

What we heard from Day 1

- Framework for the BMPS
- What are we mitigating for? Co-occurrence/behavior/physiological effects
- Is it better to focus efforts to remove direct threats to protected species, for example entanglement?
- Uncertainty needs to be accounted for – precautionary practices for NARWs in particular or estimations of take



What we heard from Day 1

	Risk of HRG Effects for each Group			
	LFreq	MFreq	HFreq	Turtles
PTS	Low	None	High	Low
Behavior	Uncertain	Uncertain	Uncertain	Uncertain

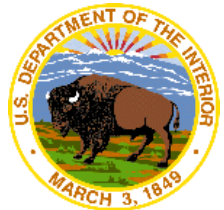
- General agreement that priority threats include vessel strikes and underwater noise
- Current default 200-m zone covers all PTS (except a <200 kHz multibeam echosounder)
- The 200-m zone potentially covers behavioral zone to 160 dB rms (20 logR) (pending Phase III study results)
- Current monitoring zone to exclusion zone of 500-m would cover the safe distance for NARWs and cover the worst case scenario for harbor porpoises (for a <200 kHz multibeam echosounder)



What we heard from Day 1

For HRG BMPs

- Flexibility is key
- 24-hr survey operations are critical to industry
- Keep BMPs real from the PSO's perspective
- Keep BMPs simple and effective
- Set minimum standards
- Potential for BMP offsets – using near real-time detection systems to reduce the need for, example, seasonal restrictions or AMPs?
- Source-based mitigation – use of lowest practicable settings
- Availability of developer's sound source verification data for compilation would be nice



What we heard from Day 1

HRG for future construction plans

- Assume all surveys will be 24/7 and develop Alternative Monitoring Plan standard requirements (minimum requirements)
- Consider secondary impacts (appropriate/where?)
- Consider area-specific BMPs that may apply to areas of concern.
- Consider a different PAM strategy for real-time monitoring and detection in areas before a survey gets there (example of USCG PAM use).
- Make sure alternative monitoring plan technologies and methods are monitored for effectiveness.
- Develop a BMP framework (details?)

