SPC/FFA REGIONAL POLE AND LINE OBSERVER DAILY LOG

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At start of day assess amount of bait onboard available for fishing (left over from previous day plus bait added last night).

UTC TIME Get "UTC time" from the GPS at the same time as you record "Ship's time". Note that "UTC time" (from GPS) will usually differ from "Ship's time" unless the vessel is using

Note that the date on the GPS (UTC) could indicate a different date. Still report this date.

Record the "Ship's time" every time the activity changes (as often as necessary). Record all codes and other details for each activity.

SHIPS TIME ACTIVITY LOG

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LATITUDE and LONGITUDE	Get this from the GPS and always record in degrees, minutes and minutes to 3 decimal places. This is how it is usually shown on the screen. If the GPS shows seconds instead of 3 decimal places of minutes, then record the seconds but note that you recorded seconds in the comments column. A FA					
Latitude	Latitude dd = degrees; mm = minutes; mmm = decimal minutes. If less than 10 degrees, always put zero in front of number (e.g.: "5" is written "05")					
Longitude	ddd = degrees; mm = minutes; mmm = decimal minutes.	the GEN-5 forms (FAD and Floating Object				
N/S and E/W	Check the GPS. This is very important! Never forget to record N, S, E or W beside the position.	Information)				
ACTIVITY CODE	These codes are on the front. Only use one activity code at a time even if two codes seem to fit. Choose the best one.	,				
	If there are two possible activities for the same time, record the code for the main activity on the sheet, then comment on the other activity in the					
(Activity Code "1")	"Spraying, Chumming or Poling" starts when the vessel starts trying to attract fish by chumming bait, using sprayers or other means "Spraying, Chumming or Poling" ends when no more fish are being caught and vessel starts searching for another school or starts another activity (new Small periods (minutes) of not fishing are common (when vessel moves to catch up with fish for example) and should not mark the end of a Code "1" periods (minutes) of not fishing are common (when vessel moves to catch up with fish for example) and should not mark the end of a Code "1" periods (minutes) of not fishing are common (when vessel moves to catch up with fish for example) and should not mark the end of a Code "1" periods (minutes) of not fishing are common (when vessel moves to catch up with fish for example) and should not mark the end of a Code "1" periods (minutes) of not fishing are common (when vessel moves to catch up with fish for example) and should not mark the end of a Code "1" periods (minutes) of not fishing are common (when vessel moves to catch up with fish for example) and should not mark the end of a Code "1" periods (minutes) of not fishing are common (when vessel moves to catch up with fish for example) and should not mark the end of a Code "1" periods (minutes) of not fishing are common (when vessel moves to catch up with fish for example) and should not mark the end of a Code "1" periods (minutes) of not fishing are common (when vessel moves to catch up with fish for example) and should not mark the end of a Code "1" periods (minutes) of not fishing are common (when vessel moves to catch up with fish for example) and should not mark the end of a Code "1" periods (minutes) of not fishing are common (minutes) of not fishing a	•				
SCHOOL ASSOC.	The "SCHOOL ASSOCIATION" codes are used to show if the school with a floating object, a marine mammal or whale shark or is a free school. If it is a free school then the "SCHOOL ASSOCIATION" codes show if it is feeding on a school of baitfish (not the vessel's bait) or not associated with	anything.				
DETECT	Use "HOW DETECTED" codes to best describe how your boat found the fish. If more than one code fits use the one that best describes how the fish was a superior of the first of	were found.				

Make extra notes about anything that you think may add useful information to the information that is already on this daily log form.

If you need more room for writing this information put it in your daily journal and write "see Journal page no ??" in the comments.

COMMENTS BAIT FISHING

SPECIES 1, 2, 3	If the activity code is "14" (Bait fishing) or "16" (Bait buying) record the three most common species that are caught or bou	ght. Use FAO species codes.						
SI ECIES 1, 2, 3	Only use the family group codes provided if you are unable to identify the bait down to species level.							
NO. OF BUCKETS Total number of buckets of bait brought onto boat to put into the bait wells - associated with either of the two Activity Codes "14" and "16" - bait fishing and bai								
	If the boat runs out of bait causing the boat to stop fishing (change activity), record "No More Bait" in the com	ment column in the line that you record the						
	next activity.							
IMPORTAN'	OTES! The Activity Code "Bait fishing" starts when the vessel first starts to set any gear (not counting the lights) to ca	tch bait.						
	Bait fishing ends (the next Activity starts with a new code) when the bait catching gear is pulled back on board again.							
	Bait buying covers the period from start to finish of loading of purchased bait							

FLOATING OBJECTS AND SCHOOL SIGHTINGS

	IMPORTANT NOTES!	A floating object can be a tree, log, drum, FAD, payao or any other floating debris.					
	IMPORTANT NOTES!	Fish not associated with a floating object are free schools. Free schools can be either "feeding on bait fish" or completely on their own "unassociated".					
Tally	Total	During the day make a stroke every time you see something. At the end of the day add the strokes and write in the total.					
Floatin	g objects (with no school)	Make a stroke here every time you see a floating object that doesn't seem to have tuna with it.					
Schools under floating objects		Make a stroke here every you see a floating object with tuna swimming around it.					
Free sc	hools	Make a stroke when you see tuna that has no floating object with it. These tuna may or may not be feeding on bait fish.					