

**SPC/FFA REGIONAL OBSERVER
SPECIES OF SPECIAL INTEREST**

FORM GEN - 2

REVISED MAR. 2014

OBSERVER NAME	VESSEL NAME	OBSERVER TRIP ID NUMBER	PAGE OF
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SPECIES CODE	SPECIES DESCRIPTION
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THE SPECIES WAS: Tick to indicate the final encounter of the species with the vessel:
SIGHTED ONLY: **INTERACTED WITH THE VESSEL'S GEAR ONLY:** **LANDED ON DECK:**

TIME OF FIRST OBSERVER SIGHTING	hh: mm	SHIP'S DATE AND TIME	LATITUDE	N S	LONGITUDE	E W
		YY MM DD hh mm	(dd°mm.mmm')		(ddd°mm.mmm')	
DETAILS OF THE FINAL ENCOUNTER (for any landing see PS-2, PL-2, LL-4)						

DID THE OBSERVER SIGHT THE SPECIES OF SPECIAL INTEREST BEFORE THE SET? (circle one) **Yes / No / No Set**

SPECIES LANDED ON DECK:

CONDITION LANDED:	CONDITION CODE	CONDITION DESCRIPTION
CONDITION DISCARDED	CONDITION CODE	CONDITION DESCRIPTION

DESCRIBE INTERACTION /TREATMENT / RELEASE	LENGTH (cm)
	LENGTH CODE
	SEX (M-F-I- U)

TAGS	<i>RETRIEVED</i>			<i>PLACED</i>		
	TAG NUMBER	TYPE	ORGANISATION	TAG NUMBER	TYPE	ORGANISATION

INTERACTIONS WITH VESSEL OR VESSEL GEAR:

VESSEL ACTIVITY DURING INTERACTION: → SETTING HAULING SEARCHING TRANSITING OTHER (specify)

CONDITION START of INTERACTION:	No.	Condition Code	CONDITION DESCRIPTION	END of INTERACTION:	No.	Condition Code	CONDITION DESCRIPTION	

DESCRIBE INTERACTION and if relevant any TREATMENT / RELEASE

SPECIES SIGHTED

VESSEL ACTIVITY WHEN SIGHTED: → SETTING HAULING SEARCHING TRANSITING OTHER (specify)

NUMBER SIGHTED	NUMBER OF ADULTS	NUMBER OF JUVENILES	ESTIMATE THE OVERALL LENGTH(s) (From the head to the tail)
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DISTANCE FROM VESSEL	SPECIES BEHAVIOUR WHEN SIGHTED
m	

Observer Name	Print your name in full. First name first, then your family name (e.g "John Masa").
Vessel Name	Print the vessel's name in full. Do not use abbreviations.
Observer Trip ID Number	This is the number issued by your observer programme. It will be the same all trip.
Page of	Number all the GEN-2 forms together, in sequence. Continue until the trip is complete.
Species Code	Use the three-letter FAO species code.
Species Description	Use this field to describe some of the identifying features of the species. This may help us to correctly identify the species. Consider the colour, any distinctive markings, the shape of the head, fins, tail, the position of the blow hole and the place of the fins in relation to other body parts.
Tick to indicate the FINAL encounter	Tick one box only - to indicate the FINAL encounter the species of special interest had with the vessel. For instance, if you a marine mammal that was interacting with the vessel (swimming around the vessel) and it was subsequently landed, tick 'landed on deck'.
Time of first observer sighting	Note the time the observer FIRST noted the species of special interest.
Details of the FINAL encounter (for any landings see PS-2, PL-2 or LL-4)	Note the ship's date and time, and the position at the start of the final encounter. For instance, if the final encounter was an interaction mark the time, date and position of the start of the interaction. Otherwise record the details for when the observer first noted the SSI during the interaction. If the final encounter is landed on deck you must record the start of set ship's time from PS-2, PL-2 or the ship's time landed from the LL-4 form. Note start of set position for species landed on deck. If a species was only sighted or only interacted with gear, note position the vessel was in when species was first seen.
Latitude / Longitude	
Did the Observer Sight the SSI before the set?	Circle one of the choices. For instance, circle Yes to indicate that the observer saw the SSI before the set was made. This question is most relevant for PS vessels, but should be answered for all gears.

SPECIES LANDED ON DECK:

USE THESE CONDITION CODES	A0 - Alive but unable to describe condition.	<i>Normally use one GEN-2 for every SSI landed, but if many animals are landed in a PS set use the GEN-2 supplement to record condition, length, and sex of up to 30; then use a PS-4 to record lengths if more than 30.</i>
	A1 - Alive and healthy.	
	A2 - Alive, but injured or distressed.	
	A3 - Alive, but unlikely to live.	
	A4 - Entangled, okay.	
	A5 - Entangled, injured.	
	A6 - Hooked, externally, injured.	
	A7 - Hooked, internally, injured.	
	A8 - Hooked, unknown, injured.	
	D - Dead	U - Condition unknown.
	D1 - Entangled, dead	U1 - Entangled, unknown condition.
	D2 - Hooked, externally, dead.	U2 - Hooked, externally, condition unknown
	D3 - Hooked, internally, dead.	U3 - Hooked, internally, condition unknown.
	D4 - Hooked, unknown, dead.	U4 - Hooked, unknown, condition unknown.
Condition description	Write a description of the condition of the species when landed / discarded. This may help to further assess the condition of the landed / discard species.	
Describe the Interaction/ treatment/ release	Make detailed notes on the SSI from the moment it interacted with the boat to the point of its release. Continue the description in the journal and record page no. on the form. Refer to WCPFC RHS handling guidelines.	
Length / Length code	Measure the species using an UF measurement for any m.mammals, sharks and a CL measurement for turtles.	
Sex (M-F-I-U)	M - male, F- Female, I - Indeterminate (checked, but not clear), U - unknown (not checked).	

TAGS

Record all details about any tags placed or found on the species here.

Type of Tags	Record if it was a common dart, an archival (stitched inside body), or a pop-up (stitched to the outside of the body) tag.
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INTERACTIONS WITH VESSEL OR VESSEL GEAR:

"Interactions" are when a SSI touches, or is directly affected by the presence of the catcher vessel, its gear, or tender vessel. Examples may include: whales/dolphins inside a purse seine net; dolphins riding vessel bow waves; pilot whales waiting near vessel or net to be fed, SSI's hooked on longlines but not landed. **Use one form per species per incident. If there are more than five SSI landed from any one set use the supplementary GEN-2 form.**

Vessel's Activity	Tick to indicate the vessel's activity when the interaction was first noted.
Condition - No.	Use GEN-2 condition codes , above, to describe how many of a species are in each condition, at start, and again at end, of the interaction with the vessel or vessel gear.
- Code	
- Description	Add any notes (words) that may help further define condition the SSI condition,. For instance, if it was an A2 condition you could mention that the SSI was 'Bleeding heavily' to clarify its condition
DESCRIBE INTERACTION and if relevant any TREATMENT / RELEASE	Make detailed notes on the interaction. If more space is needed use the observer's journal and mark the page number here.

SPECIES SIGHTED:

<i>Sightings' refer to SSIs that, as far as an observer can tell, seem not to be directly affected by the vessel's presence. Usually such 'sightings' are at least 100m away. However, when so close, observe carefully for interaction behaviour.</i>	
Vessel's Activity	Tick to indicate the vessel's activity when the interaction was first noted.
Number Sighted	Record the total number of species sighted for this date and time.
Number of Adults	If more than one animal is involved, record the number of adults you can see.
Number of Juveniles	If you can see juveniles with the pod of whales or dolphins record the number here. Otherwise record all animals under "number of adults".
Species Behaviour	Describe the behaviour of the animal in the water. Use own words but some technical terms that may be helpful include: <i>wake riding</i> (swimming close behind boat); <i>bow riding</i> (swimming off the bow of the boat); <i>logging</i> (floating motionless in a group); <i>breaching</i> (launching themselves into the air head first and then falling back into the water with a splash); <i>lobtailing</i> (tail slapping); <i>playing</i> (having fun !); etc.
Distance from Vessel (m)	Estimate the distance the species was from the vessel.