

OBSERVER NAME	First name first and last name last. Be sure to print full name. 2018 Vessel's full name with no abbreviations. E.g., the "Captain Kalahari 3" should not be abbreviated to the "Capt. Kalahari".
OBSERVER ID NUMBER	This number is issued to you before you leave port and should be used on all forms. The number will not change for the entire trip. Place at the top of every Form or other paper collected.
PAGE OF	Number each Form PL - 2 sequentially. Continue until trip is completed. For example: the fifth page of 36 pages is written as "page 5 of 36".

START OF DAY	YYYY-MM-DD (Use year-month-day format).
SHIP'S DATE	Write the date that the officers and crew use on the vessel
SHIP'S TIME	Write the time that the officers and crew are using (the time that is on the ship's clock).
UTC DATE	Get the date from the GPS at the same time as you record the date the vessel is using. Note that the date on the GPS (UTC) could indicate a different date. Still report this date.
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
SHIPS TIME	Record the "Ship's time" every time the activity changes (as often as necessary). Record all codes and other details for each activity.

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

ACTIVITY LOG

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.	Activities involving FADs/floating objects must relate to records in the GEN-5 forms (FAD and Floating Object Information)
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.	
N / S and E / W	Check the GPS . This is very important ! Never forget to record N, S, E or W beside the position.	
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 "Spraying, Chumming or Poling" starts when the vessel starts trying to attract fish by chumming bait, using sprayers or other means	
(Activity Code "1")	"Spraying, Chumming or Poling" ends when no more fish are being caught and vessel starts searching for another school or starts another activity (new Activity Code). 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" period.	
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 <u>best</u> describe how your boat found the fish. If more than one code fits use the one that best describes how the fish were found.	
COMMENTS	Make extra notes about anything that you think may <u>add</u> 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.	

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 bought. Use FAO species codes . 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 bait buying. If the boat runs out of bait causing the boat to stop fishing (change activity), record "No More Bait" in the comment column in the line that you record the next activity.
IMPORTANT NOTES !	The Activity Code "Bait fishing" starts when the vessel first starts to set any gear (not counting the lights) to catch 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. 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.
Floating 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 schools	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.