If you have NOT surveyed for medium or small debris, measure ZONE WIDTHS.

Measure Veg ONLY if you have surveyed for large debris.
Enter 0 if zone not present.
Enter UM if present, but not measured.

<table>
<thead>
<tr>
<th>Surf</th>
<th>Wrack</th>
<th>Bare</th>
<th>Wood</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**ZONE WIDTHS (paces)**

**at TWO POINTS on the beach:**

On the WHOLE beach:

**DRIFTWOOD** (if present, circle predominant)
Frequency: none patchy continuous
Diameter: small (<20cm) med (20cm to 1m) large (>1m)

**WRACK** (if present, circle predominant)
Frequency: none patchy continuous

**OIL** (if present, circle all types)
A Patch Every: 1km 100m 10m 1m
Type: sheen tarballs goopy mousse

**WEATHER** (circle predominant)
sun clouds fog rain snow

**HUMAN USE**

<table>
<thead>
<tr>
<th>Humans</th>
<th>Dogs</th>
<th>Motor Vehicles</th>
</tr>
</thead>
<tbody>
<tr>
<td>Count:</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**BEACHED MARINE MAMMALS**

# of individuals ______ (describe in comments)

**COMMENTS** (any additional information that could not be recorded above)
**BEFORE**

**MAPPING YOUR SURVEY**

*Multiply to calculate beach length in paces.*

\[
\text{Beach Length} \ (m) \times \ \text{Paces per Meter} \ (\text{m/m}) = \ \text{Beach Length} \ \text{(paces)}
\]

Subtract 25 to find the maximum for the random numbers.

\[
\text{Beach Length} - 25 \ \text{(paces)}
\]

**RECTANGLE:**

*Generate five random numbers between 25 and \([\text{Beach Length} - 25]\). All >10 apart. Order from smallest to largest.*

\[
\begin{array}{ccccc}
\text{A} & & \text{B} & & \text{C} \\
\text{D} & & \text{E} & & \\
\end{array}
\]

Subtract the previous rectangle distance to calculate paces between rectangles.

\[
\begin{array}{cccc}
\text{paces} & & & \\
\text{paces} & & & \\
\text{paces} & & & \\
\text{paces} & & & \\
\end{array}
\]

**DURING**

Enter paces for each zone measured, a 0 if a zone is not present. Any present but not measured zones put UM. Circle percent cover for Wrack zone.

<table>
<thead>
<tr>
<th>Paces</th>
<th>Paces</th>
<th>Paces</th>
<th>Paces</th>
<th>Paces</th>
</tr>
</thead>
<tbody>
<tr>
<td>Veg</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wood</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bare</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wrack</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Surf</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>