

Scavenging

- Widespread Behavior
- Transfer of Energy
- Ecosystem Services





Study Area

Mendocino National Forest

- 3696 square km (18.2% of Slovenia)
- Black-tailed Deer Hunting
 - Effects of Mountain Lions (also called pumas or cougars)





Background (Ph.D. Research)

GPS collars (598 GPS clusters, 352 kill sites)

- Deer = 98.6% of Prey Biomass
- High Kill Rates (1.39 animals/week)

Seasonal patterns

- Kill Rate vs. Handling Time
- Inverse Pattern ($R^2 = 0.98$)





Experimental Design

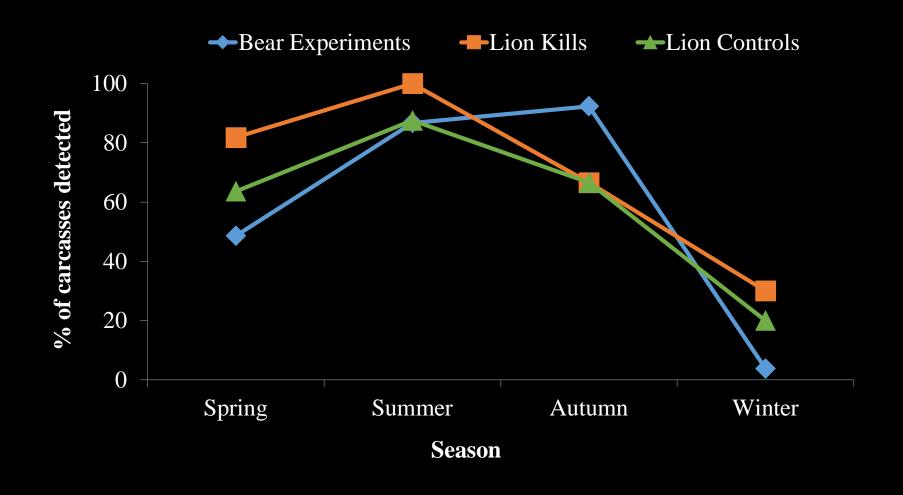
• 59 Active Mountain Lion Kills (compared to paired carcasses)

- 100 Experimental Bear Sites (Present vs. Not)
- Variables
 - Presence/Absence
 - Mean Feeding Bout Duration
 - Total Feeding Time



Detection of Carcasses by Bears

- Seasonal Pattern
- Mean Detection = 48.5 hours



Black Bear Effects on Mountain Lions

- After Bear Arrival
 - Abandoned 72.4% of kills
 - Fed once at 13.8% of kills
 - 106.5 minutes before vs. 16.8 after (Bear feeding time = 145.9 min)



Scavenger Richness & Total Feeding Time Effect Sizes (Cohen's D Score):

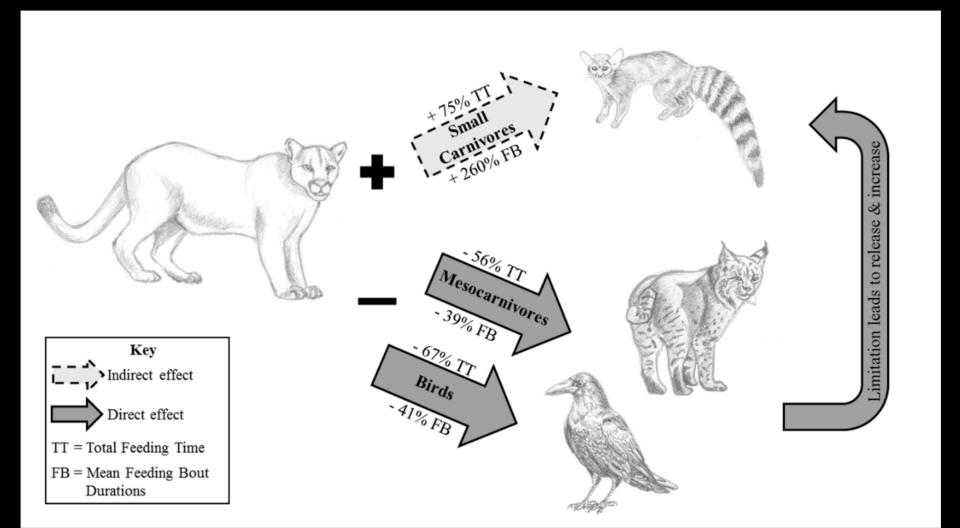
<0.20 = Small Effect <0.50 = Medium Effect <0.80 = Large Frfect

Scavenger Variable	Lion Kill	Lion Control	Effect Size
Species Richness	3.07 Species (2.60-3.54 95% CI)	3.52 Species (3.13 - 3.90 95% CI)	-0.27
Total Feeding Time	165.7 min (124.1 - 207.3 95% CI)	246.3 min (187.3 - 305.3 95% CI)	-0.41
Scavenger Variable	Bear Present	Bear Absent	Effect Size
Species Richness	1.79 (1.30 - 2.28 95% CI)	3.09 (2.65 - 3.53 95% CI)	-0.87
Total Feeding Time	42.5 min (21.7 - 63.3 95% CI)	359.5 min (261.2 - 457.8 95% CI)	-1.20

Mountain Lion Effects on Scavenger Classes

- Varied effects by class
- Promotes structuring

= Trophic Facilitation



Bear Effects on Scavenger Classes

- Negative Effects
 - All Scavenger Classes
 - All Variables

= Trophic Limitation

