

STATUS CODES

NEST BUILDING STAGE

- N0** = Nest site empty **N3** = 3/4 built
N1 = quarter built **N4** = Complete, unlined
N2 = half built **NL** = Lined

EGGS

- CO** = Cold **WA** = Warm
UN = Uncovered **CV** = Covered
FR = Fresh **DE** = Growing embryo present
HA = Hatching **PE** = Pipping/calling from egg

YOUNG

- NA** = Naked
TO = Egg tooth present
DO = Downy
BL = Blind
EY = Eyes just open
IP = Primary feathers in pin
FS = Primary feathers short; less than 1/3 emerged from sheath
FM = Primary feathers medium ; 1/3 to 2/3 emerged from sheath
FL = Primary feathers large; more than 2/3 emerged from sheath
RF = Ready to fledge
LB = Young left nest naturally before fledging; still nearby
YR = Young ringed
AY = Audible young in nest

ADULT ACTIVITY

Combine (e.g. **AN**, **PD** etc)

- | | |
|-------------------|--|
| 1st letter | 2nd letter |
| A = Adult | D = Dead |
| M = Male | F = Feeding young at nest |
| F = Female | I = Identified by colour mark, at nest |
| P = Pair | N = On/at nest |
| | T = Trapped at/near nest |
| | V = In vicinity of nest |
| | B = Building nest or carrying nest material |

STATUS CODES (continued)

OUTCOME: SUCCESS

Use these when some/all young have successfully left the nest

- AC** = Adult carrying food near nest
EX = Young 'exploded' from nest
HS = Hatched shell fragments in empty nest of gamebirds, waders, etc.
MR = Marked young retrapped/resighted
NE = Nest empty, undisturbed with well-trodden lining, containing feather scale and/or droppings
NN = Fledged young near nest
SY = Some young fledged, other live young still in nest
SL = Last young seen leaving
VA = Adult visibly agitated or alarms near nest
YC = Young capable of leaving nest on the previous visit

OUTCOME: FAILURE

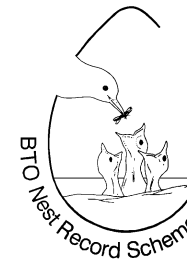
Use these codes on any visit to describe the fate of individual eggs and/or young.

Combine (e.g. **EP**, **XF** etc)

- | | |
|----------------------------------|--|
| 1st letter | 2nd letter |
| E = At egg stage | A = Eggs not hatched, infertile, or added |
| J = At young stage | B = Injured/broken |
| X = At egg or young stage | C = Killed or thrown out by Cuckoo |
| | D = Deserted/starved/dead |
| | E = Empty damaged nest |
| | F = Flooded |
| | I = Man - intentional |
| | L = Livestock |
| | M = Man - unintentional |
| | O = Other/unknown |
| | P = Predation |
| | T = Thrown/fallen out |
| | U = Usurped from nest by another species |
| | W = Wind Damage |

OUTCOME: UNKNOWN = OU

NB: For partially successful nests (i.e. where only part of clutch/brood produces fledged young) write both success and failure codes.



NEST RECORD SCHEME CODING SYSTEM

Coding Card revised January 2003

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HABITAT CODES

Please fill in at least Column A, and then B and C if possible.

ONLY ONE CODE should be chosen from Column A, but more than one can be selected from Columns B and C.

	COLUMN A	COLUMN B	COLUMN C
A WOODLAND (more than 5m tall)	1 Broadleaved	1 Mixed-aged or semi-natural	1 Dense shrub layer
	2 Coniferous	2 Coppice with standards	2 Moderate shrub layer
	3 Mixed broadleaved & coniferous (at least 10% of each)	3 Coppice with no standards	3 Sparse shrub layer
	4 Broadleaved water-logged	4 Mature plantation (taller than 10m, with closed canopy)	4 Dense field layer
	5 Coniferous water-logged	5 Young plantation (5-10m, open canopy)	5 Moderate field layer
	6 Mixed broadleaved and coniferous water-logged	6 Parkland (scattered trees and grassy areas)	6 Sparse field layer
		7 High-medium disturbance from people	7 Grazed (moderate to heavy)
		8 Low disturbance	8 Lightly grazed
			9 Dead wood present
			10 Dead wood absent

	COLUMN A	COLUMN B	COLUMN C
B SCRUBLAND (or very young wood-land less than 5m tall)	1 Regenerating natural or semi-natural woodland (chalk)	1 Broadleaved	1 Predominantly tall (3-5m)
	2 Downland	2 Coniferous	2 Predominantly low (1-3m)
	3 Heath scrub	3 Mixed broadleaved & coniferous (at least 10% of each)	3 Dense shrub layer
	4 Young coppice	4 Broadleaved swamp scrub	4 Moderate shrub layer
	5 New plantation	5 Coniferous swamp scrub	5 Sparse shrub layer
	6 Clear-felled woodland, with or without new saplings	6 Mixed broadleaved & coniferous swamp scrub	6 Extensive bracken
	7 Other	7 High-medium disturbance from people	7 Dense field layer
	8 Low disturbance	8 Moderate field layer	
		9 Sparse field layer	
		10 Grazed (moderate to heavy)	

	COLUMN A	COLUMN B	COLUMN C
C SEMI-NATURAL GRASSLAND AND MARSH	1 Chalk downland	1 Hedgerow with trees	1 Ungrazed
	2 Grass moor (unenclosed)	2 Hedgerow without trees	2 Cattle
	3 Grass moor mixed with heather (unenclosed)	3 Tree-line without hedge	3 Sheep
	4 Machair	4 Other field boundary (wall, ditch, etc.)	4 Horses
	5 Other dry grassland	5 Isolated group of 1-10 trees	5 Rabbits
	6 Water-meadow/ grazing marsh	6 No field boundary	6 Deer
	7 Reed swamp	7 Montane	7 Other grazers
	8 Other open marsh	8 High-medium disturbance from people	8 Extensive bracken
	9 Saltmarsh	9 Low disturbance	9 Hay

	COLUMN A	COLUMN B	COLUMN C
D HEATHLAND AND BOGS	1 Dry heath	1 Montane	1 Ungrazed
	2 Wet heath	2 Raised bog	2 Cattle
	3 Mixed wet/ dry heath	3 Valley/ basin bog	3 Sheep
	4 Bog	4 Blanket bog	4 Horses
	5 Breckland	5 Heath mixed with rough grass	5 Rabbits
	6 Drained bog	6 Heath without grass	6 Deer
		7 Heath with extensive bracken	7 Other grazers
		8 Undetermined bog	8 Ploughed
		9 Isolated group of 1-10 trees	9 Burned
		10 High-medium disturbance from people	10 Planted with saplings <0.5m tall

	COLUMN A	COLUMN B	COLUMN C
E FARMLAND	1 Apparently improved grassland	1 Hedgerow with trees	1 Ungrazed
	2 Apparently unimproved grassland	2 Hedgerow without trees	2 Cattle
	3 Mixed grass/ tilled land	3 Tree-line without hedge	3 Sheep
	4 Tilled land	4 Other field boundary (wall, ditch, etc.)	4 Horses
	5 Orchard	5 Isolated group of 1-10 trees	5 Other stock
	6 Other Farming	6 Farnyard (active)	6 Bare earth
		7 Autumn cereal	
		8 Spring cereal	
		9 Root crops	
		10 Other crops	

	COLUMN A	COLUMN B	COLUMN C
F HUMAN SITES	1 Urban	1 Building	1 Industrial
	2 Suburban	2 Gardens	2 Residential
	3 Rural	3 Municipal parks/ recreational areas	3 Well-wooded
		4 Sewage works "urban"	4 Not well-wooded
		5 Near road (within 50m)	5 Large area of garden (more than 450m ²)
		6 Near active railway line (within 50m)	6 Medium area of garden (100-450m ²)
		7 Other	7 Small area of garden (less than 100m ²)
		8 Rubbish tip	8 Many shrubs
		9 Few shrubs	

	COLUMN A	COLUMN B	COLUMN C
G WATER BODIES (freshwater)	1 Pond (less than 50m ²)	1 Undisturbed/ disused	1 Eutrophic (green water)
	2 Small water-body (50-450m ²)	2 Water sports (sailing etc)	2 Oligotrophic (clear water, few weeds)
	3 Lake/unlined reservoir	3 Angling (coarse or game)	3 Dystrophic (black water)
	4 Lined reservoir	4 Coarse angling	4 Marl (clear water, large water-weeds)
	5 Gravel pit, sand pit, etc	5 Game fishing	5 Slow-medium running
	6 Stream (less than 3m wide)	6 Industrial activity	6 Fast-running
	7 River (more than 3m wide)	7 Sewage processing 'rural'	7 Dredged
	8 Ditch with water (less than 2m wide)	8 Other disturbance	8 Undredged
	9 Small canal (2-5m wide)	9 Small island	9 Banks cleared
	10 Large canal (>5m wide)		10 Banks vegetated

	COLUMN A	COLUMN B	COLUMN C
H COASTAL	1 Marine - open shore	1 Mud or silt	1 Cliff vertical/ steeply sloping
	2 Marine shore - inlet/cove/ loch	2 Sand	2 Dune
	3 Estuarine	3 Shingle	3 Flat/gently sloping
	4 Brackish lagoon	4 Rocky	4 Small island
		5 Fully vegetated	5 Spit
		6 Sparse/ medium vegetation	6 Dune slack
		7 Inter-tidal	7 Sloping ground
		8 Below low-water mark	8 Undisturbed
		9 Disturbed	

	COLUMN A	COLUMN B	COLUMN C
I INLAND ROCK	1 Cliff	1 Active	1 Bare rock
	2 Scree/boulder slope	2 Disused	2 Low vegetation present (mosses, liverworts etc)
	3 Limestone pavement	3 Montane	3 Grasses present
	4 Other rock outcrop	4 Non-montane	4 Scrub present
	5 Quarry	5 High disturbance from climbers/ walkers etc.	
	6 Mine/spoil/ slag heap	6 Medium disturbance	
	7 Cave	7 Low disturbance	

J MISCELLANEOUS