

# Underwater Data Sheet

<b>Site: (Name of Wreck)</b>          <b>Location:</b>	<b>Diver/s Name:</b>
	<b>Date and Time:</b>

<b>Water Temperature at Surface</b>	(°C)	<b>Visibility in water</b> (Circle one)	<5m      5-10m      >10 m
<b>Current on Site</b> (eg. 2 knots NE)		<b>Site Orientation</b>	Upright      Upside down  Lying on port side      Lying on starboard  Listing port      Listing to starboard
<b>Evidence of Structural Collapse</b> (photograph)	Yes      No  Depth:  Position/s:	<b>Composition of Dominant Wreck Material Visible</b>	Iron      Aluminium  Wood
<b>Description of lowest point (LP) on wreck</b> (Mark LP location on mud map)		<b>Depth (m) and Temperature (°C) at LP on wreck</b>	(m)  (°C)
<b>Site Dimensions</b> (approx. in (m))	Length:  Width:	<b>Mobility of Sediment Surface</b> (i.e. rippling - direction and spatial frequency (cpm))	
<b>General Seabed Topography Near Site</b>	Flat      Crest      Slope	<b>Sediment Gradation Over Site</b> (Mark area on mud map and Photograph)	Yes      No
<b>Sediment Slope on Wreck Ste</b> (gradient) (Circle one)	Flat      (1 - 2m variation) Slight incline      (2 - 4m variation) Steep incline      (5m or > variation)	<b>General composition seafloor</b> (Circle most relevant)	Coral      Limestone outcroppings Sand      Pebbles      Boulders Clay      Seaweed      Seagrass
<b>Vegetation Cover on Seafloor</b> (Circle one)	0 - 20%      21 - 40% 41 - 60%      61 - 80% 81 - 100%	<b>Percentage of coverage on exposed wreck material by fouling organisms</b> (Circle one)	0 - 20%      21 - 40% 41 - 60%      61 - 80% 81 - 100%
<b>Evidence of Active Corrosion</b>	Yes      No  Depth:  Position/s:	<b>Evidence of Seasonal or Storm/Cyclone Exposure</b>	Yes      No

<b>Types of fouling organisms on wreck</b> (photograph with small colour scale)	Yes	No
<b>Is contemporary rubbish present around the site</b> (Circle those relevant)	Yes beer cans fish nets plastic	No glass bottles fishing line tyres rope other:
<b>Evidence of human disturbance</b> (Circle most relevant, mark area/s on mud map and photograph)	Yes anchor damage objects moved exposed artefacts Depth: Position/s:	No digging broken timbers other:
<b>Highest point (HP) on wreck</b> (Mark HP location on mud map)		

<b>Timber infestation by marine borers</b> (photograph with small colour scale)	Yes	No
<b>Approx. no. of pieces of rubbish around site</b> (Circle one)	0 - 20 41 - 60 81 - 100	21 - 40 61 - 80 >100
<b>Is there sediment build up on site or around features</b> (Mark area/s on mud map and photograph)	Yes	No  Depth: Position/s:
<b>Depth (m) and Temperature (°C) at HP on wreck</b>	(m)  (°C)	

Exposed Artefacts	Object Description	Material/s	Condition	% of Completeness	Location / Ref Number on Mud Map
<b>Metal</b> (Iron, Copper, Alloy, Other) <b>Ceramic</b> <b>Glass</b> <b>Stone</b> <b>Rope</b> <b>Timber</b> (Wood, Bamboo, Other) <b>Leather</b> <b>Textile</b> <b>Skeletal</b> (Bone, Horn, Shell) <b>Other / Unidentified</b>			Very Poor   Poor Fair   Good Excellent	0 - 20   21 - 40 41 - 60   61 - 80 81 - 100	Time: Depth: Location:
			Very Poor   Poor Fair   Good Excellent	0 - 20   21 - 40 41 - 60   61 - 80 81 - 100	Time: Depth: Location:
			Very Poor   Poor Fair   Good Excellent	0 - 20   21 - 40 41 - 60   61 - 80 81 - 100	Time: Depth: Location:
			Very Poor   Poor Fair   Good Excellent	0 - 20   21 - 40 41 - 60   61 - 80 81 - 100	Time: Depth: Location:
			Very Poor   Poor Fair   Good Excellent	0 - 20   21 - 40 41 - 60   61 - 80 81 - 100	Time: Depth: Location:
			Very Poor   Poor Fair   Good Excellent	0 - 20   21 - 40 41 - 60   61 - 80 81 - 100	Time: Depth: Location:
			Very Poor   Poor Fair   Good Excellent	0 - 20   21 - 40 41 - 60   61 - 80 81 - 100	Time: Depth: Location:
			Very Poor   Poor Fair   Good Excellent	0 - 20   21 - 40 41 - 60   61 - 80 81 - 100	Time: Depth: Location:
			Very Poor   Poor Fair   Good Excellent	0 - 20   21 - 40 41 - 60   61 - 80 81 - 100	Time: Depth: Location:
			Very Poor   Poor Fair   Good Excellent	0 - 20   21 - 40 41 - 60   61 - 80 81 - 100	Time: Depth: Location:

Mark location/s on mud map and photograph with scale.