

OBSERVER'S DAILY LOG

Notes on FORM PS-2

Observer Name and Vessel Name: Always print each of these names out in full (e.g. an observer name "John Masa", and a vessel name "Hai Hsiang No. 959")

Observer Trip ID Number: 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").

Ships Time: 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.

Latitude, Longitude, N, S, E, W: 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")

EEZ Code: 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.

Wind (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 x 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.

Comments (and Set No. - from PS-3) - for all activity code "1" write the set No. before other 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 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**.

Page of: 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.

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.

Activity and Helicopter Codes: 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 **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 - if changing buoys use 15R on one line and 15D on the next.

If using **code 16** remember that **transshipment** 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.

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

If more than one method used, use code that shows what **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 already found 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

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