

Contact details

Name: _____

Address: _____

Tel: _____

Email: _____

Environmental factors:

Sea-state (0-9): _____

Swell (m) _____

Wind force (0-9): _____

Wind direction: _____

Visibility (km): _____

Glare (°): _____

Sketch/Map of observer position and approx. position of sighting(s), giving sighting number(s) as per column 1 of sightings table below



Watch details:

Date: _____ Time: Start _____ End _____ Duration (min): _____ Time HW (GMT) _____

Location: _____ County: _____

Latitude: _____ N Longitude: _____ W

Height above sea-level: _____ metres

Optics used: Binoculars Spec. _____ Telescope Spec. _____

Sighting details

Sighting Number	Time	Species	Def/Prob/Poss	Numbers	Adults/Juvs.	Behaviour	Comments

Guide to Environmental factors and behaviour

Sea-state (influenced by wind strength and tide)

0 = mirror calm, glassy 1 = slight ripple, no foam crests 2 = small wavelets, glassy crests, no whitecaps 3 = crests beginning to break, occasional whitecaps 4 = longer waves, many whitecaps 5 = moderate waves, some spray 6 = large waves, whitecaps everywhere, frequent spray 7 = sea heaps up, white foam blows in streaks 8 = long, high waves, edges breaking, foam blows in streaks 9 = high waves, sea begins to roll, dense foam streaks.

Wind strength

Beaufort Scale:

F0:	<1kn	=	Calm
F1:	1-3kn	=	Light air
F2:	4-6kn	=	Light breeze
F3:	7-10kn	=	Gentle breeze
F4:	11-16kn	=	Moderate breeze
F5:	17-21kn	=	Fresh breeze
F6:	22-27kn	=	Strong breeze
F7:	28-33kn	=	Near gale
F8:	34-40kn	=	Gale
F9:	41-47kn	=	Strong gale

Swell Light = 0-1m, Moderate = 1-2m, Heavy: 2+ m

Glare Amount of the view obscured by glare (e.g. 20°)

Visibility Estimated distance to horizon: <1km, 1-5km, 6-10km, 11-15km, 16-20km

Time HW

Please give time of high water (GMT or UT) corrected for closest tidal gauge. This will allow us to determine watch relative to tidal state.

Behaviour

Travelling:	animals moving together in one direction
Feeding:	animal moving and surfacing quickly, changing direction regularly, frenzy of seabirds
Milling:	animals leisurely surfacing in same area
Resting:	animals lying motionless on surface
Breaching:	animals jumping clear out of the water (full breach) or partially (half breach)
Fluking:	animals fluke seen clear of the water when diving
Spy-hopping:	animal holds head vertically out of the water, usually up to position of eyes
Bow-riding:	animals seen riding in the bow waves in front of a vessel

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For recent cetacean sightings in Ireland see www.iwdg.ie