

Timing Guide Lines for PI's to use when planning a Survey.

1. Air Guns Only –

- a. First Gun Deployment – 7 Hours
- b. Subsequence Gun Deployments – 2 Hours
- c. Gun Retrieval – 2 hours
- d. Turning – 5 Deg a min or ~1.5 km Radius or 3k between lines
- e. Maximum Speed 4.5 kts
- f. Minimum Water Depth – 25m
- g. Preventive Maintenance – 4 hours every 48 hours
- h. 20% Technical Downtime for Instruments, Source Air Leaks, and MMO Issues

2. 2D Single Streamer & Air Guns –

- a. First Deployment Streamer – 24 Hours
- b. Subsequence Streamer Deployments – 12 Hours
- c. Streamer Retrieval – 8 hours
- d. First Gun Deployment – 7 Hours
- e. Subsequence Gun Deployments – 2 Hours
- f. Gun Retrieval – 2 hours
- g. Turning – 5 Deg a min or ~1.5 km Radius or 3k between lines
- h. Maximum Speed 4.5 kts with 6 km Streamer – 4.2 kts with 8 km Streamer
- i. Minimum Water Depth – 50m
- j. Preventive Maintenance Gun – 4 hours every 48 hours
- k. Preventive Maintenance Streamer – 18 hours every 14 Days
- l. 20% Technical Downtime for Instruments, Source Air Leaks, and MMO Issues

3. 3D Multi - Streamer & Air Guns –

- a. First Deployment Streamer – 72 Hours
- b. Subsequence Streamer Deployments – 36 Hours
- c. Streamer Retrieval – 24 hours
- d. First Gun Deployment – 7 Hours
- e. Subsequence Gun Deployments – 2 Hours
- f. Gun Retrieval – 2 hours
- g. Turning – 3 Deg a min or ~2.5 km Radius or 6k between lines
- h. Maximum Speed 4.5 kts with 6 km Streamer or 4.2 kts with 8 km Streamer
- i. Minimum Water Depth – 50m
- j. Preventive Maintenance Gun – 4 hours every 48 hours
- k. Preventive Maintenance Streamer – 24 hours every 14 Days
- l. 20% Technical D/T for Instruments, Source Air Leaks, and MMO Issues

*** Note: It is each PI own responsibility to investigate the weather and current patterns for their specific area and to in the appropriate amount of other contingency time for Weather, Fishing Activities, Ship traffic, and Currents.