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# Intra-guild competition and ecosystem services of mammal scavengers in a new colonized wolf landscape

**R. Brogi**\*<sup>1</sup>, P. Bonghi<sup>1</sup>, M. Del Frate<sup>1</sup>, S. Sieni<sup>1</sup>, A. Cavallera<sup>2</sup>, & M. Apollonio<sup>1</sup>

<sup>1</sup> Department of Veterinary Medicine, University of Sassari, Italy

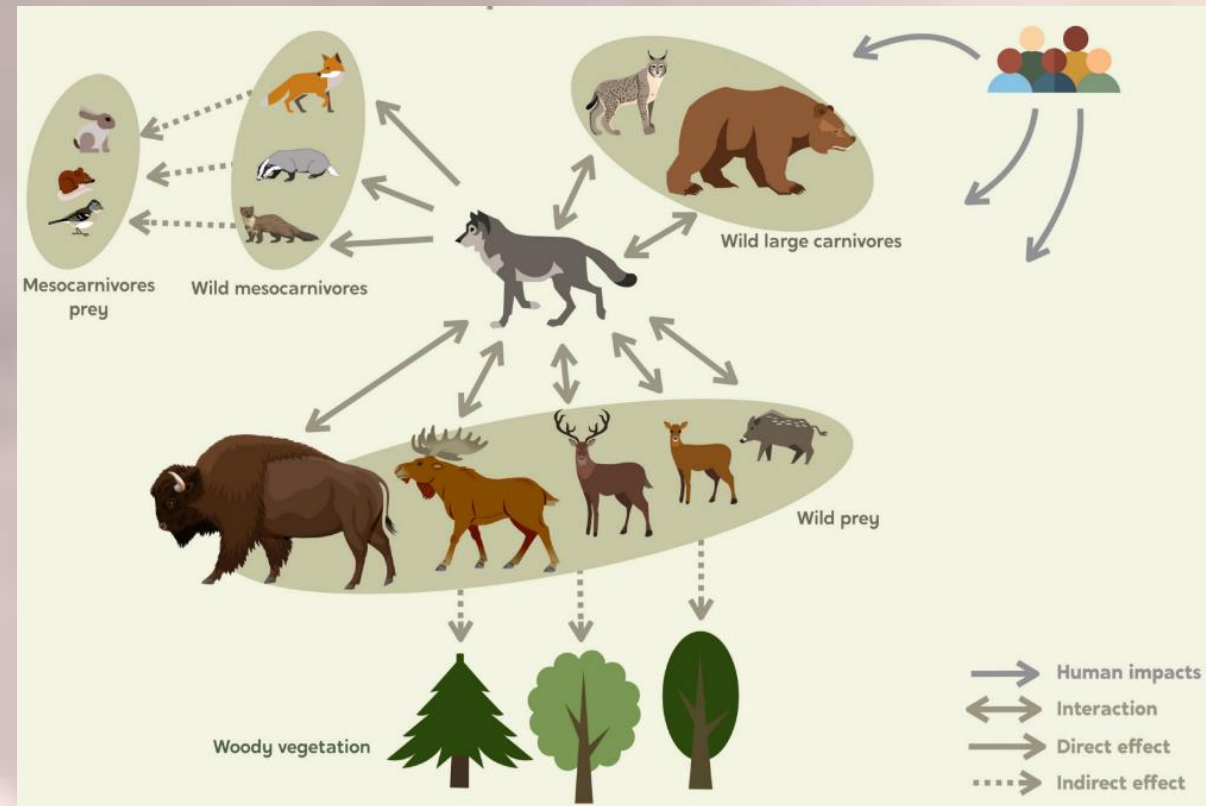
<sup>2</sup> Department of Agri-food Production and Environmental Sciences (DISPAA), University of Florence, Italy

\*rbrogi@uniss.it



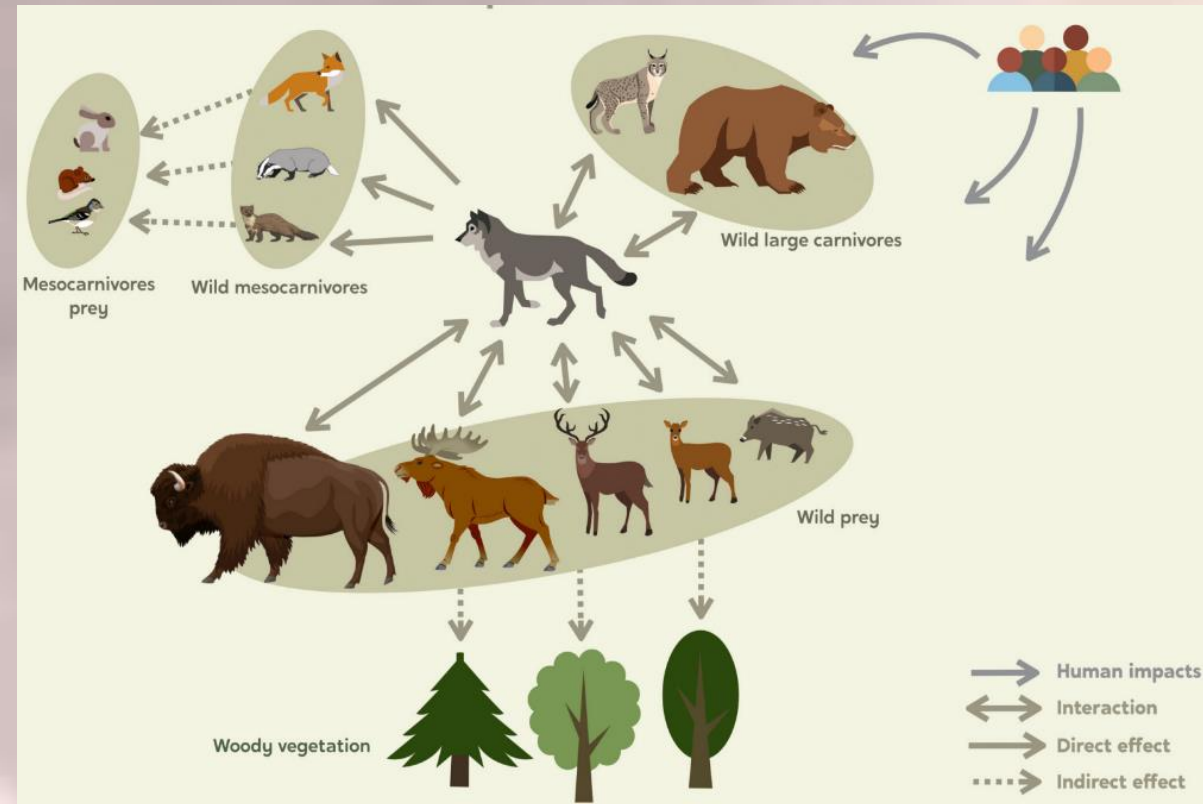
# Wolf return → consequences on the ecosystem level

## Low human impact

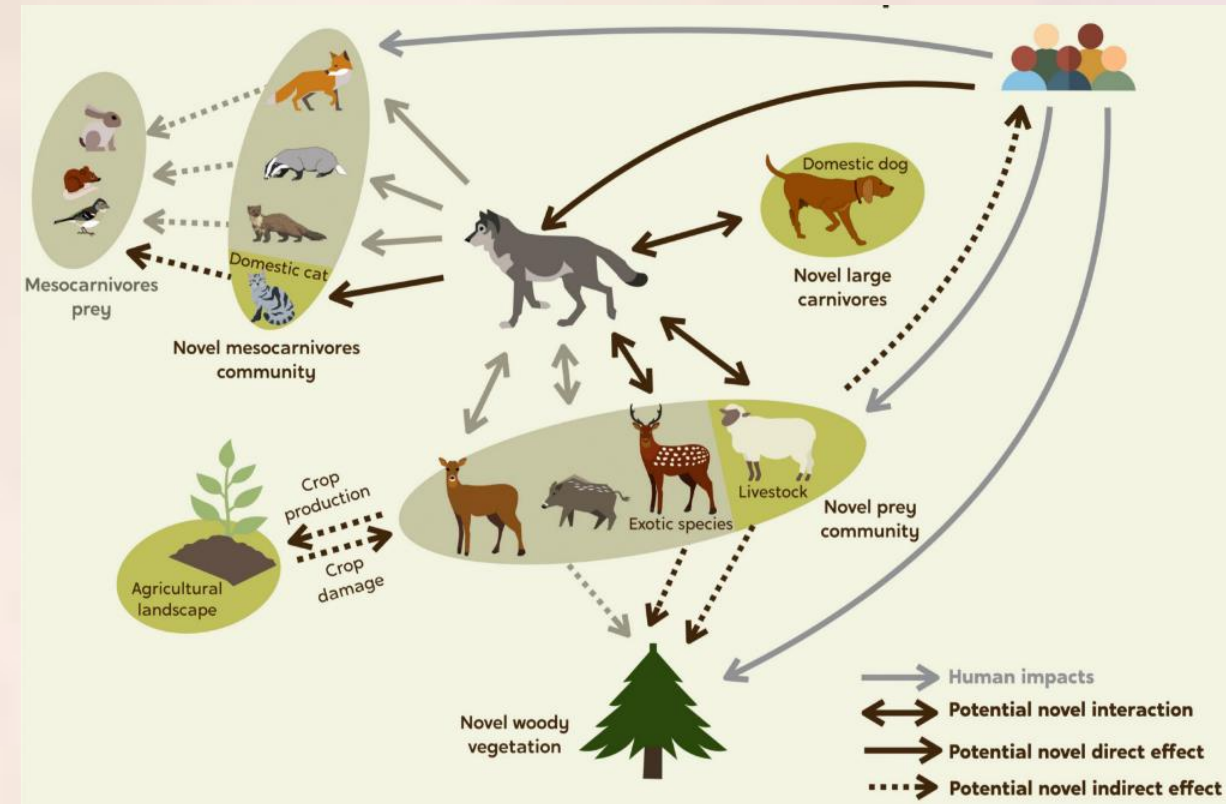


# Wolf return → consequences on the ecosystem level

## Low human impact



## Human-modified environments



## Novel ecosystem functions

“wolves in human-modified ecosystems will engage in an array of novel interactions and potential novel trophic cascades”

# Wolf return to human-dominated, **prey-rich** landscapes



translocations

environmental conditions

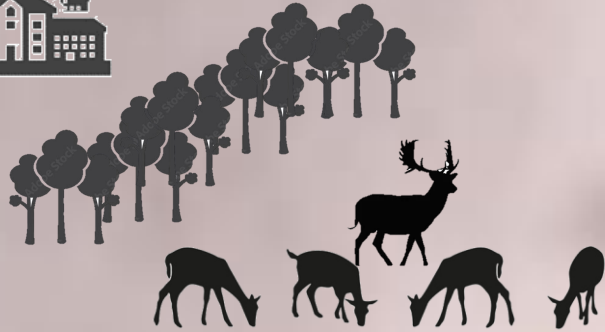
legal protection



Wolf return to human-dominated, **prey-rich** landscapes



Wolf return to human-dominated, prey-rich landscapes



release of unconsumed carcasses due to overkilling

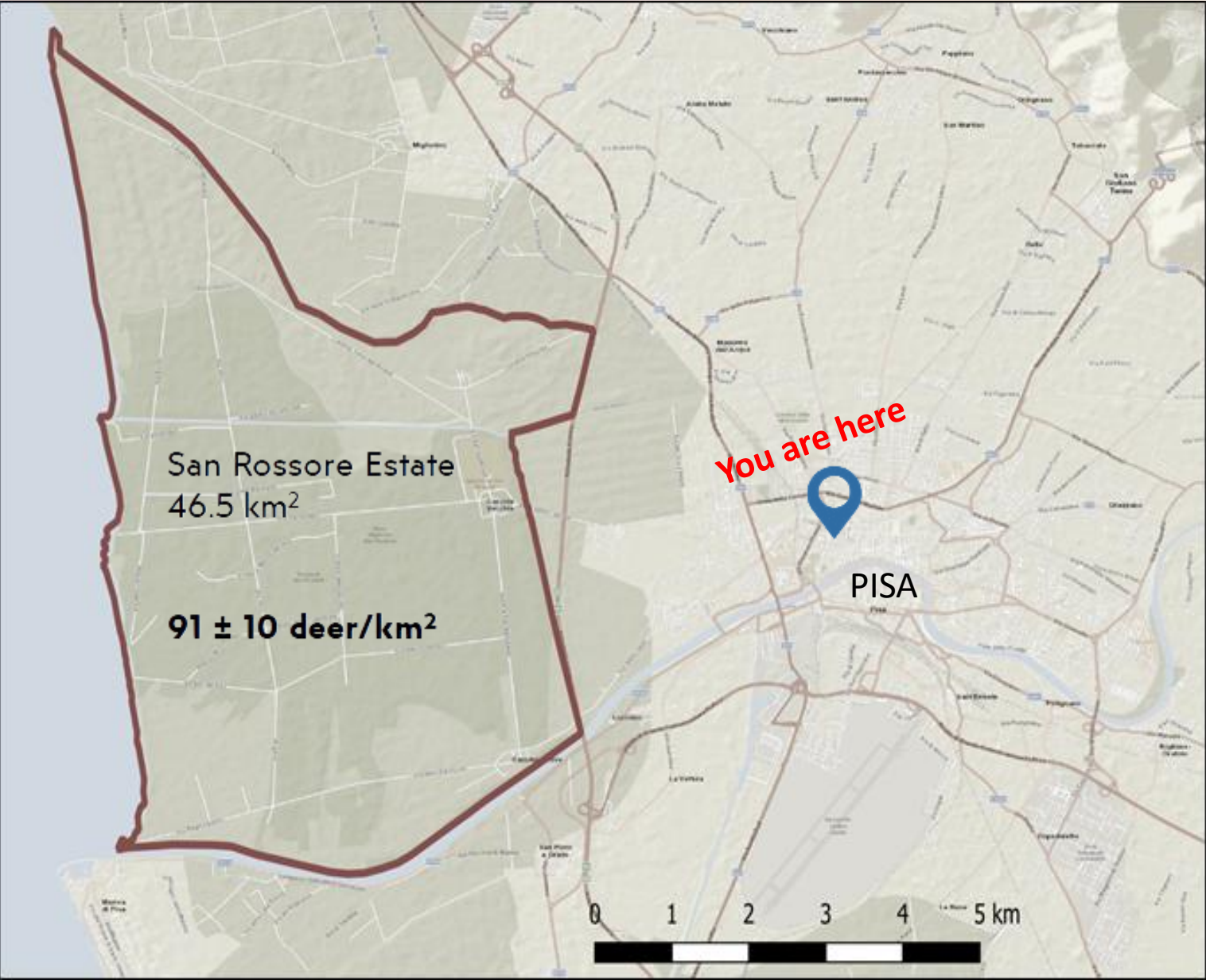


cascading effects on the scavenger community



- **Who** is going to **win the competition** for the emerging resource represented by deer carcasses?
- How does scavenger competition for wolf-killed carcasses **change over time** following wolf return?

# Study area



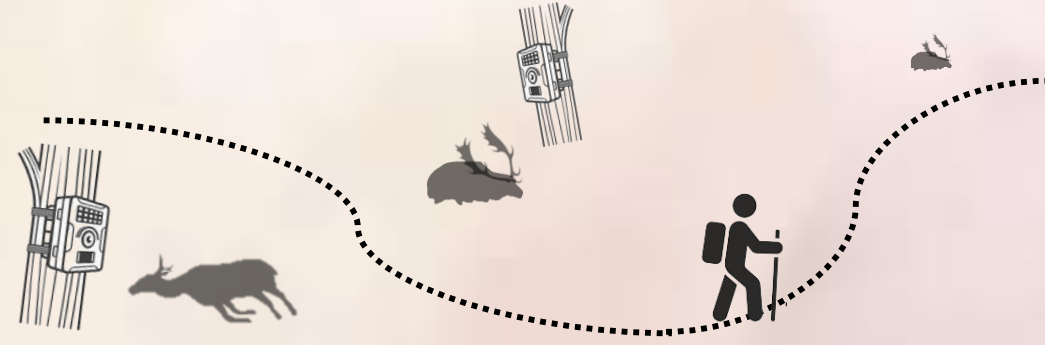
91 ± 10 fallow deer/km<sup>2</sup>





## Methods

- 12,000+ km transects since 2017 to 2022
- **103** fresh wolf-killed fallow deer **carcasses**
- monitored by **camera traps** for 7-10 days



Only 3 mammal scavengers:



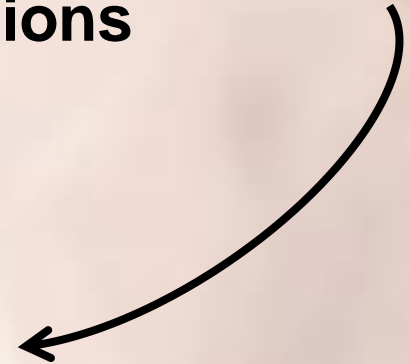
 **!**  
carcasses totally consumed  
in **18.75 ± 20.44 h**

## Methods



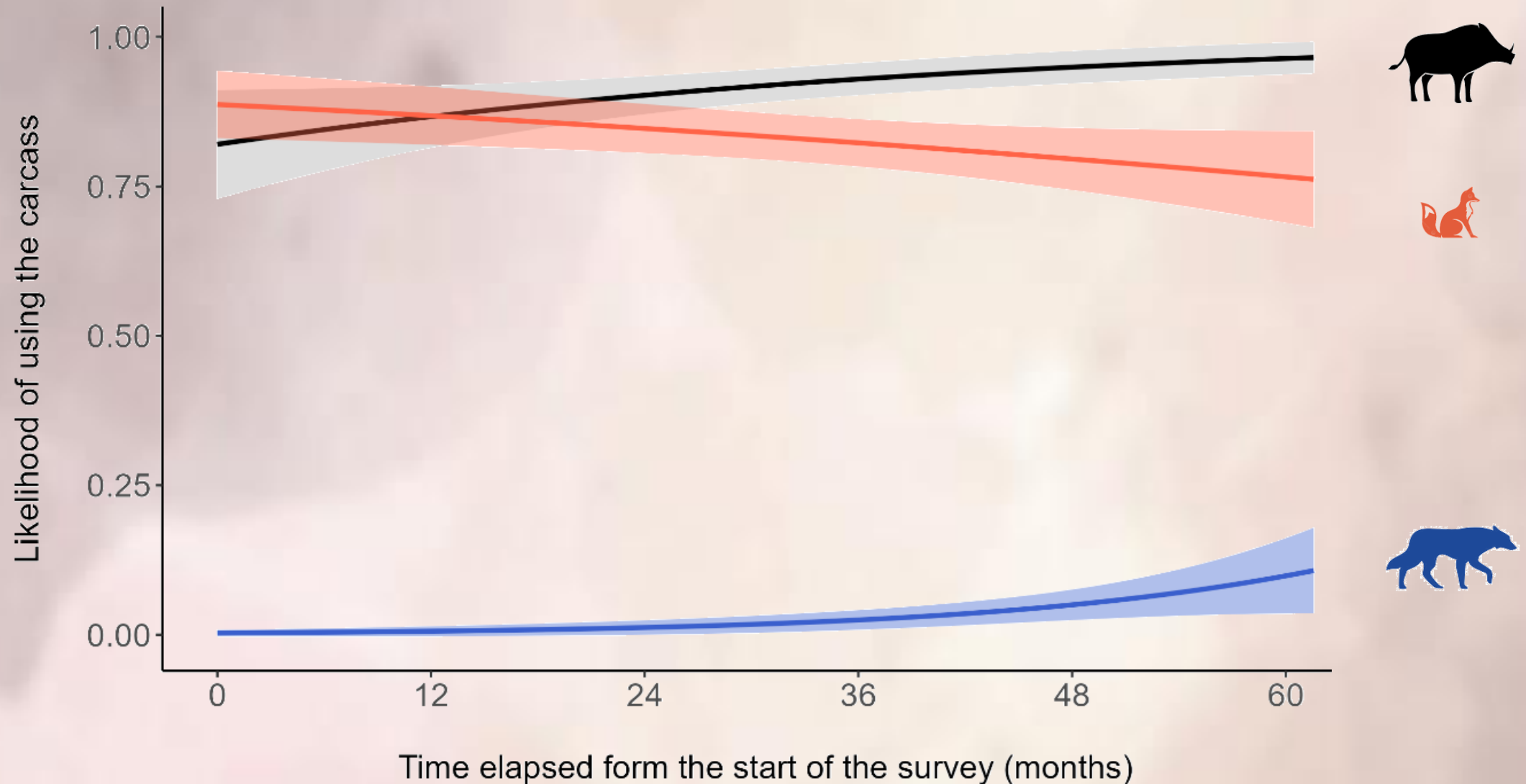
- **Likelihood** of finding and using the carcass
- **Total time** spent feeding on the carcass
- Outcome of **direct interactions**
- Interspecific **spatiotemporal associations**

*modelled across species  
and along the 5 years-  
monitoring period*



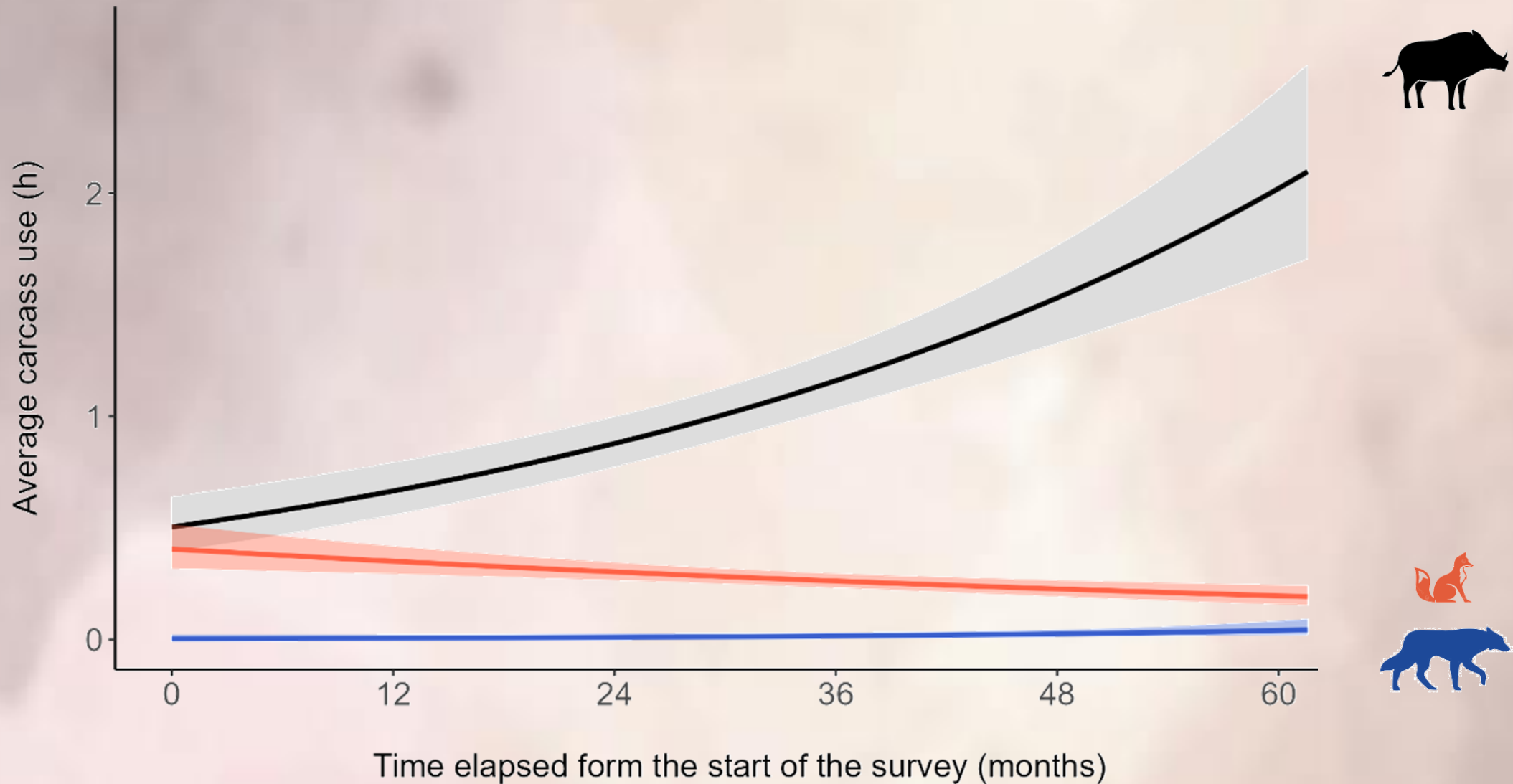
## Results

**Likelihood** of finding and using the carcass ~ **species\*time** + carcass weight + re(carcass id)



## Results

**Total time** spent feeding on the carcass  $\sim$  **species\*time** + carcass weight + re(carcass id)



## Results

### Outcome of direct interactions on the carcasses





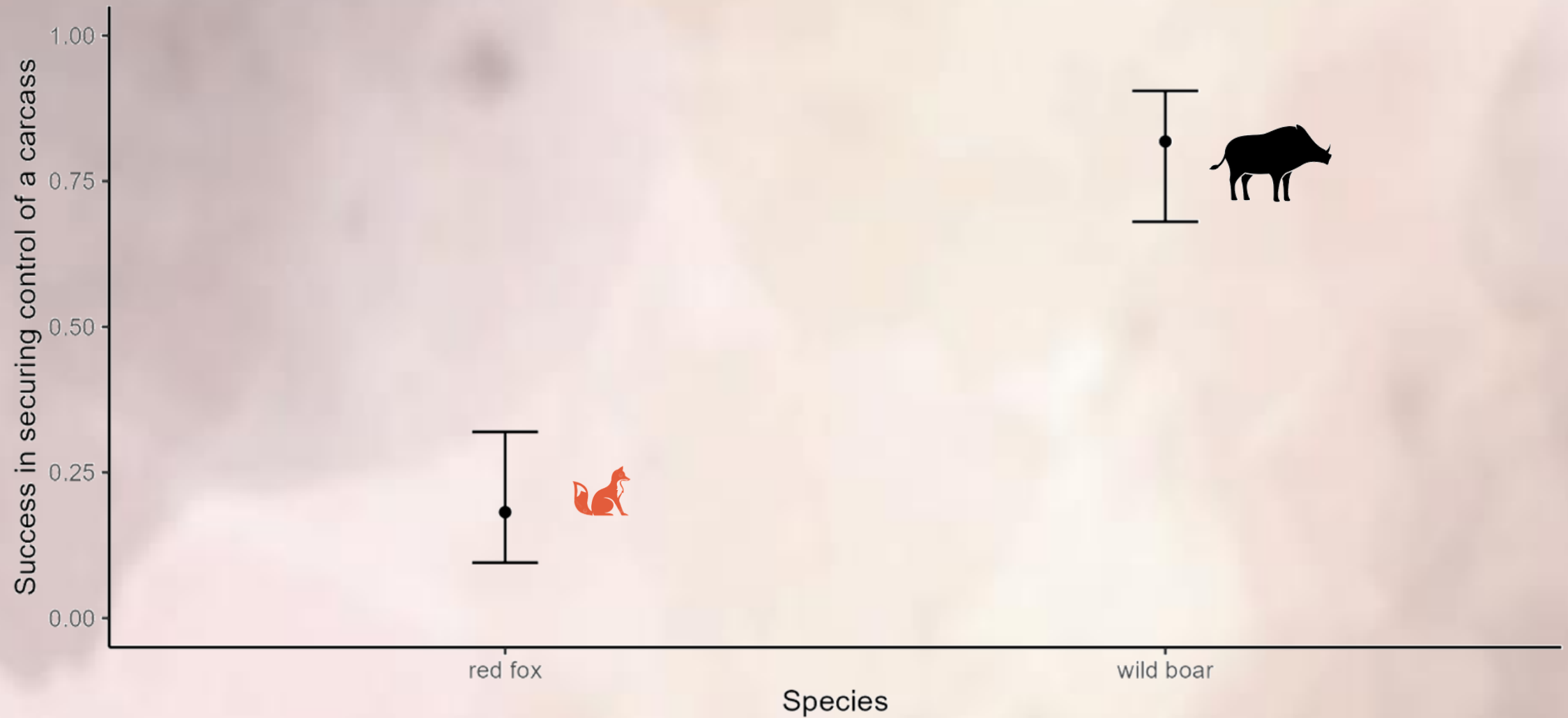
## Results

### Outcome of direct interactions on the carcasses



## Results

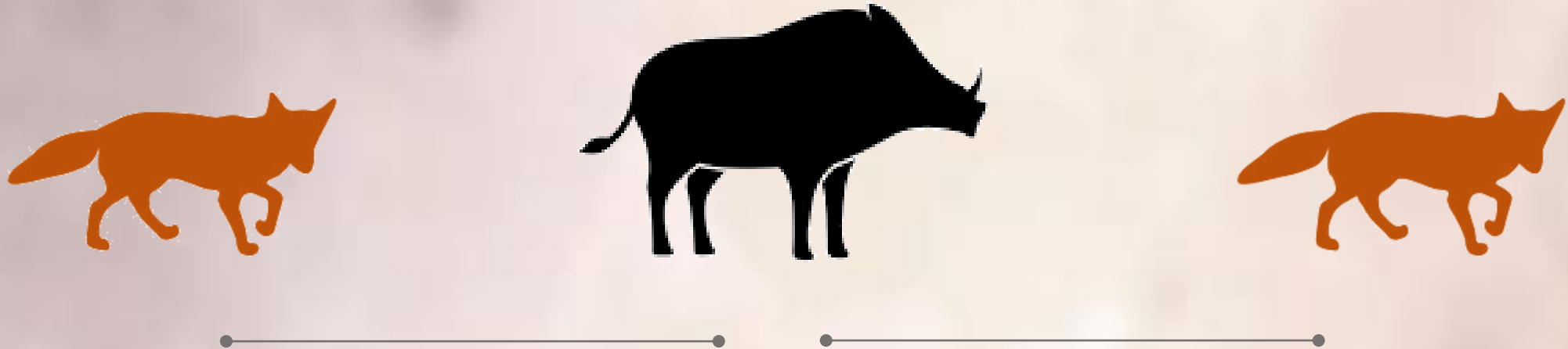
### Outcome of direct interactions on the carcasses (n=44)



## Results

**Interspecific spatiotemporal association  $\sim$  species\*time + re(carcass id)**

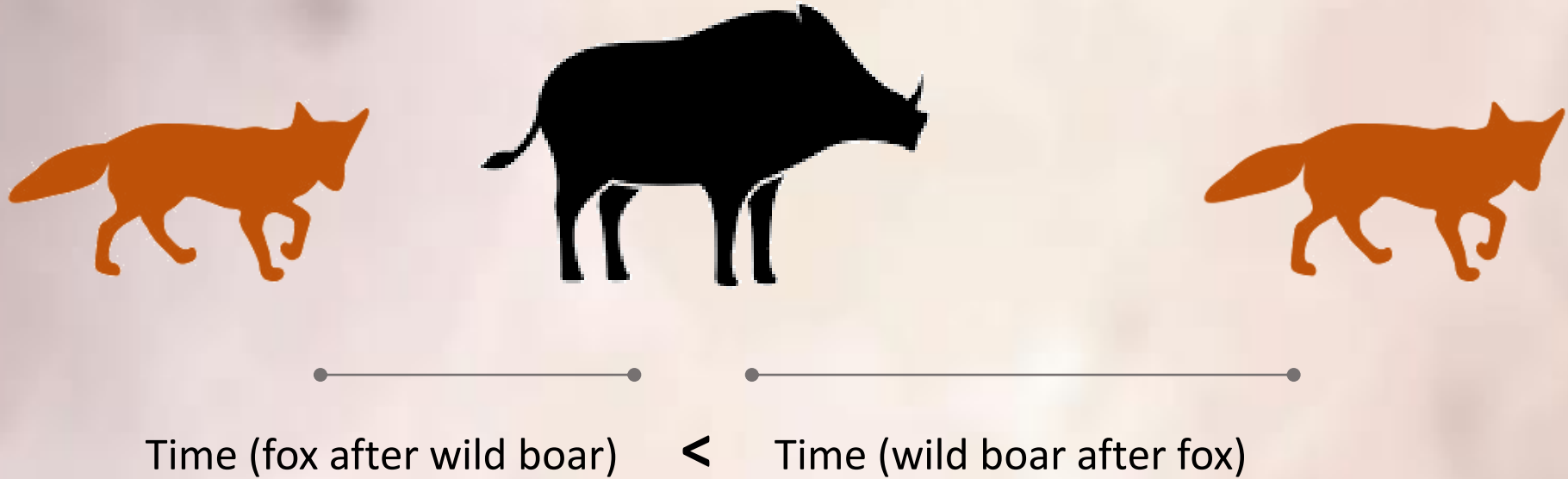
i.e., delay in arriving on a carcass after the competitor species



## Results

**Interspecific spatiotemporal association  $\sim$  species\*time + re(carcass id)**

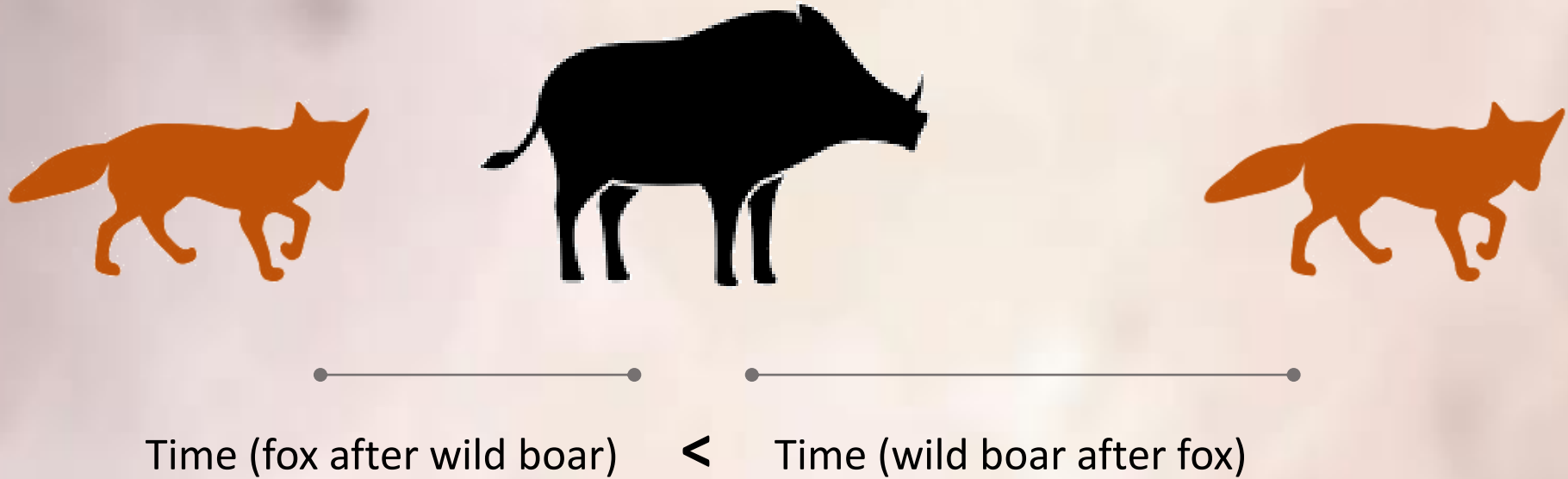
i.e., delay in arriving on a carcass after the competitor species



## Results

**Interspecific spatiotemporal association  $\sim$  species\*time + re(carcass id)**

i.e., delay in arriving on a carcass after the competitor species



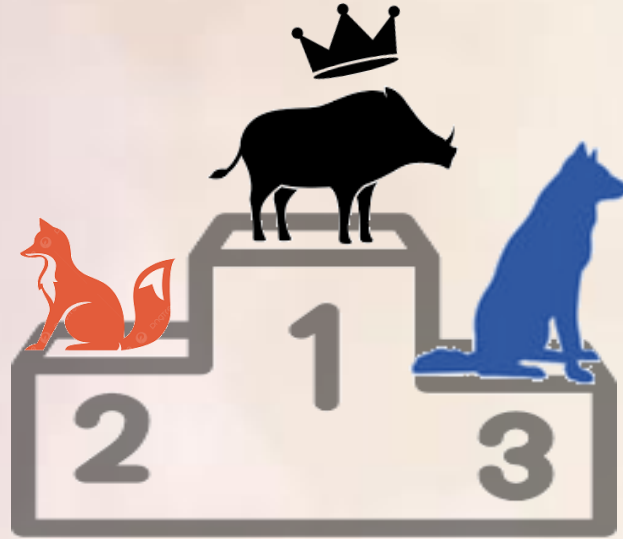
**Red foxes did not avoid wild boars;  
No variations along the study period**



**Mostly indirect competition**



# DISCUSSION AND CONCLUSIONS



- Wolves did not even take part
  - Wild boar > red fox
- } ≠ previous studies

Vucetich et al. 2012, Focardi et al. 2017

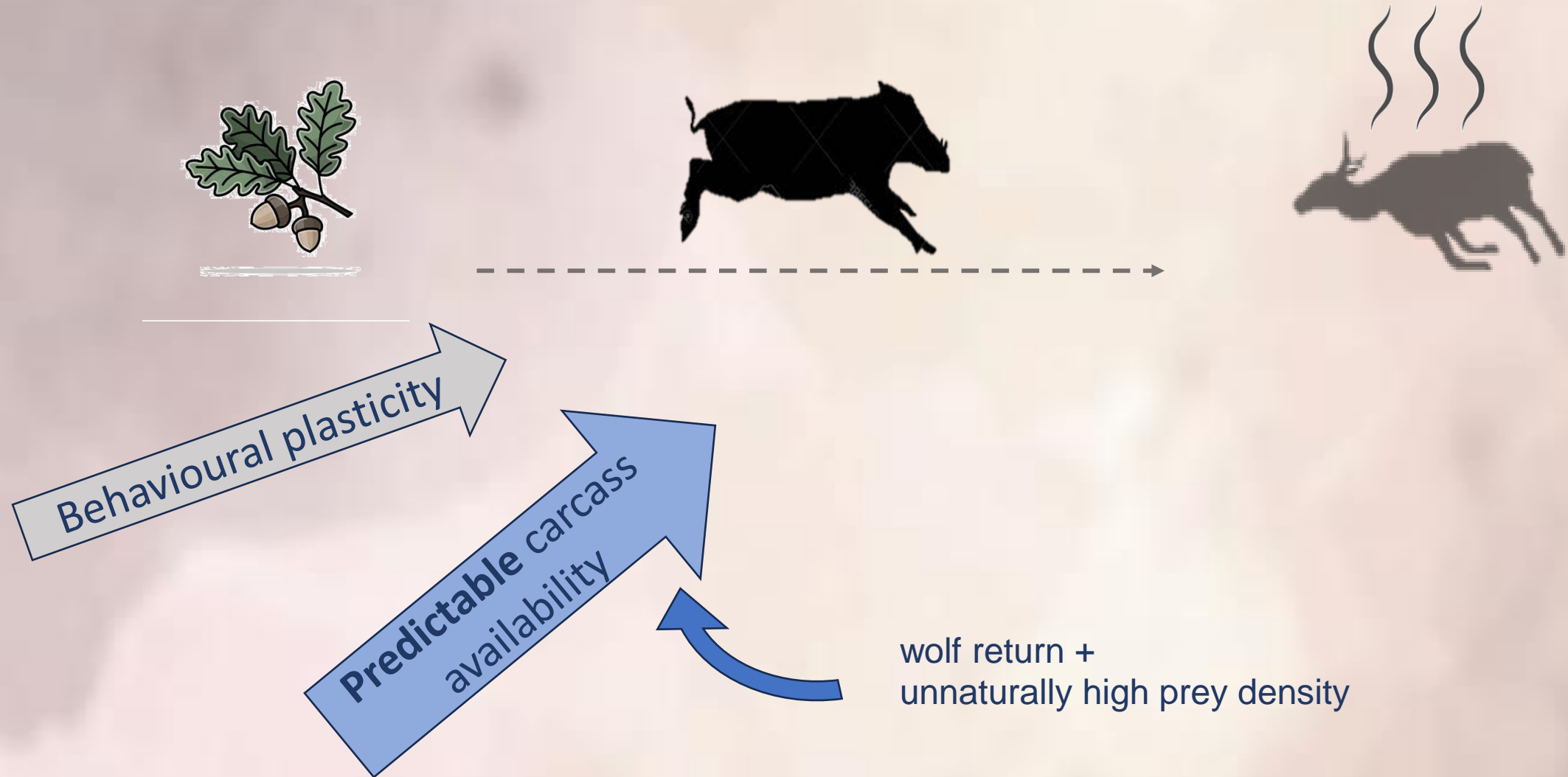
Selva et al. 2005, Bassi et al. 2018

# DISCUSSION AND CONCLUSIONS



Behavioural plasticity

# DISCUSSION AND CONCLUSIONS



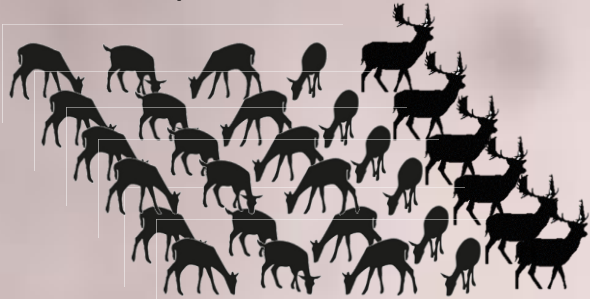
# DISCUSSION AND CONCLUSIONS

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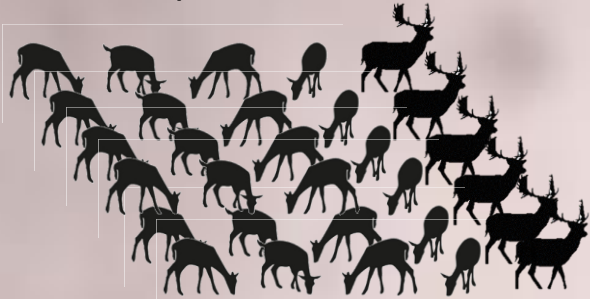
wolves up, deer down?





# DISCUSSION AND CONCLUSIONS

91 ± 10 fallow deer/km<sup>2</sup>



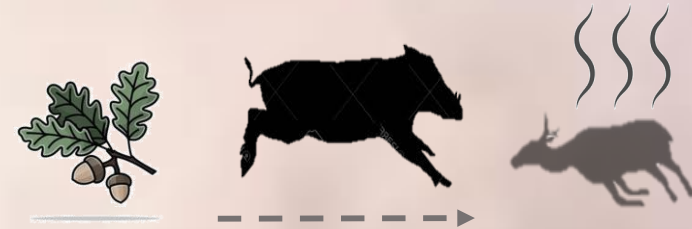
?

wolves up, deer down?



# CONCLUSIONS

- Wild boar competed with red foxes but progressively monopolized the emerging niche
- Wolf return + unnaturally high prey density → enhanced predictability of carcass availability
- Minimal carcass reutilization by wolves, but what with the increasing wolf population?





# Thanks for listening!

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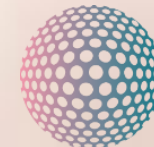


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