

2020 Pigeon Guillemot Survey Data Sheet

Site Name: _____	Survey Date: _____	Start Time: _____
Team lead name and email: _____		
Observers: _____		
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> Tide@start: _____ Feet Direction: Incoming / Outgoing </div>		
<div style="border: 1px solid black; padding: 5px; display: inline-block;"> Volunteer Time*: _____ Hours <small>*Total for all volunteers, including round trip travel, settling, survey, and data entry.</small> </div>		
PIGU Counts <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; width: 40px; height: 40px; margin-right: 10px;"></div> <div style="text-align: center;"> High Count _____ </div> <div style="text-align: center;"> Start _____ </div> <div style="text-align: center;"> Middle _____ </div> <div style="text-align: center;"> End _____ </div> </div>		

Response to Disturbances

Event Types: Eagle, Beach walker, Dog, Motor boat, Non-motorized boat, Unknown, Other

Duration Codes: **No** (or minimal) response 0-2 min., **Small** = >2-10 min., **Medium** = >10-30 min., **Large** = 30+ min, **End** = still going at end

PIGU Reaction: Fly Away, Dive, Swim Away, None

****For each disturbance, record type, start and end times of disturbance, enter code for duration of PIGU reaction, and indicate PIGU actions by reaction type - describe what actions PIGU took from list, or record in notes.**

Disturbance 1

Event Type:	Start Time:	End Time:	Duration Code:	PIGU Reaction:
Event Notes:				

Disturbance 2

Event Type:	Start Time:	End Time:	Duration Code:	PIGU Reaction:
Event Notes:				

Disturbance 3

Event Type:	Start Time:	End Time:	Duration Code:	PIGU Reaction:
Event Notes:				

Disturbance 4

Event Type:	Start Time:	End Time:	Duration Code:	PIGU Reaction:
Event Notes:				

Additional Notes:

Burrow Activity: Times of visits with or without prey

Burrow ID		Burrow ID		Burrow ID	
No Prey (Visit to Burrow)	<input type="text"/>	No Prey (Visit to Burrow)	<input type="text"/>	No Prey (Visit to Burrow)	<input type="text"/>
Gunnel	<input type="text"/>	Gunnel	<input type="text"/>	Gunnel	<input type="text"/>
Sculpin	<input type="text"/>	Sculpin	<input type="text"/>	Sculpin	<input type="text"/>
Other/ Unknown	<input type="text"/>	Other/ Unknown	<input type="text"/>	Other/ Unknown	<input type="text"/>

Additional notes
regarding these
burrows:

Burrow ID		Burrow ID		Burrow ID	
No Prey (Visit to Burrow)	<input type="text"/>	No Prey (Visit to Burrow)	<input type="text"/>	No Prey (Visit to Burrow)	<input type="text"/>
Gunnel	<input type="text"/>	Gunnel	<input type="text"/>	Gunnel	<input type="text"/>
Sculpin	<input type="text"/>	Sculpin	<input type="text"/>	Sculpin	<input type="text"/>
Other/ Unknown	<input type="text"/>	Other/ Unknown	<input type="text"/>	Other/ Unknown	<input type="text"/>

Additional notes
regarding these
burrows:
