in the Comments area and be sure to fill in a GEN-2 form.

Comments / Change details

Record any information that will help identify a FAD or floating object and any information that can help understand why the FAD or floating object works well or doesn't work well. If a FAD has been changed describe the changes. with notes and refer to more description that are written in the observer's trip report and/or daily journal.

DEVISED 2049	FAD/PAYAO and FLOATING OBJECTS INFORMATION RECORD Form GEN-5												
OBSERVER NAME:				VESSEL NAME:						OBSERVER TRIP ID NUMBER:			PAGE OF
Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit ddd°mm.m		E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
	mesh _		net/mesh	Max est.	FAD	FAD	Buoy serial			AD ID	Beac/FAD/ NO SSI	SSI	
Main materials s	ize At	tachments	size cm	depth M	length M	width M	number	1	mark	ings	seen Y/N/U	trapped Y/N/U	
Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit ddd°mm.m	_	E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
											YES / NO		
	/mesh ize At	tachments	net/mesh size	Max est. depth	FAD length	FAD width	Buoy serial number			yao No. arkings	SSI seen	SSI trapped	
	cm		cm	М	М	M					Y/N/U	Y/N/U	
Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit		E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
											YES / NO		
	mesh ize At	tachments	net/mesh size	Max est. depth	FAD length	FAD width	Buoy serial number			yao No. arkings	SSI seen	SSI trapped	
	cm		cm	M	M	М					Y/N/U	Y/N/U	
Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit ddd°mm.m		E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
											YES / NO		
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	cm		cm	M	М	М					Y/N/U	Y/N/U	

Diagrams- label with 'Object number'		

Observer name, Vessel name - Print each name out in full.

For example: an observer name = "John Smith"; and a vessel name = "Mahino No 8")

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DEVISED 2049	FAD/PAYAO and FLOATING OBJECTS INFORMATION RECORD Form GEN-5												
OBSERVER NAME:				VESSEL NAME:						OBSERVER TRIP ID NUMBER:			PAGE OF
Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit ddd°mm.m		E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
	mesh _		net/mesh	Max est.	FAD	FAD	Buoy serial			AD ID	Beac/FAD/ NO SSI	SSI	
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Date Time (from PS-2)	Set No.	Object number	Origin of FAD	Deployr date	nent latitu dd°mm.m		and longit ddd°mm.m	_	E W	FAD as found	Beacon/ FAD lifted	FAD as left	Comments / Change details
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	cm		cm	M	M	М					Y/N/U	Y/N/U	
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Diagrams- label with 'Object number'		

Observer name, Vessel name - Print each name out in full.

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N.B. The difference between Code "5" or "6" and Code "7" is that the FAD in that codes 5 or 6 are used for will have a radio buoy still attached, whereas the FAD (or other floating object) will no longer have a buoy attached to it.

Deployment date, latitude and **longitude** - If deployment is not actually witnessed by observer efforts try to get this information from the vessel's records, if applicable. Otherwise enter dashes.

FAD as Found, Beacon/ FAD lifted and FAD as Left

Shows what an object is when it is found and if it has changed by the time the vessel leaves it. N.B.: Complete the 'FAD as Found' field only if object was found in the water - if the object is a FAD being deployed for the first time then only record a dash in the 'FAD as found' field. Circle Beacon or FAD or NO to show if the beacon and/or FAD were lifted from water at any time. Watch for changes being made to any found floating object before the vessel leaves it adrift again. If no modifications were made to the object, the 'As found' and 'As Left' fields should be identical. If object is brought aboard vessel and moved to another area put a dash in the 'FAD as left' field. A new record will be created if that floating object is redeployed.

FAD Materials - Main Materials, FAD Attachments and Net/mesh size

If not sure of the material use unknown code "10" and describe it, if possible.

Most materials found in the main body (or platform) of floating objects and those commonly used for attachments under FADs have codes '1' to '17' in the list under 'FAD materials' on this form.

N.B.: some materials can be used as main material or as attachment materials so the material codes amy be used twice - describing both the main and the attachment materials. If many materials make up the body of a FAD, list up to 3 of them starting with the most abundant. If the object has a component not included in the list use other code "17" and describe in comments.

If possible get diagonal mesh measurements of net used to make the platform and/or attachments

Max Est Depth (maximum estimated depth)

Record the estimated depth (**in metres**) below the surface of the water of any objects, streamers or other equipment attached to the FAD (but not including the anchor rope or chain) at the time the object is found (or deployed, if the deployment is the reason for this record).

If there are any attachments at all always make an estimate even if estimating depth is very difficult. - comment on the difficulty.

Fad Length & Fad Width

Record dimensions (length and width) of the man body of a floating object or FAD when it is found (or deployed if the deployment is the reason for this record).

If the object has an irregular shape or is made up of multiple components, imagine a box with the object in it and record the length and width dimensions of the imaginary box.

Buoy serial number and Beacon/FAD markings

Record the serial number seen on the beaconattached to the floating object or FAD, and ID numbers or other markings that can be seen on the FAD/Payao itself.

If only part of an identification number can be seen then record the parts that can be seen and show question marks for letters or numbers that cannot be read (e.g. STV-76??3H)

SSI seen and **SSI trapped** - circle 'Y' = yes, 'N' = no; or 'U' = unknown to state if any **Species of Special Interest** (SSI) is seen near the object and again to state if any SSI is trapped, whether with webbing, ropes, cloth, buckets, between the bars in a rack or other. NB - use 'N' only if top of FAD (in water) and attachments (when FAD is lifted) are clearly seen. Write the name of the SSI species in the Comments area and be sure to fill in a GEN-2 form.

Comments / Change details

Record any information that will help identify a FAD or floating object and any information that can help understand why the FAD or floating object works well or doesn't work well. If a FAD has been changed describe the changes. with notes and refer to more description that are written in the observer's trip report and/or daily journal.

		POL		ON REPOR			FORM GEN-6
REV. 2018 OBSERVER NAME		VESSEL NAM	1E		OBSERVER ID NU	MBER	PAGE OF
	-	fill in one for	m for	<u>,</u>			
INCIDENT DETAILS							
Ship's DATE and T YY MM DD	TIME hh mm	LATITUDE (dd°mm.mm		N/S	ONGITUDE ld°mm.mmm')	E/W	EEZ / HARBOUR
WIND DIRECTION	RECTION WIND SPEED			CURRENT : (knts and direction °)		OBSERVER'S VESSEL ACTIVITY
NAME OF OFFENDING	VESSEL	IRCS	TYP	E OF VESSEL	YOUR Po Compass E	FROM OFFENDING VESSEL Distance (nautical miles)	
		WAST	E DUM	PED OVERBO	ARD		
Material Tick each box that applies		Describe Type				Describe	Quantity
Plastics							
Metals							
Waste oil							
Chemicals							
General garbage (within 12 miles of shoreline)							
L		OIL SPI	LLAGE	S AND LEAKA	GES		
Source	Tick each app	box that Vis	ual App	earance / Co	Descril	pe Area and Quantity	
Vessel Aground / Collision		•					
Vessel at Anchor / Berth							
Vessel Underway							
Land based source - Desc	ribe source						
Other - please specifiy							
-		Abando	ned or	Lost Fishing	Gear		
Source	Act	ivity	Des	cribe Gear		Es	stimate Quantity
Lost during fishing							
Abandoned							
Dumped							
Other comments:		,			<u>'</u>		
Were there any sticker Did you take any phot If yes, please state the	os?	f the photo f	rames	or files.	oout MARPO	L Regu	alations? Y/N Y/N
		MADDOT	Dague	lations s	tata		

SPC/FFA REGIONAL OBSERVER

MARPOL Regualations - state

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Notes on FORM GEN-6

POLLUTION REPORT

Remember - Fill in one form for each pollution incident. There might be more than one per day. If forms run out, report this on the last form and continue recording pollution infringements in diary.

<u> </u>	<u> </u>
Observer Name	Put first name first, and your family name last.
Vessel Name	Record the full name of the vessel. Do not use any abbrevations.
Observer ID Number	Use the number assigned by the observer programme e.g. AA 03-01
Page of	Number all GEN-6 pages in sequence from the start until the end of the trip
Date of Incident (yy / mm /dd)	Date pollution seen in year, month and day. Use ship's time as defined in other
Time (00.00 hrs)	Report the time using the 24hr clock. observer data collection forms
Latitude / Longitude	Record the GPS positon of the host vessel when the pollution was first seen.
EEZ / Harbour	Record the EEZ or, for shorebase staff, mark port or Harbour name here.
Wind Direction	The prevailing wind direction. Use degree eg. 90 degrees for an east wind
Wind Speed	Record the prevailng wind speed.
Sea Conditions	C- Calm, S- Slight, M- Moderate, R - Rough.
Current (knts and direction)	If the vessel has a current meter find out what the current strength is.
	State the host (observer's) vessel activity at the time of the pollution incident.
Observer's vessel activity	Some activities to consider might be:
	fishing; transhipping; bunkering; transitting; aground.
	Make an effort to record the complete and proper name of offending vessel.
Name of offending vessel	Be careful not to make any spelling mistakes which may make it difficult to
_	prosecute the vessel if the report goes through legal proceedings.
IRCS	The international callsign is marked in large letters on the side of the boat.
Type of vessel	Consider the full vessel and aircraft codes on the front of Form GEN-1.
	Use the vessel compass to get direction of theoffending vessel from the obs.'
Your positon from offending	vessel. The radar can be used to get an extact distance in nautical miles.
vessel.	Otherwise give your best estimate.
	WASTE DUMPED OVERBOARD
	Tick the appropriate data field to show which types of materials were dumped.
Material	Only a maxium of two materials ifmore than one material type dumped over at
Waterial	the same time - e.g.: it dumped plastic and metal at 10:00hrs. If plastic was
	dumped at 10:00hrs and metal at 16:00hrs - record separately.
Describe type	Give as good a description as possible of the type of dumped material.
Describe type	E.g.: - plastic bags; bait boxes plastic strapping; bait boxes plastic bags; etc.
	Give a best estimate of the amount dumped. Sometimes this will be easy - e.g.,
Describe Quantities	12 metal oil drums were dumped. At other times the material might be too far
Describe Quantities	away to see the amount. If it is too far away then estimate the amount as well
	as possible and make note that it is only a rough estimate at distance.
	OIL SPILLAGES AND LEAKAGES
Source	Tick to indicate where the spillage or leak came from
Visual Appearance / Colour	Describe the colour/ thickness/depth of the spill as well as able.
Describe Area and Quantity	Give a best estimate of the size of the spill.
Describe Area and Quantity	The boat could be a size reference - e.g.: it was 4 times bigger than the boat.
	Abandoned or Lost Fishing Gear
	There is no tick box. Indicate the source of the abandoned/ lost fishing gear by completing the information for the corresponding row of information. For instance if the source is 'lost during
Source	fishing' fill in the activity, describe gear, and estimate quantity on the line to the right of 'lost during
	fishing'.
	Use this line if the gear was accidentally lost from the observer's vessel during
Source - Lost during fishing	this trip and the vessel tried to search and recover the gear.
	Use this line if the gear was <u>deliberately</u> abandoned from the observer's vessel
Source - Abandoned	during the trip, or similarly the vessel made no effort to retrive the gear.
-	Use this line if the vessel deliberately dumped any fishing gear overboard (either
Source - Dumped	old fishing gear, or some of the gear that was used during the trip).
	Record your vessel's activity when gear was lost, abandoned or dumped. This
Activity	might be setting, hauling, steaming etc.
- Activity	Given information on the gear, especially the type of materials it was made of
	(e.g. aluminium, nylon rope) and its make up - fishing net 10cm mesh, old
Describe Gear	monofilament branchline, no hooks
Estimate Quantifty	Refer to the total area in square meters. Mention the length, breadth and width.
Louinale Qualitily	

		POL		ON REPOR			FORM GEN-6
REV. 2018 OBSERVER NAME		VESSEL NAM	1E		OBSERVER ID NU	MBER	PAGE OF
	-	fill in one for	m for	<u>,</u>			
INCIDENT DETAILS							
Ship's DATE and T YY MM DD	TIME hh mm	LATITUDE (dd°mm.mm		N/S	ONGITUDE ld°mm.mmm')	E/W	EEZ / HARBOUR
WIND DIRECTION	RECTION WIND SPEED			CURRENT : (knts and direction °)		OBSERVER'S VESSEL ACTIVITY
NAME OF OFFENDING	VESSEL	IRCS	TYP	E OF VESSEL	YOUR Po Compass E	FROM OFFENDING VESSEL Distance (nautical miles)	
		WAST	E DUM	PED OVERBO	ARD		
Material Tick each box that applies		Describe Type				Describe	Quantity
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Metals							
Waste oil							
Chemicals							
General garbage (within 12 miles of shoreline)							
L		OIL SPI	LLAGE	S AND LEAKA	GES		
Source	Tick each app	box that Vis	ual App	earance / Co	Descril	pe Area and Quantity	
Vessel Aground / Collision		•					
Vessel at Anchor / Berth							
Vessel Underway							
Land based source - Desc	ribe source						
Other - please specifiy							
-		Abando	ned or	Lost Fishing	Gear		
Source	Act	ivity	Des	cribe Gear		Es	stimate Quantity
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Other comments:		,			<u>'</u>		
Were there any sticker Did you take any phot If yes, please state the	os?	f the photo f	rames	or files.	oout MARPO	L Regu	alations? Y/N Y/N
		MADDOT	Dague	lations s	tata		

SPC/FFA REGIONAL OBSERVER

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Name of offending vessel	Be careful not to make any spelling mistakes which may make it difficult to
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	Tick the appropriate data field to show which types of materials were dumped.
Material	Only a maxium of two materials ifmore than one material type dumped over at
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REV. 2018 OBSERVER NAME		VESSEL NAM	1E		OBSERVER ID NU	PAGE OF		
	-	fill in one for	m for	each pollution	n incident -		<u>,</u>	
INCIDENT DETAILS								
Ship's DATE and T YY MM DD	TIME hh mm	LATITUDE (dd°mm.mm		N/S	ONGITUDE ld°mm.mmm')	E/W	EEZ / HARBOUR	
WIND DIRECTION	WIND SPEED	SEA CONDITI (C, S, M, F		CURRENT : (knts and direction °)		OBSERVER'S VESSEL ACTIVITY	
NAME OF OFFENDING	VESSEL	IRCS	TYP	E OF VESSEL		YOUR POSITION FROM OFFENDING VESSEL compass Bearing Distance (nautical miles)		
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General garbage (within 12 miles of shoreline)								
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Source	Tick each app	box that Vis	ual App	earance / Co	lour	Descril	pe Area and Quantity	
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Vessel at Anchor / Berth								
Vessel Underway								
Land based source - Desc	ribe source							
Other - please specifiy								
-		Abando	ned or	Lost Fishing	Gear			
Source	Act	ivity	Des	cribe Gear		stimate Quantity		
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Dumped								
Other comments:								
Were there any stickers/ posters displayed to remind the vessel about MARPOL Regulations? Y I N Did you take any photos? Y I N If yes, please state the number(s) of the photo frames or files.								
		MADDOT	Dague	lations s	tata			

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WIND DIRECTION	WIND SPEED	SEA CONDITI (C, S, M, F		CURRENT : (knts and direction °)		OBSERVER'S VESSEL ACTIVITY	
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Describe Quantities	away to see the amount. If it is too far away then estimate the amount as well
	as possible and make note that it is only a rough estimate at distance.
	OIL SPILLAGES AND LEAKAGES
Source	Tick to indicate where the spillage or leak came from
Visual Appearance / Colour	Describe the colour/ thickness/depth of the spill as well as able.
Describe Area and Quantity	Give a best estimate of the size of the spill.
Describe Area and Quantity	The boat could be a size reference - e.g.: it was 4 times bigger than the boat.
	Abandoned or Lost Fishing Gear
	There is no tick box. Indicate the source of the abandoned/ lost fishing gear by completing the information for the corresponding row of information. For instance if the source is 'lost during
Source	fishing' fill in the activity, describe gear, and estimate quantity on the line to the right of 'lost during
	fishing'.
	Use this line if the gear was accidentally lost from the observer's vessel during
Source - Lost during fishing	this trip and the vessel tried to search and recover the gear.
	Use this line if the gear was <u>deliberately</u> abandoned from the observer's vessel
Source - Abandoned	during the trip, or similarly the vessel made no effort to retrive the gear.
-	Use this line if the vessel deliberately dumped any fishing gear overboard (either
Source - Dumped	old fishing gear, or some of the gear that was used during the trip).
	Record your vessel's activity when gear was lost, abandoned or dumped. This
Activity	might be setting, hauling, steaming etc.
- Activity	Given information on the gear, especially the type of materials it was made of
	(e.g. aluminium, nylon rope) and its make up - fishing net 10cm mesh, old
Describe Gear	monofilament branchline, no hooks
Estimate Quantifty	Refer to the total area in square meters. Mention the length, breadth and width.
Louinale Qualitily	

POLLUTION REPORT FORM GEN-								
REV. 2018 OBSERVER NAME		VESSEL NAM	1E		OBSERVER ID NU	PAGE OF		
	-	fill in one for	m for	each pollution	n incident -		<u>,</u>	
INCIDENT DETAILS								
Ship's DATE and T YY MM DD	TIME hh mm	LATITUDE (dd°mm.mm		N/S	ONGITUDE ld°mm.mmm')	E/W	EEZ / HARBOUR	
WIND DIRECTION	WIND SPEED	SEA CONDITI (C, S, M, F		CURRENT : (knts and direction °)		OBSERVER'S VESSEL ACTIVITY	
NAME OF OFFENDING	VESSEL	IRCS	TYP	E OF VESSEL		YOUR POSITION FROM OFFENDING VESSEL compass Bearing Distance (nautical miles)		
WASTE DUMPED OVERBOARD								
Material Tick each box that applies		Describe Type				Describe	Quantity	
Plastics								
Metals								
Waste oil								
Chemicals								
General garbage (within 12 miles of shoreline)								
L		OIL SPI	LLAGE	S AND LEAKA	GES			
Source	Tick each app	box that Vis	ual App	earance / Co	lour	Descril	pe Area and Quantity	
Vessel Aground / Collision		•						
Vessel at Anchor / Berth								
Vessel Underway								
Land based source - Desc	ribe source							
Other - please specifiy								
-		Abando	ned or	Lost Fishing	Gear			
Source	Act	ivity	Des	cribe Gear		stimate Quantity		
Lost during fishing								
Abandoned								
Dumped								
Other comments:								
Were there any stickers/ posters displayed to remind the vessel about MARPOL Regulations? Y I N Did you take any photos? Y I N If yes, please state the number(s) of the photo frames or files.								
		MADDOT	Dague	lations s	tata			

SPC/FFA REGIONAL OBSERVER

MARPOL Regualations - state

It is illegal for any vessel to discard any form of plastics into the sea at anytime. It is illegal for any vessel to discard any form of oil into the sea less than 50 nautical miles (nm) from shore. It is illegal for any vessel to dump any form of rubbish into the sea within 12 nautical mile of the shore, unless the vessel has a machine on-board (comminuter) to shred and treat the waste. In this case they can release the treated garbage up to 3 nm from the shore.

Notes on FORM GEN-6

POLLUTION REPORT

Remember - Fill in one form for each pollution incident. There might be more than one per day. If forms run out, report this on the last form and continue recording pollution infringements in diary.

<u> </u>	<u> </u>
Observer Name	Put first name first, and your family name last.
Vessel Name	Record the full name of the vessel. Do not use any abbrevations.
Observer ID Number	Use the number assigned by the observer programme e.g. AA 03-01
Page of	Number all GEN-6 pages in sequence from the start until the end of the trip
Date of Incident (yy / mm /dd)	Date pollution seen in year, month and day. Use ship's time as defined in other
Time (00.00 hrs)	Report the time using the 24hr clock. observer data collection forms
Latitude / Longitude	Record the GPS positon of the host vessel when the pollution was first seen.
EEZ / Harbour	Record the EEZ or, for shorebase staff, mark port or Harbour name here.
Wind Direction	The prevailing wind direction. Use degree eg. 90 degrees for an east wind
Wind Speed	Record the prevailng wind speed.
Sea Conditions	C- Calm, S- Slight, M- Moderate, R - Rough.
Current (knts and direction)	If the vessel has a current meter find out what the current strength is.
	State the host (observer's) vessel activity at the time of the pollution incident.
Observer's vessel activity	Some activities to consider might be:
	fishing; transhipping; bunkering; transitting; aground.
	Make an effort to record the complete and proper name of offending vessel.
Name of offending vessel	Be careful not to make any spelling mistakes which may make it difficult to
_	prosecute the vessel if the report goes through legal proceedings.
IRCS	The international callsign is marked in large letters on the side of the boat.
Type of vessel	Consider the full vessel and aircraft codes on the front of Form GEN-1.
	Use the vessel compass to get direction of theoffending vessel from the obs.'
Your positon from offending	vessel. The radar can be used to get an extact distance in nautical miles.
vessel.	Otherwise give your best estimate.
	WASTE DUMPED OVERBOARD
	Tick the appropriate data field to show which types of materials were dumped.
Material	Only a maxium of two materials ifmore than one material type dumped over at
Waterial	the same time - e.g.: it dumped plastic and metal at 10:00hrs. If plastic was
	dumped at 10:00hrs and metal at 16:00hrs - record separately.
Describe type	Give as good a description as possible of the type of dumped material.
Describe type	E.g.: - plastic bags; bait boxes plastic strapping; bait boxes plastic bags; etc.
	Give a best estimate of the amount dumped. Sometimes this will be easy - e.g.,
Describe Quantities	12 metal oil drums were dumped. At other times the material might be too far
Describe Quantities	away to see the amount. If it is too far away then estimate the amount as well
	as possible and make note that it is only a rough estimate at distance.
	OIL SPILLAGES AND LEAKAGES
Source	Tick to indicate where the spillage or leak came from
Visual Appearance / Colour	Describe the colour/ thickness/depth of the spill as well as able.
Describe Area and Quantity	Give a best estimate of the size of the spill.
Describe Area and Quantity	The boat could be a size reference - e.g.: it was 4 times bigger than the boat.
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	There is no tick box. Indicate the source of the abandoned/ lost fishing gear by completing the information for the corresponding row of information. For instance if the source is 'lost during
Source	fishing' fill in the activity, describe gear, and estimate quantity on the line to the right of 'lost during
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Source - Lost during fishing	this trip and the vessel tried to search and recover the gear.
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Source - Abandoned	during the trip, or similarly the vessel made no effort to retrive the gear.
-	Use this line if the vessel deliberately dumped any fishing gear overboard (either
Source - Dumped	old fishing gear, or some of the gear that was used during the trip).
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Activity	might be setting, hauling, steaming etc.
- Activity	Given information on the gear, especially the type of materials it was made of
	(e.g. aluminium, nylon rope) and its make up - fishing net 10cm mesh, old
Describe Gear	monofilament branchline, no hooks
Estimate Quantifty	Refer to the total area in square meters. Mention the length, breadth and width.
Louinale Qualitily	

SPC/FFA REGIONAL OBSERVER TRIP RECONCILIATION

FORM SUP-3

REV. 2018								
OBSERVER NAME	VESSEL NAME	VESSEL CALL-SIGN	OBSERVER TRIP ID No.					
			1					

TRAVEL DETAILS									
EVENT				ARRIVAL			ACTIV- ITY	DAYS	COMMENTS
CODE	PLACE OR VESSEL	DATE	TIME	PLACE OR VESSEL	DATE	TIME	CODE	DAIS	COMMENTS

ALL DETAILS TO BE FILLED OUT IN A CHRONOLGICAL ORDER

EVENT CODES

ACTIVITY CODES

EVENT CODEC		ACTIVITI CODEC				
Observer boards plane	BP	Air Flight	AF			
Observer boards ferry	BF	Ferry Trip	FT			
Observer arrives in stopover port or town	OS	Observer stopover travelling to or from vessel	SO			
Observer arrives in port for start of trip	OA	Observer waiting for vessel departure on shore	OW			
Observer boards vessel	BV	Observer transiting home after trip	TR			
Vessel departs port with observer	VD	Vessel in Port (observer onboard)	VP			
Vessel arrives in port with observer	VA	Vessel at Sea (observer on board)	VS			
Observer disembarks vessel	DV					
Observer transfers to a different vessel	OT	Other (describe in comments)	OR			



SPC/FFA REGIONAL OBSERVER **FORM** SUP-4 **ADVANCES and CLAIMS FORM** REV 2018 VESSEL NAME IRCS OBSERVER NAME PAGE **ADVANCES** Advance Claim SIGNATURE State TYPE of Ref No. NAME OF OBSERVER Curr-NAME OF PERSON (of person PROGRAMME or FISHING ADVANCE (i.e. Amount **ADV Observer Trip** PROVIDING ADVANCE making ency COMPANY MAKING ADVANCE cash /other) # ID No advance) 1 2 3 4 5 6 7 8 9 10 **OBSERVER EXPENSE CLAIMS FOR REIMBURSEMENT** Claim item [number (#) each receipt] Claim item [number (#) each receipt] Curr-Curr-**Amount** Amount ency ency EXP# # Description Description 1 13 2 14 3 15 4 16 5 17 18 6 7 19 8 20 9 21 10 22 11 23 12 24 Tick one box only: Please make payments to: (payee's name) observer's signature (branch) (bank) (account number) Please arrange for funds to be available on presentation of passport Written report and Register ----- on -----(date) ed mail data was sent by: (hand caried, courier, express mail, etc.)

I certify that the expense claims and dates of travel and sea days are a true account of expenses and dates of travel; and I verify that my independent report and data collection is a true and correct record of my observations onboard the vessel

SIGNED: Date:

New for 2016: All advances received by an observer must be filled in on this form.

Advances will not be reimbursed unless the advances are fully documented on this form and signed off.

	ADVANCES
Advance Claim Reference Number	The advance claim reference number is a mixture of a 'claim' number and the observer trip id number. Combined these numbers help to uniquely identify each observer advance so it can be reimbursed to the person that made the advance. In the future advances will not be reimbursed if they don't have the advance claim reference number. It is important that you notify the person making the advance of the number and get them to sign the form. See below. If possible make sure they get a photcopy of the form after they have signed it. Example of an advance claim reference number: ADV #1: ELE 15-07
NAME OF OBSERVER PROGRAMME or FISHING COMPANY MAKING ADVANCE	State the name of the observer programme or the fishing company that provided the advance. You should include the full contact details for the fishing company in your journal. Remember to record the full mailing address and the email and phone number in the journal.
FULL NAME OF PERSON PROVIDING THE ADVANCE	Clearly record the full name of the person that gave you the advance.
SIGNATURE (of person making advance)	You must get the signature of the person who made the advance. In future the person or their observer programme or fishing company will not be paid back the advance if this form is not filled in. If the advance was sent from overseas your Observer Coordinator must sign the form.
TYPE OF ADVANCE	State if you received cash, traveller's check or a bank transfer.
CURRENCY	State the currency that was received (i.e US for US dollars, YEN for Japanese yen, FJ for Fijian dollars etc)
AMOUNT	State the amount that was received in figures to two decimal places.

OBSERVER EXPENSE CLAIMS FOR REIMBURSEMENT

- 1. All receipts should be dated and have the name of the company clearly indicated. A cash register receipt must be clear and have the item purchased listed on the receipt if this is not available ask for a hand written receipt with company name on the receipt. Remember to record what the currency is on each receipt.
- 2. If no receipts are available (e.g. taxis) list these items on a sheet with full details, dates and currency and sign the sheet.
- 3. Make sure all claim receipts are numbered and are placed in a separate envelope along with used and/or unused airline tickets. Send the envelope with work books.

 by normal or surface mail
- 4. Observers are able to claim work related taxi/bus fares, airport tax, safety deck boots, helmets, etc. If you are not sure if you can make a claim for an item, put a claim in and your coordinator will assess the claim.
- Safely package (preferably in a padded envelope) data and workbooks, the envelope containing receipts, photographs and/or any other items and make sure they are hand carried, sent by Courier, or sent by Express Registered Air-Mail. Normal or surface mail can take months and will delay final payment. All costs of sending the packages by courier or express mail are refundable. UNDER NO CIRCUMSTANCE MAIL THESE ARTICLES BY NORMAL OR SURFACE MAIL –
- **6.** Fax a copy of this form to your main office or as advised by your coordinator. Send the original copy with the receipts.
- 7. Although DSA (per diem / travel and accomodation allowances) cover accommodation copies of hotel/motel receipts that show clearly the dates stayed, must be sent in. Do not send in receipts for food purchases or personal items.

FOR TAGS RECOVERED ON BOARD DURING YOUR TRIP, EVEN IF YOU ARE NOT THE FINDER, THE RECOVERY INFORMATION MUST BE RECORDED IN YOUR WORKBOOK.

DO NOT REMOVE THE FORM FROM YOUR WORKBOOK! BUT PROVIDE A COPY OF THE INFORMATION TO THE FINDER.

(either by using the tag recovery envelopes or by copying the data on another paper or forms)

What do you do if you find a tagged fish during fishing time?

- Ask permission to put the fish aside.
- Verify that there is no archival tag in the belly. You should be able to see the antenna of the archival tag sticking out. Remove the archival tag by cutting the fish from the anus toward the gills (a small cut will be enough, do not pull the antenna).
- Measure the fish. If possible weigh the fish.
- Remove entirely the tag from the fish. Make sure that the dart doesn't remain inside the flesh of the fish.
- Fill in the tag recovery form and report the exact date and position of the catch.
- If you have access to a freezer, you can collect biological samples (otoliths, first dorsal spine, stomach, gonads, muscle, liver)

What do you do if you find a tagged fish during a well transfer or during transhipment?

- Ask permission to put the fish aside.
- Note the well number and tag number.
- Verify that there is no archival tag in the belly. You should be able to see the antenna of the archival tag sticking out. Remove the archival tag by cutting the fish from the anus toward the gills (a small cut will be enough, do not pull the antenna).
- Measure the fish. If possible weigh the fish.
- Remove entirely the tag from the fish. Make sure that the dart doesn't remain inside the flesh of the fish.
- Fill in the tag recovery form and if there were several sets in the well, report the period and the position that include all the sets.
- If you have access to a freezer, you can collect biological samples (otoliths, first dorsal spine, stomach, gonads, muscle, liver)

What do you do if the crew gives you a tag?

- Ask when they found the tagged fish and all possible questions to recover information relative to the recovery. If the date when the tag was found is not precise you can at least enter the month and the year of the catch.
- If the catch position cannot be retrieved, try to at least describe the region where the tagged fish was caught.
- If the crew gives you an approximate date, try to access the vessel's logbook to find out where the boat was around that date and use the estimate section of the form to report the position.
- If the tag was traded and the tagged fish was recaptured by another fishing vessel that the one you are observing on, please note the information in the general comment section of the form.
- Note all the recovery information in your workbook, provide a copy to the finder (report data on another form, or tag recovery envelope). Do not take the tag from the finder.
- On your tag recovery form, in the section 'Tag provided with this form' place a cross in 'No' and specify where the crew will collect his reward.
- Upon Arrival at port you can provide assistance to the crew to collect his reward.

Rewards

In each main port you can find a Tag Recovery Officer (TRO), they are able to distribute reward for recovered tags.

If a crew member on the boat finds a tag, fill out the tag recovery form with him and give the tag back to the finder with a copy of the data and advise him where to collect his reward in the next major port.

Tag recoveries may also be reported to SPC by email (tagging@spc.int), or on a web-based form at: www.spc.int/tagging

You can inform the captain and the crew that they can use the website if they recover tags in the future. Observers must always use the recovery forms in the workbook to report tag recoveries. At the end of the trip if you have extra forms, you can remove them from your workbook and provide them to the captain.



For advices contact the Tagging Recovery Officer Coordinator: Caroline Sanchez - Carolines@spc.int /(+687 242227)

Reward Collection Locations

American Samoa

 CIFFO – Cook Island Field Fisheries Office PAGO PAGO (Contact: Lyndsay Mundri)

China

- 1. China Fisheries Association, BEIJING (Contact: Zhao Gang)
- Ningbo Poseidon Food Company NINGBO (Contact: Shirley Chen)

Cook Islands

 Ministry of Marine Resources RAROTONGA (Contact: Andrew Jones)

Ecuador

 Inter American Tropical Tuna Commission IATTC/CIAT in MANTA (Contact: Erick Largacha)

Federated States of Micronesia

- Secretariat of the Pacific Community POHNPEI (Contact: Amelia Antreas)
- National Oceanic Resource Management Authority POHNPEI (Contact: Derek Pelep)

Fiji

Secretariat of the Pacific Community SUVA (Contact: Front Office)

Guam

 Guam Fishermen's Cooperative Association GUAM (Contact: Manuel Duenas)

Indonesia

 Research Centre for Capture Fisheries, JAKARTA (Contact: Anung Widodo)

Japan

 National Research Institute of Far Seas Fisheries SHIMIZU (Contact: Junji Kinoshita)

Kiribati

- Ministry of Fisheries & Marine Resource Development, Bairiki TARAWA (Contact: Mamera Afeleti / Benaia Bauro / Tataua Rabunataai)
- 2. Ministry of Fisheries & Marine Resource Development, CHRISTMAS ISLAND (Contact: Taratau Kirata)

Korea

1. National Fisheries Research and Development Institute BUSAN (Contact: Seon Jae Wang (황선재)

Marshall Islands

 Marshall Islands Marine Resources Authority MAJURO (Contact: Berry Muller/Mark Bigler)

New Caledonia

Secretariat of the Pacific Community NOUMEA
 (Contact: Caroline Sanchez)

Palau

 Bureau of Marine Resources KOROR (Contact: Kathy Sisior)

Papua New Guinea

- National Fisheries Authority PORT MORESBY (Contact: Benthly Sabub)National Fisheries Authority LAE (Contact: Walter Rupo / Billy Pangi)
- 2. Frabelle PNG LAE (Contact: Celia Batobato)
- 3. National Fisheries Authority MADANG (Contact: Clement Kuag)
- 4. RD Fishing PNG VIDAR (Contact: Sammy Rivera)
- National Fisheries Authority WEWAK (Contact: Andrew Rahiria)
- South Sea Tuna Corporation WEWAK (Contact: Eldwin Umusig)
- National Fisheries Authority RABAUL (Contact: Ellison Semi / Ezekiel Pue)

Palau

 Bureau of Marine Resources KOROR (Contact: Kathy Sisior)

Philippines

- Bureau of Fisheries & Aquatic Resources MANILA (Contact: Noel Barut / Elaine Garvilles)
- Bureau of Fisheries & Aquatic Resources GENERAL SANTOS (Contact: Glennville Castrence / Ian Medel Lipio)
- Bureau of Fisheries & Aquatic Resources DAVAO (Contact: Front Office)

Seychelles

 Indian Ocean Tuna Commission SEYCHELLES (Contact: Julien Million)

Solomon Islands

- Ministry of Fisheries & Marine Resources HONIARA (Contact: Derrick Tagosia / Harold Vilia)
- 2. Forum Fisheries Agency HONIARA (Contact: Ambrose Orianihaa)
- 3. Soltai Fishing NORO (Contact: Solomon Kakana)
- Ministry of Fisheries & Marine Resources NORO (Contact: Derick Suimae)

Taiwan

- Taiwan Deep Sea Tuna Purse Seiners Association KAOHSIUNG
 - (Contact: Jason Tsai)
- Overseas Fisheries Development Council KAOHSIUNG (Contact: Peter Ho (何勝初)

Thailand

 Thailand Department of Fisheries, SAMUTSAKOM (Contact: Suwimon Keerativiriyaporn)

United States of America

- Inter American Tropical Tuna Commission SAN DIEGO (Contact: Dan Fuller)
- National Oceanic and Atmospheric Administration HONOLULU (Contact: David Itano)

Vietnam

- 1. Phu Yen Province (Contact: Le Duc Tuong)
- 2. Binh Dinh Province (Contact: Nguyen Duy Lam)
- 3. Khanh Hoa Province (Contact: Vo Khac En)



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- Verify that there is no archival tag in the belly. You should be able to see the antenna of the archival tag sticking out.
- If there is an archival tag or a white tag, do not remove the tags from the fish. Place the fish in a freezer. In the PS2, note all information related to the behaviour of the school. Contact SPC immediately. Bring the fish to the closest fisheries office for storage and sampling of the fish.
- Measure the fish. If possible, weigh the fish.
- Remove entirely the tag from the fish. Make sure that the dart doesn't remain inside the flesh of the fish.
- Fill in the tag recovery form and report the exact date and position of the catch.
- If you have access to a freezer, you can collect biological samples (otoliths, first dorsal spine, stomach, gonads, muscle, liver).

What do you do if you find a tagged fish during a well transfer or during transhipment?

- Ask permission to put the fish aside.
- Note the well number and tag number.
- Verify that there is no archival tag in the belly. See above for further information regarding archival tagged fish.
- Measure the fish. If possible, weigh the fish.
- Remove entirely the tag from the fish. Make sure that the dart doesn't remain inside the flesh of the fish.
- Fill in the tag recovery form
- If there were several sets in the well, report the period and the area of catch that include all the sets.
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What do you do if the crew gives you a tag?

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Federated States of Micronesia

- 1. Secretariat of the Pacific Community POHNPEI (Contact: Janelle Anson)
- 2. National Oceanic Resource Management Authority POHNPEI (Contact: Ricky Nauruhn)

Fiji

- 1. Pacific Community SUVA (Contact: Front Office)
- 2. Ministry of Fisheries SUVA (Contact: Apenisa Sauturaga)

Indonesia

1. Research Centre for Capture Fisheries, JAKARTA (Contact: Anung Widodo)

Japan

1. National Research Institute of Far Seas Fisheries SHIMIZU (Contact: Junji Kinoshita)

Kiribati

- 1. Ministry of Fisheries & Marine Resource Development, Bairiki TARAWA (Contact: Mamera Afeleti / Benaia Bauro / Tataua Rabunataai)
- 2. Ministry of Fisheries & Marine Resource Development, CHRISTMAS ISLAND (Contact: Taratau Kirata)

Korea

 National Institute for Fisheries Science BUSAN (Contact: Seon Jae Wang (황선재)

Marshall Islands

 Marshall Islands Marine Resources Authority MAJURO

(Contact: Berry Muller/Mark Bigler)

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- 2. Bureau of Fisheries & Aquatic Resources GENERAL SANTOS (Contact: Glennville Castrence / Ian Medel Lipio)
- 3. Bureau of Fisheries & Aquatic Resources DAVAO (Contact: Front Office)

Seychelles

1. Indian Ocean Tuna Commission SEYCHELLES (Contact: Paul Debruyn)

Solomon Islands

- 1. Ministry of Fisheries & Marine Resources HONIARA (Contact: Patteson Clifford / Harold Vilia)
- 2. Forum Fisheries Agency HONIARA (Contact: Ambrose Orianihaa)
- 3. Soltai Fishing NORO (Contact: Solomon Kakana)
- 4. Ministry of Fisheries & Marine Resources NORO (Contact: Derick Suimae)

Taiwan

- 1. 高雄 台灣區遠洋鰹鮪圍網漁船魚類輸出業同業 公會 (聯繫: 藝佳昌)
- 2. 高雄 台灣區遠洋鮪延繩釣漁船魚類輸出業同業公會 (聯繫:林 涵字)
- 3. 台北中華民國對外漁業合作發展協會(聯繫:劉弘一/於仁汾)

Thailand

1. Thailand Department of Fisheries, SAMUTSAKOM (Contact: Suwimon Keerativiriyaporn)

Tuvalu

1. Ministry of Natural Resources, FUNAFUTI (Contact: Onosai Takataka)

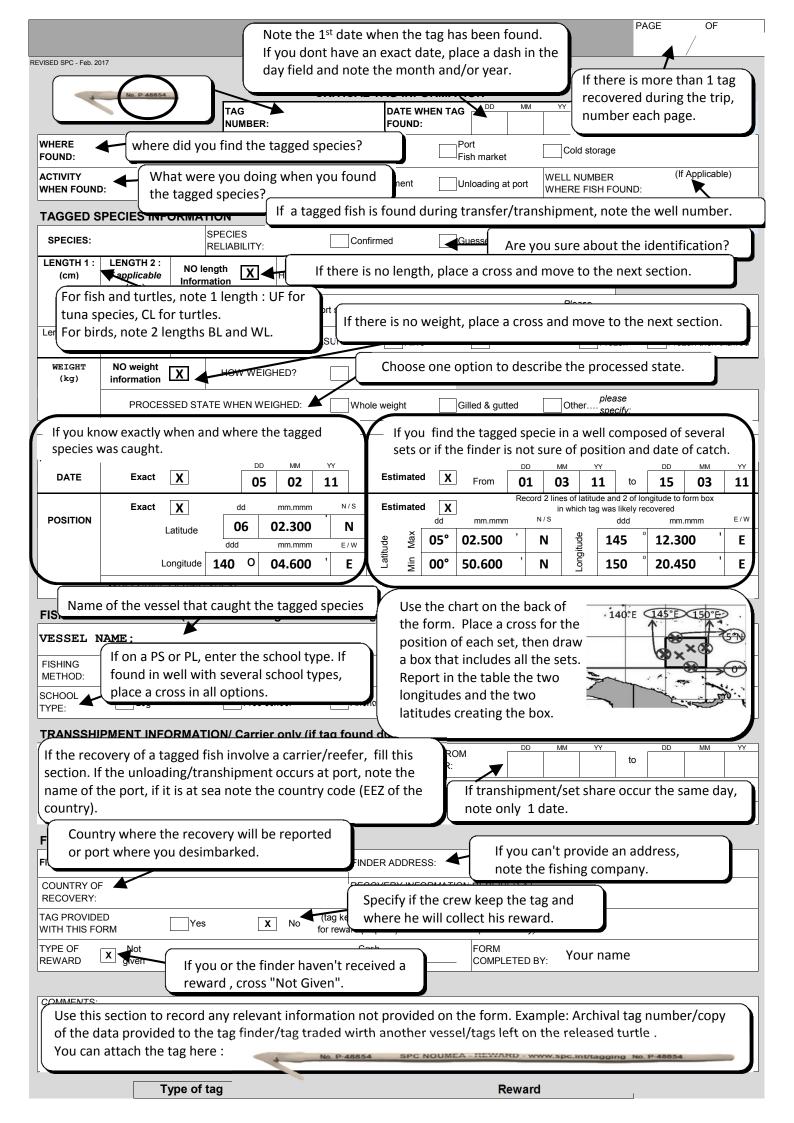
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Vietnam

- 1. Phu Yen Province (Contact: Le Duc Tuong)
- 2. Binh Dinh Province (Contact: Nguyen Duy Lam)
- 3. Khanh Hoa Province (Contact: Vo Khac En)



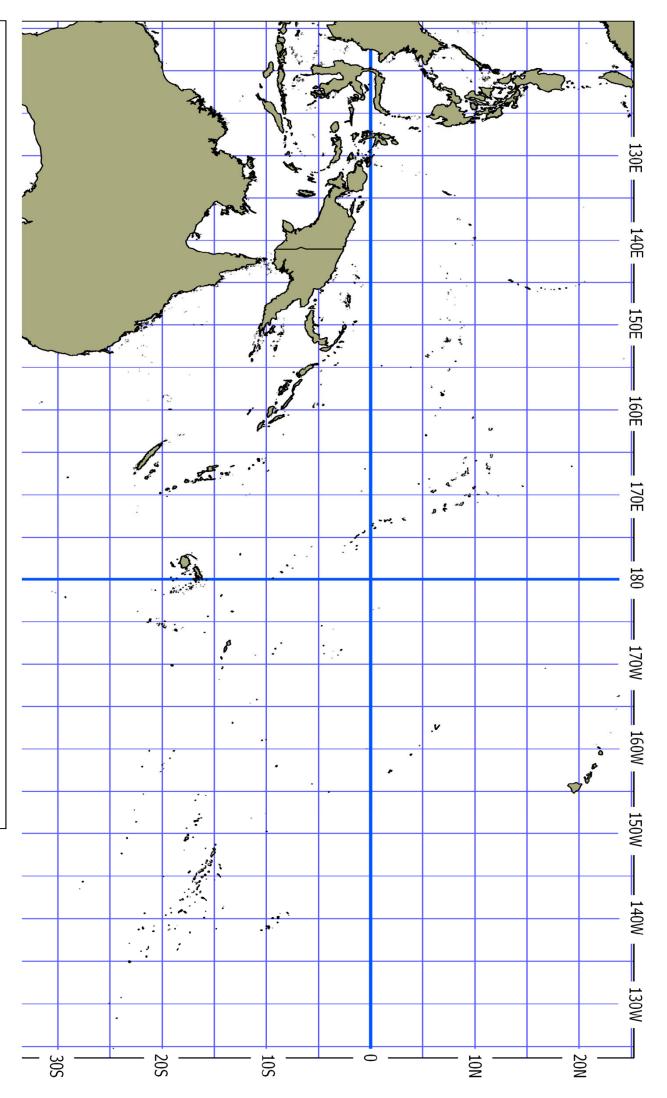


MULTIPLE TAG		IND THE SAME DAY, COMING FRON Indicate if you have more than 1 series of multiple tag recoveries.	F
REVISED SPC -Feb 2017 WHERE FOUND:	X Fishing vessel	DATE WHEN TAG FOUND: 17 8 02 Note the date when the tags were first foun If you don't have an exact date, place a dash the day field and note the month and/or year	n in
ACTIVITY WHEN FOUND:	X Fishing	What were you doing when you found the tagged fish? WELL NUMBER WHERE FISH FOUND: (If Application of the point of the po	able)
TAG NUMBER: FORK FNGTH	mation	If the tagged fish come from a well, note the number and position (Eg; S2 for starboard we #2). It is very important to note this information first and then using your workbook or the vest logbook you can determine which sets composition (Eg; S2 for starboard we #2). It is very important to note this information first and then using your workbook or the vest logbook you can determine which sets composition (Eg; S2 for starboard we will in the tagged fish come from a well, note the number and position (Eg; S2 for starboard we will in the tagged fish come from a well, note the number and position (Eg; S2 for starboard we will in the tagged fish come from a well, note the number and position (Eg; S2 for starboard we will in the tagged fish come from a well, note the number and position (Eg; S2 for starboard we will in the tagged fish come from a well, note the number and position (Eg; S2 for starboard we will in the tagged fish come from a well, note the number and position (Eg; S2 for starboard we will in the tagged fish come from a well, note the number and position (Eg; S2 for starboard we will in the tagged fish come from a well, note the number and position (Eg; S2 for starboard we will in the tagged fish come from a well, note the number and position (Eg; S2 for starboard we will in the tagged fish come from a well, note the number and position (Eg; S2 for starboard we will in the tagged fish come from a well, note the number and position (Eg; S2 for starboard we will in the tagged fish come from a well, note the number and position (Eg; S2 for starboard we will in the tagged fish come from a well, note the number and position (Eg; S2 for starboard we will in the tagged fish come from a well, note the number and position (Eg; S2 for starboard we will in the tagged fish come from a well in the number and position (Eg; S2 for starboard we will in the tagged fish come from a well in the number and position (Eg; S2 for starboard we will in the tagged fish come from a well in the number and position (Eg; S2 for s	ion — ssel _{her}
NUMBER:	P-234587	SPECIES: SKJ BET YFT Other Please specify:	Guessed
FISH WEIGHT NO V	ength mation veight mation	HOW MEASURED: Measuring Lestimated MEASURED: HOW WEIGHED: Measuring Measurin	
TAG NUMBER:		SPECIES: SKJ BET YFT Other Please Specify:	Guessed
	If possible and weight th an instrume	size of the fish, round down to the nearest cm (Eg: 65.7cm=65 cm). Select 'Fresh' for tagged fish cauge during fishing time Select 'Frozen' if found during weight Select 'Frozen' if found during 'Frozen' if found during weight Select 'Frozen' if found during 'F	ght me. f
or estimated? TAG NUMBER:	mation —	Measuring Estimated STATE WHEN WEIGHED: Whole weight Select the processed stars of the fish when weighe	ate
FORK LENGTH NO I	ength mation	HOW Measuring Estimated STATE WHEN MEASURED: Fresh Frozen BY: Observer	Other
lea.	veight mation	HOW Measuring Estimated STATE WHEN WEIGHED: Whole weight Gilled & gutted Othe	r
TAG NUMBER:		SPECIES: SKJ BET YFT Other Please Specify:	Guessed
Infor	mation X	If there is no length, place a cross and move to the next section. Observer	Other
INO V	veight mation X	If there is no weight, place a cross and move to the next section.	r
TAG NUMBER		SPECIES: SKJ BET YFT Other Please Confirmed C	Guessed
FIS	Γhis multiple ⁻ fish the san	tag recovery form is meant to be used when a finder recovers up to 8 tagged ne day, either from the same set during fishing time or from the same well during transfer or unloading. Fishery and finder information must be filled at the back of the form.	er

		SINGLE T	TAG RECO	VERY FORM	1	PAGE OF
EVISED SPC - Feb. 201	7	CRIT	ICAL TAG INFOR	MATION		,
		TAG NUMBER:	DATE WHE	VV MM	DD	
WHERE FOUND:	Fishing	Reefer Carrier	/ Transfer /	Port Fish market	Cold storage	
ACTIVITY WHEN FOUND:	Fishing	Well transfer	Transhipment	Unloading at port	WELL NUMBER WHERE FISH FOUN	(If Applicable)
TAGGED SF	PECIES INFORMATION	I				
SPECIES:		CIES IABILITY:	Confirmed	Guessed		
LENGTH 1 : (cm)	LENGTH 2 : if applicable (cm) NO length Informatio	HOW MEASUR	ED? Me	asuring tool Es	timated	
	WHO MEAS	URED? Port sa	mpler Obs	erver Ott	Please ner specify:	
Length 1 code:	Length 2 code: PROCESS	ED STATE WHEN MEASUR	ED: Alive	Fresh and d		Frozen then thawed
WEIGHT: (kg)	NO weight Information	V WEIGHED?	Measuring tool	Estimated		
	PROCESSED STATE WHEN	WEIGHED:	Whole weight	Gilled & gutted	Other Please specify:	
TAGGED SF	PECIES CATCH INFOR	MATION / Date and p	osition when tag	ged species was c	aught by the fish	ing vessel
DATE	Exact	YY MM DD	Estimated	From	MM DD to	YY MM DD
	Exact		N/S Estimated		in which tag was likel	
POSITION	Latitude	ddd mm.mmm		d mm.mmm h	and ddd	mm.mmm E/W
	Longitude	o ,	Catitude Min Max	0 ,	Longitude	0 ,
	or DESCRIBE FISHING ARE	EA (If NO Lattitude and longit				
FISHERY IN	FORMATION (Catcher	/ Fishing vessel that	caugth the tagge	d species)		
VESSEL NAME	:		FL	AG:		
FISHING METHOD:	Longline	Purse seine	Troll	Handline	Gill net Other	:
SCHOOL TYPE:	Log	Free school	Anchored FAD	Drifting FAD	FAD no:	
TRANSSHIP	MENT INFORMATION	/ Carrier only (fill this	section only if tagg	ed species found du	ring set share / trar	shipment / unloading)
NAME OF CARRIER:		FLA(4.	OF TRANSSHIPMENT IG VESSEL TO CARRI		MM DD to	YY MM DD
	TRANSSHIPMENT VESSEL TO CARRIER	TRANS POSIT	· <u> </u>	d mm.mmm N	Longitude s/r	mm.mmm E/W
FINDER INF	ORMATION / finder de	etails for lottery				
FINDER NAME			FINDER ADDRESS:			
COUNTRY OF RECOVERY:				MATION RECEIVED AT/0 Agency name/vessel nam		
TAG PROVIDED	YAS	1 100		pecify expected reward for finder (Port/Country)		
TYPE OF REWARD:	Not T-shirt	Сар	Cash - amount:	FORM COMPLETED B	Y:	
COMMENTS:	IF A TAC	GGED TURTLE / TAGGED E	IRD WAS RELEASED	ALIVE, DID YOU LEAVE	THE TAGS ON ? Spe	cify below.
ARCHIVAL TA	G NUMBER (If applicable):					
	Type of tag	Orange tag or Green ta	100 mg	Reward	Cap or T-shirt	

250\$

Internal archival tag



Please use this map of the Pacific Ocean with a grid of 5 squares to determine where the tagged species has been caught (Point or area)

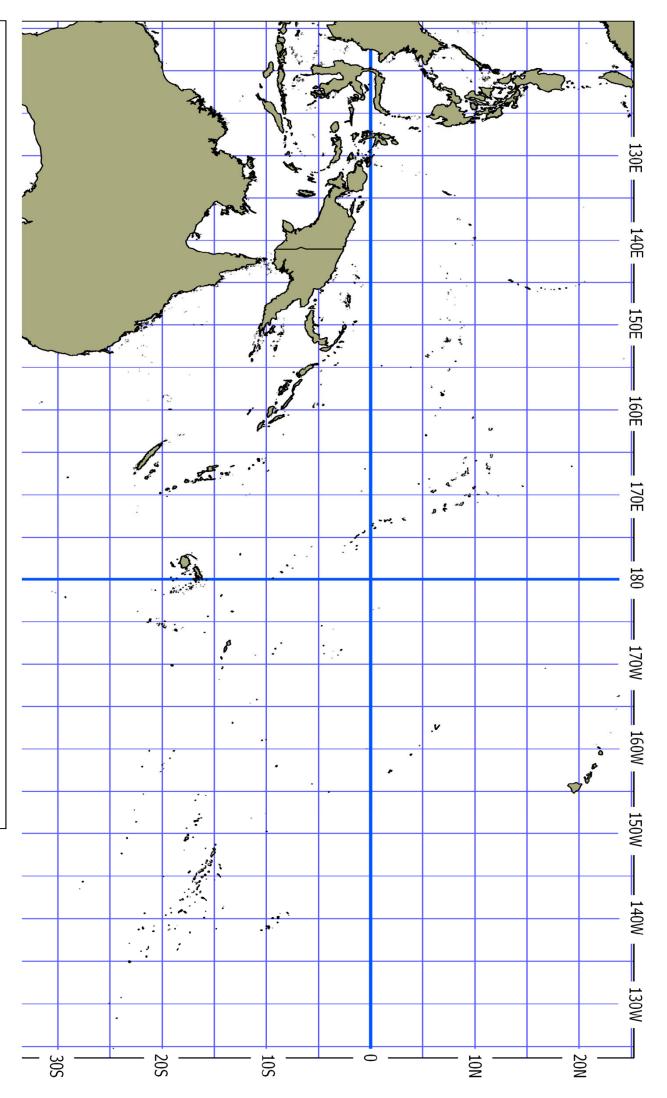
If you have several dates and positions corresponding to sets, plot the latitude and longitude of all the sets (make a cross where each set has been deployed). Write down the set number and the date next to the set position (cross). Draw a box which includes all the sets and record the maximum and minimum latitute and longitude on the first page.

Email: tagging@spc.int
Website: www.spc.int/tagging

		SINGLE T	TAG RECO	VERY FORM	1	PAGE OF
EVISED SPC - Feb. 201	7	CRIT	ICAL TAG INFOR	MATION		,
		TAG NUMBER:	DATE WHE	VV MM	DD	
WHERE FOUND:	Fishing	Reefer Carrier	/ Transfer /	Port Fish market	Cold storage	
ACTIVITY WHEN FOUND:	Fishing	Well transfer	Transhipment	Unloading at port	WELL NUMBER WHERE FISH FOUN	(If Applicable)
TAGGED SF	PECIES INFORMATION	I				
SPECIES:		CIES IABILITY:	Confirmed	Guessed		
LENGTH 1 : (cm)	LENGTH 2 : if applicable (cm) NO length Informatio	HOW MEASUR	ED? Me	asuring tool Es	timated	
	WHO MEAS	URED? Port sa	mpler Obs	erver Ott	Please ner specify:	
Length 1 code:	Length 2 code: PROCESS	ED STATE WHEN MEASUR	ED: Alive	Fresh and d		Frozen then thawed
WEIGHT: (kg)	NO weight Information	V WEIGHED?	Measuring tool	Estimated		
	PROCESSED STATE WHEN	WEIGHED:	Whole weight	Gilled & gutted	Other Please specify:	
TAGGED SF	PECIES CATCH INFOR	MATION / Date and p	osition when tag	ged species was c	aught by the fish	ing vessel
DATE	Exact	YY MM DD	Estimated	From	MM DD to	YY MM DD
	Exact		N/S Estimated		in which tag was likel	
POSITION	Latitude	ddd mm.mmm		d mm.mmm h	and ddd	mm.mmm E/W
	Longitude	o ,	Catitude Min Max	0 ,	Longitude	0 ,
	or DESCRIBE FISHING ARE	EA (If NO Lattitude and longit				
FISHERY IN	FORMATION (Catcher	/ Fishing vessel that	caugth the tagge	d species)		
VESSEL NAME	:		FL	AG:		
FISHING METHOD:	Longline	Purse seine	Troll	Handline	Gill net Other	:
SCHOOL TYPE:	Log	Free school	Anchored FAD	Drifting FAD	FAD no:	
TRANSSHIP	MENT INFORMATION	/ Carrier only (fill this	section only if tagg	ed species found du	ring set share / trar	shipment / unloading)
NAME OF CARRIER:		FLA(4.	OF TRANSSHIPMENT IG VESSEL TO CARRI		MM DD to	YY MM DD
	TRANSSHIPMENT VESSEL TO CARRIER	TRANS POSIT	· <u> </u>	d mm.mmm N	Longitude s/r	mm.mmm E/W
FINDER INF	ORMATION / finder de	etails for lottery				
FINDER NAME			FINDER ADDRESS:			
COUNTRY OF RECOVERY:				MATION RECEIVED AT/0 Agency name/vessel nam		
TAG PROVIDED	YAS	1 100		pecify expected reward for finder (Port/Country)		
TYPE OF REWARD:	Not T-shirt	Сар	Cash - amount:	FORM COMPLETED B	Y:	
COMMENTS:	IF A TAC	GGED TURTLE / TAGGED E	IRD WAS RELEASED	ALIVE, DID YOU LEAVE	THE TAGS ON ? Spe	cify below.
ARCHIVAL TA	G NUMBER (If applicable):					
	Type of tag	Orange tag or Green ta	100	Reward	Cap or T-shirt	

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Internal archival tag



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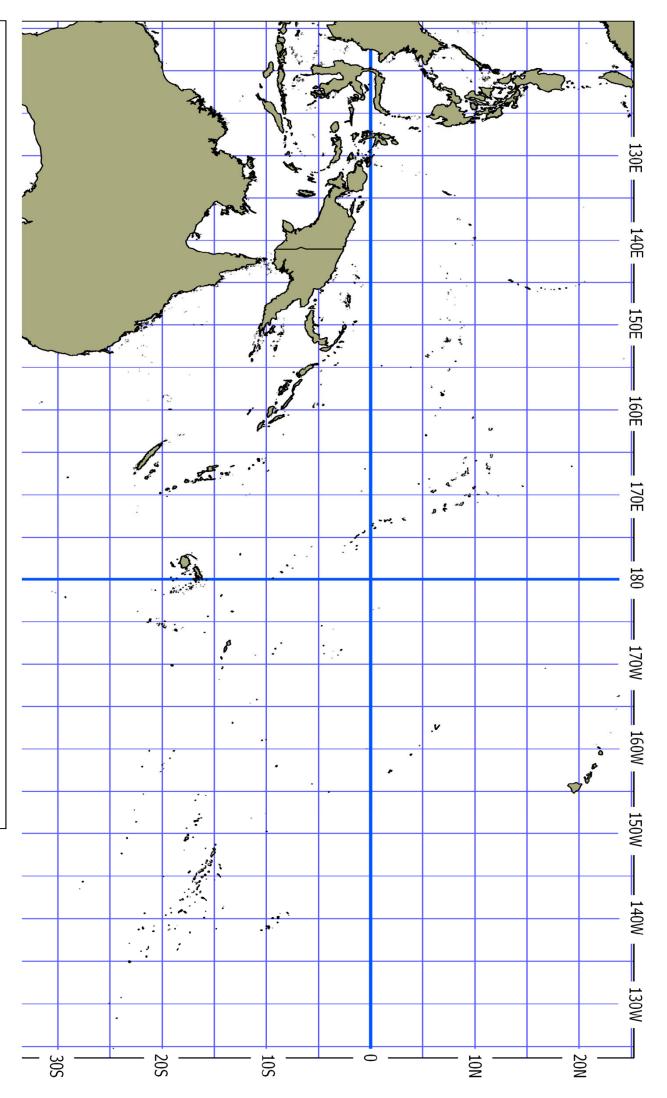
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		SINGLE T	TAG RECO	VERY FORM	1	PAGE OF
EVISED SPC - Feb. 201	7	CRIT	ICAL TAG INFOR	MATION		,
		TAG NUMBER:	DATE WHE	VV MM	DD	
WHERE FOUND:	Fishing	Reefer Carrier	/ Transfer /	Port Fish market	Cold storage	
ACTIVITY WHEN FOUND:	Fishing	Well transfer	Transhipment	Unloading at port	WELL NUMBER WHERE FISH FOUN	(If Applicable)
TAGGED SF	PECIES INFORMATION	I				
SPECIES:		CIES IABILITY:	Confirmed	Guessed		
LENGTH 1 : (cm)	LENGTH 2 : if applicable (cm) NO length Informatio	HOW MEASUR	ED? Me	asuring tool Es	timated	
	WHO MEAS	URED? Port sa	mpler Obs	erver Ott	Please ner specify:	
Length 1 code:	Length 2 code: PROCESS	ED STATE WHEN MEASUR	ED: Alive	Fresh and d		Frozen then thawed
WEIGHT: (kg)	NO weight Information	V WEIGHED?	Measuring tool	Estimated		
	PROCESSED STATE WHEN	WEIGHED:	Whole weight	Gilled & gutted	Other Please specify:	
TAGGED SF	PECIES CATCH INFOR	MATION / Date and p	osition when tag	ged species was c	aught by the fish	ing vessel
DATE	Exact	YY MM DD	Estimated	From	MM DD to	YY MM DD
	Exact		N/S Estimated		in which tag was likel	
POSITION	Latitude	ddd mm.mmm		d mm.mmm h	and ddd	mm.mmm E/W
	Longitude	o ,	Catitude Win Max	0 ,	Longitude	0 ,
	or DESCRIBE FISHING ARE	EA (If NO Lattitude and longit				
FISHERY IN	FORMATION (Catcher	/ Fishing vessel that	caugth the tagge	d species)		
VESSEL NAME	:		FL	AG:		
FISHING METHOD:	Longline	Purse seine	Troll	Handline	Gill net Other	:
SCHOOL TYPE:	Log	Free school	Anchored FAD	Drifting FAD	FAD no:	
TRANSSHIP	MENT INFORMATION	/ Carrier only (fill this	section only if tagg	ed species found du	ring set share / trar	shipment / unloading)
NAME OF CARRIER:		FLA(4.	OF TRANSSHIPMENT IG VESSEL TO CARRI		MM DD to	YY MM DD
	TRANSSHIPMENT VESSEL TO CARRIER	TRANS POSIT	· <u> </u>	d mm.mmm N	Longitude s/r	mm.mmm E/W
FINDER INF	ORMATION / finder de	etails for lottery				
FINDER NAME			FINDER ADDRESS:			
COUNTRY OF RECOVERY:				MATION RECEIVED AT/0 Agency name/vessel nam		
TAG PROVIDED	YAS	1 100		pecify expected reward for finder (Port/Country)		
TYPE OF REWARD:	Not T-shirt	Сар	Cash - amount:	FORM COMPLETED B	Y:	
COMMENTS:	IF A TAC	GGED TURTLE / TAGGED E	IRD WAS RELEASED	ALIVE, DID YOU LEAVE	THE TAGS ON ? Spe	cify below.
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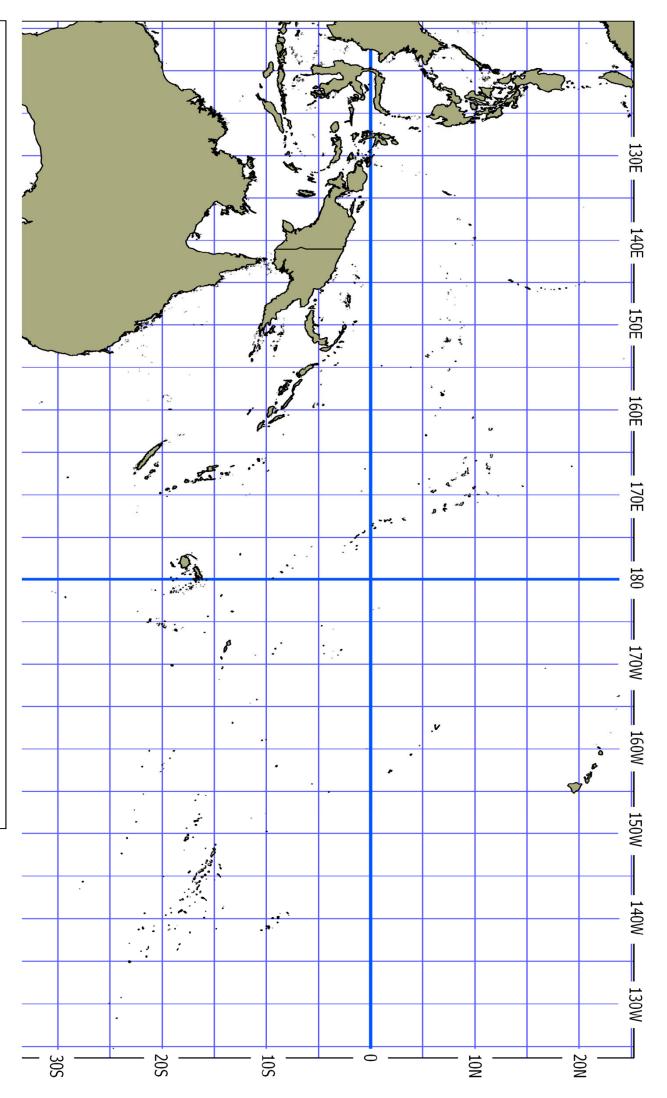
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ACTIVITY WHEN FOUND:	Fishing	Well transfer	Transhipment	Unloading at port	WELL NUMBER WHERE FISH FOUN	(If Applicable)
TAGGED SF	PECIES INFORMATION	I				
SPECIES:		CIES IABILITY:	Confirmed	Guessed		
LENGTH 1 : (cm)	LENGTH 2 : if applicable (cm) NO length Informatio	HOW MEASUR	ED? Me	asuring tool Es	timated	
	WHO MEAS	URED? Port sa	mpler Obs	erver Ott	Please ner specify:	
Length 1 code:	Length 2 code: PROCESS	ED STATE WHEN MEASUR	ED: Alive	Fresh and d		Frozen then thawed
WEIGHT: (kg)	NO weight Information	V WEIGHED?	Measuring tool	Estimated		
	PROCESSED STATE WHEN	WEIGHED:	Whole weight	Gilled & gutted	Other Please specify:	
TAGGED SF	PECIES CATCH INFOR	MATION / Date and p	osition when tag	ged species was c	aught by the fish	ing vessel
DATE	Exact	YY MM DD	Estimated	From	MM DD to	YY MM DD
	Exact		N/S Estimated		in which tag was likel	
POSITION	Latitude	ddd mm.mmm		d mm.mmm h	and ddd	mm.mmm E/W
	Longitude	o ,	Catitude Win Max	0 ,	Longitude	0 ,
	or DESCRIBE FISHING ARE	EA (If NO Lattitude and longit				
FISHERY IN	FORMATION (Catcher	/ Fishing vessel that	caugth the tagge	d species)		
VESSEL NAME	:		FL	AG:		
FISHING METHOD:	Longline	Purse seine	Troll	Handline	Gill net Other	:
SCHOOL TYPE:	Log	Free school	Anchored FAD	Drifting FAD	FAD no:	
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NAME OF CARRIER:		FLA(4.	OF TRANSSHIPMENT IG VESSEL TO CARRI		MM DD to	YY MM DD
	TRANSSHIPMENT VESSEL TO CARRIER	TRANS POSIT	· <u> </u>	d mm.mmm N	Longitude s/r	mm.mmm E/W
FINDER INF	ORMATION / finder de	etails for lottery				
FINDER NAME			FINDER ADDRESS:			
COUNTRY OF RECOVERY:				MATION RECEIVED AT/0 Agency name/vessel nam		
TAG PROVIDED	YAS	1 100		pecify expected reward for finder (Port/Country)		
TYPE OF REWARD:	Not T-shirt	Сар	Cash - amount:	FORM COMPLETED B	Y:	
COMMENTS:	IF A TAC	GGED TURTLE / TAGGED E	IRD WAS RELEASED	ALIVE, DID YOU LEAVE	THE TAGS ON ? Spe	cify below.
ARCHIVAL TA	G NUMBER (If applicable):					
	Type of tag	Orange tag or Green ta	100	Reward	Cap or T-shirt	

250\$

Internal archival tag



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If you have several dates and positions corresponding to sets, plot the latitude and longitude of all the sets (make a cross where each set has been deployed). Write down the set number and the date next to the set position (cross). Draw a box which includes all the sets and record the maximum and minimum latitute and longitude on the first page.

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Website: www.spc.int/tagging

FISH CATC	H INFORMATION	/ Date a	nd po	osition	when f	ish w	vas ca	augh	t by th	ne fishin	g ve	essel						
DATE	Exact		YY	MM	DD		Estim	ated		From	YY		MM	DD	to	YY	MM	DD
POSITION	Exact	de	d o	mm.mmm	N.	/\$	Estim	ated	dd	Recor	d 2 lii			ag was	ongitude s likely re ddd	covered	rea of catch	(box)
	Latitude	ddd		mm.mmm	1 E/	/ W	Latitude	Мах	0		,		Longitude		0			
	Longitud	е	0		'		Latit	Min	0		'		Long		0			
	or DESCRIBE FISHIN	G AREA (II	f NO La	attitude an	d longitud	de prov	vided ab	ove):										
FISHERY II	NFORMATION (Ca	tcher / F	Fishin	ng vess	el that	caug	jht the	e tag	ged fi	sh)								
VESSEL NAM	E:							F	LAG:									
FISHING METHOD:	Longline	Purs	e seine)	Trol	I			Hand	line			Gi	ll net (Other:			
SCHOOL TYPE:	Log	Free	school	I	Anc	hored I	FAD		Driftir	ng FAD	ı	AD no	:					
	PMENT INFORMA	TION/ C	arrie	r only (f							ırin YY		share	/ tra	nship	ment .	/unloadi	ing)
NAME OF CARRIER:		FLA	G:		DATE O					VI					to			
	TRANSSHIPMENT G VESSEL TO Z/Port):				TRANSI POSITIO		NT	Latitude	dd o	mm.mmm	Т	N/S	ongitude		ddd	mm	n.mmm	E/W
FINDER IN	FORMATION / fine	der deta	ils foi	r lottery	•			_										
FINDER NAME	E:					FINDE	ER ADD	RES	S:									
COUNTRY OF RECOVERY:	:								RMATIC /Agency	N RECEIVI	ED A	T						
ALL TAGS PROWITH THIS FO	1 176	es		No	(tags ke					ecify expector finder (Po								
TYPE OF REWARD	NotT-	shirt		Сар		Cash - amo	ount: –			FORM COMPLE	TEC	BY:						
			••••							 Ita) t l	he	ta	 Igs	he	ere	
ARCHIVAL TA	AG NUMBER (If applica	ble):																

Type of tag	Reward	Reward
Yellow tag, Orange tag or Green tag	 10\$ or Cap or T-shirt 	 10\$ or Cap or T-sh
Internal archival tag	- 250\$	- 250\$

FISH CATC	H INFORMATION	/ Date a	nd po	osition	when f	ish w	vas ca	augh	t by th	ne fishin	g ve	essel						
DATE	Exact		YY	MM	DD		Estim	ated		From	YY		MM	DD	to	YY	MM	DD
POSITION	Exact	de	d o	mm.mmm	N.	/\$	Estim	ated	dd	Recor	d 2 lii			ag was	ongitude s likely re ddd	covered	rea of catch	(box)
	Latitude	ddd		mm.mmm	1 E/	/ W	Latitude	Мах	0		,		Longitude		0			
	Longitud	е	0		'		Latit	Min	0		'		Long		0			
	or DESCRIBE FISHIN	G AREA (II	f NO La	attitude an	d longitud	de prov	vided ab	ove):										
FISHERY II	NFORMATION (Ca	tcher / F	Fishin	ng vess	el that	caug	jht the	e tag	ged fi	sh)								
VESSEL NAM	E:							F	LAG:									
FISHING METHOD:	Longline	Purs	e seine)	Trol	I			Hand	line			Gi	ll net (Other:			
SCHOOL TYPE:	Log	Free	school	I	Anc	hored I	FAD		Driftir	ng FAD	ı	AD no	:					
	PMENT INFORMA	TION/ C	arrie	r only (f							ırin YY		share	/ tra	nship	ment .	/unloadi	ing)
NAME OF CARRIER:		FLA	G:		DATE O					VI					to			
	TRANSSHIPMENT G VESSEL TO Z/Port):				TRANSI POSITIO		NT	Latitude	dd o	mm.mmm	Т	N/S	ongitude		ddd	mm	n.mmm	E/W
FINDER IN	FORMATION / fine	der deta	ils foi	r lottery	•			_										
FINDER NAME	E:					FINDE	ER ADD	RES	S:									
COUNTRY OF RECOVERY:	:								RMATIC /Agency	N RECEIVI	ED A	T						
ALL TAGS PROWITH THIS FO	1 176	es		No	(tags ke					ecify expector finder (Po								
TYPE OF REWARD	NotT-	shirt		Сар		Cash - amo	ount: –			FORM COMPLE	TEC	BY:						
			••••							 Ita) t l	he	ta	 Igs	he	ere	
ARCHIVAL TA	AG NUMBER (If applica	ble):																

Type of tag	Reward	Reward
Yellow tag, Orange tag or Green tag	 10\$ or Cap or T-shirt 	 10\$ or Cap or T-sh
Internal archival tag	- 250\$	- 250\$

FISH CATC	H INFORMATION	/ Date a	nd po	osition	when f	ish w	vas ca	augh	t by th	ne fishin	g ve	essel						
DATE	Exact		YY	MM	DD		Estim	ated		From	YY		MM	DD	to	YY	MM	DD
POSITION	Exact	de	d o	mm.mmm	N.	/\$	Estim	ated	dd	Recor	d 2 lii			ag was	ongitude s likely re ddd	covered	rea of catch	(box)
	Latitude	ddd		mm.mmm	1 E/	/ W	Latitude	Мах	0		,		Longitude		0			
	Longitud	е	0		'		Latit	Min	0		'		Long		0			
	or DESCRIBE FISHIN	G AREA (II	f NO La	attitude an	d longitud	de prov	vided ab	ove):										
FISHERY II	NFORMATION (Ca	tcher / F	Fishin	ng vess	el that	caug	jht the	e tag	ged fi	sh)								
VESSEL NAM	E:							F	LAG:									
FISHING METHOD:	Longline	Purs	e seine)	Trol	I			Hand	line			Gi	ll net (Other:			
SCHOOL TYPE:	Log	Free	school	I	Anc	hored I	FAD		Driftir	ng FAD	ı	AD no	:					
	PMENT INFORMA	TION/ C	arrie	r only (f							ırin YY		share	/ tra	nship	ment .	/unloadi	ing)
NAME OF CARRIER:		FLA	G:		DATE O					VI					to			
	TRANSSHIPMENT G VESSEL TO Z/Port):				TRANSI POSITIO		NT	Latitude	dd o	mm.mmm	Т	N/S	ongitude		ddd	mm	n.mmm	E/W
FINDER IN	FORMATION / fine	der deta	ils foi	r lottery	•			_										
FINDER NAME	E:					FINDE	ER ADD	RES	S:									
COUNTRY OF RECOVERY:	:								RMATIC /Agency	N RECEIVI	ED A	T						
ALL TAGS PROWITH THIS FO	1 176	es		No	(tags ke					ecify expector finder (Po								
TYPE OF REWARD	NotT-	shirt		Сар		Cash - amo	ount: –			FORM COMPLE	TEC	BY:						
			••••							 Ita) t l	he	ta	 Igs	he	ere	
ARCHIVAL TA	AG NUMBER (If applica	ble):																

Type of tag	Reward	Reward
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Internal archival tag	- 250\$	- 250\$

FISH CATC	H INFORMATION	/ Date a	nd po	osition	when f	ish w	vas ca	augh	t by th	ne fishin	g ve	essel						
DATE	Exact		YY	MM	DD		Estim	ated		From	YY		MM	DD	to	YY	MM	DD
POSITION	Exact	de	d o	mm.mmm	N.	/\$	Estim	ated	dd	Recor	d 2 lii			ag was	ongitude s likely re ddd	covered	rea of catch	(box)
	Latitude	ddd		mm.mmm	1 E/	/ W	Latitude	Мах	0		,		Longitude		0			
	Longitud	е	0		'		Latit	Min	0		'		Long		0			
	or DESCRIBE FISHIN	G AREA (II	f NO La	attitude an	d longitud	de prov	vided ab	ove):										
FISHERY II	NFORMATION (Ca	tcher / F	Fishin	ng vess	el that	caug	jht the	e tag	ged fi	sh)								
VESSEL NAM	E:							F	LAG:									
FISHING METHOD:	Longline	Purs	e seine)	Trol	I			Hand	line			Gi	ll net (Other:			
SCHOOL TYPE:	Log	Free	school	I	Anc	hored I	FAD		Driftir	ng FAD	ı	AD no	:					
	PMENT INFORMA	TION/ C	arrie	r only (f							ırin YY		share	/ tra	nship	ment .	/unloadi	ing)
NAME OF CARRIER:		FLA	G:		DATE O					VI					to			
	TRANSSHIPMENT G VESSEL TO Z/Port):				TRANSI POSITIO		NT	Latitude	dd o	mm.mmm	Т	N/S	ongitude		ddd	mm	n.mmm	E/W
FINDER IN	FORMATION / fine	der deta	ils foi	r lottery	•			_										
FINDER NAME	E:					FINDE	ER ADD	RES	S:									
COUNTRY OF RECOVERY:	:								RMATIC /Agency	N RECEIVI	ED A	T						
ALL TAGS PROWITH THIS FO	1 176	es		No	(tags ke					ecify expector finder (Po								
TYPE OF REWARD	NotT-	shirt		Сар		Cash - amo	ount: –			FORM COMPLE	TEC	BY:						
			••••							 Ita) t l	he	ta	 Igs	he	ere	
ARCHIVAL TA	AG NUMBER (If applica	ble):																

Type of tag	Reward	Reward
Yellow tag, Orange tag or Green tag	 10\$ or Cap or T-shirt 	 10\$ or Cap or T-sh
Internal archival tag	- 250\$	- 250\$

Attach any loose pages here (Crew List, Well Layout, Net Plans, etc.)

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		OBSERVERS' GUIDE TO BEAUFORT SCALE, WIND AND SEA STATE (a re	ough guide for the	open sea)	
Beaufort number	Descriptive term	Open sea criterion	Mean wind speed (kts)	Likely wave height (m)	Observers' sea state code
0	Calm	Sea like a mirror	less than 1		C (calm)
1	Light air	Ripples with the appearance of scales are formed but without foam crests	1-3	0.1	
2	Light breeze	Small wavelets, still short but more pronounced; crests have a glassy appearance and do not break	4-6	0.2	S (slight)
3	Gentle breeze	Large wavelets; crests begin to break; foam of glassy appearance; perhaps scattered white horses	7-10	0.6	, , ,
4	Moderate breeze	Small waves, becoming longer; fairly frequent white horses	11-16	1	M (moderate)
5	Fresh breeze	Moderate waves, taking a more pronounced long form; many white horses are formed (chance of some spray)	17-21	2	
6	Strong breeze	Large waves begin to form; the white foam crests are more extensive everywhere (probably some spray)	22-27	3	R (rough)
7	Near gale	Sea heaps up and white foam from breaking waves begins to be blown in streaks along the direction of the wind	28-33	4	
8	Gale	Moderately high waves of greater length; edges of crests begin to break into spindthrift; the foam is blown in well marked streaks along the direction of the wind	34-40	5.5	V (very rough)
9	Strong gale	High seas; crests begin to topple and tumble; spray	41-47	7	
10	Storm	Very high waves; surface of sea white; visibility affected	48-55	9	
11	Violent storm	Exceptionally high waves (hiding small to medium ships)	56-63	11.5	Time to be concerned! Our condolences!
12	Hurricane	Air filled with foam and driving spray; visibility minimal	more than 64	14	