

NEST VISIT STATUS CODES

MORE ADULT ACTIVITY

- AO** = Adult(s) displaying
AK = Adult(s) territorial behaviour
PA = Food pass between pair
PS = Copulation activity
AG = Adult(s) aggression/agitated behaviour
AX = Adult(s) alarm calling
AR = Adult roosting

OUTCOME: SUCCESS

Use when one or more of the brood has grown capable of flight and left the nest, or has become capable of flight having already left the nest after hatching or prematurely, e.g. ducks and geese.

- AC** = Adult carrying food near nest, indicating fledged young
EX = Young 'exploded' from nest
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, indicating fledged young
YC = Young capable of fledging on the previous visit

OUTCOME: FAILURE AT EGG OR YOUNG STAGE

Use on any visit to describe the loss, death or destruction of contents including the whole clutch/brood. Combine 'E', 'J' or 'X' with a letter that represents the reason, e.g. 'EP' for predation at egg stage.

Combine (e.g. EP, XF)

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 (not sure which)	C = Killed or thrown out by Cuckoo
	D = Deserted/starved/dead
	E = Empty, damaged nest
	F = Flooded
	I = Destroyed by man intentionally
	L = Destroyed by livestock
	M = Destroyed by man unintentionally
	O = Other/unknown cause
	P = Predation
	T = Thrown/fallen out
	U = Parents usurped by other species
	W = Wind damage

NEST VISIT STATUS CODES

OUTCOME: FAILURE BEFORE EGG STAGE

Use 'BD' when a nesting attempt has failed before eggs were laid or 'BE' when it has failed before eggs were seen, e.g. it's not known whether any were laid.

- BD** = Nesting attempt ceased before laying, e.g. during building
BE = Nesting attempt ceased; not known whether eggs laid

OUTCOME: NO BREEDING

Use when a nest site or territory has been monitored for all or part of a breeding season and no evidence of nesting has been found. Choose one code and record with it the final visit or observation date. Note these codes exist mainly to support Schedule 1 permit reporting and normally it is not necessary to complete a nest record when there hasn't been an active nest.

- SN** = Site not occupied or territory vacant
SS = Bird(s) present at nest site/territory but no breeding
SC = Site unavailable for nesting
SR = Nest site/territory vacant and same species breeding within 500m
SU = Other species preventing target species use of site
SO = Site unused for other reason

OUTCOME: UNKNOWN

Use 'OU' when one or more young could have fledged but you do not know whether any did. Use 'SX' when a territory or nest site has not been monitored all season.

- OU** = Outcome of nesting attempt unknown
SX = Site/territory was not observed all breeding season



NEST RECORD SCHEME HABITAT AND STATUS CODES

Revised August 2023

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 no standards	3	Sparse shrub layer
		4	Broadleaved waterlogged	4	Mature plantation (taller than 10m, with closed canopy)	4	Dense field layer
		5	Coniferous waterlogged	5	Young plantation (5-10m, open canopy)	5	Moderate field layer
		6	Mixed broad-leaved and coniferous waterlogged	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		
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B	SCRUBLAND (or very young woodland less than 5m tall)	1	Regenerating natural or semi-natural woodland	1	Broadleaved	1	Predominantly tall (3-5m)
		2	Downland (chalk or lime)	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

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

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 Farmyard (active)	6 Bare earth

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 (>450m ²)
			6 Near active railway line (within 50m)	6 Medium area of garden (100-450m ²)
			7 Other	7 Small area of garden (<100m ²)
			8 Rubbish tip	8 Many 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 (< 3m wide)	6 Industrial activity	6 Fast-running
	7	River (> 3m wide)	7 Sewage processing 'rural'	7 Dredged
	8	Ditch with water (< 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

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

I 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	

* can be used in conjunction with a code from section H to indicate a coastal cliff.

J MISCELLANEOUS	(for habitats that do not fit into the classification A-I above)
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NEST VISIT STATUS CODES

Please try to add no more than three status codes per visit/observation.

NEST BUILDING STAGE

N0 = Not yet built	N4 = Complete and unlined
N1 = Quarter built	NL = Complete and lined
N2 = Half built	NU = Old and unused
N3 = 3/4 built	NR = Recently replenished

EGG STAGE

FR = Fresh	DE = Growing embryo present
CO = Cold	PE = Pipping/calling from egg
WA = Warm	DE = Growing embryo present
CV = Covered	HA = Hatching
UN = Uncovered	HS = Hatched shell fragments in nest of gamebird, wader or waterbird

YOUNG STAGE

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

ADULT ACTIVITY

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

1st letter 2nd letter

A = Adult	V = In vicinity of nest
M = Male	B = Building nest or carrying material
F = Female	N = On or at nest
P = Pair	I = Identified by artificial mark/tag at nest
	T = Trapped at or near nest
	F = Feeding young at nest
	D = Dead