









Low Trait/factor value High




Ability to scavenge

Increased ++  
decreased --

## ENCOUNTER RATE

	++	<b>Basal metabolism</b> <i>e.g. ectothermy</i>	--	
	++	<b>Locomotion cost</b> <i>e.g. volancy</i>	--	
	--	<b>Detection rate</b> <i>e.g. vision or olfaction</i>	++	
	--	<b>Environment</b> <i>e.g. carrion availability</i>	++	

## HANDLING TIME

	--	<b>Food processing</b> <i>e.g. phenotypic adaptations</i>	++	
	++	<b>Competition</b> <i>e.g. body size</i>	--	