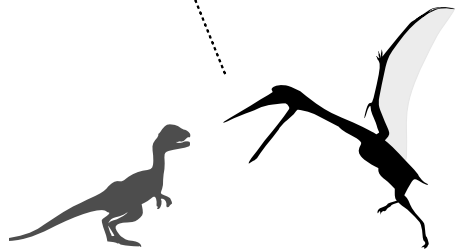


Handling Time:

Competition

Food
processing



Encounter rate:

Metabolism

Locomotion

Detection

Carcass availability

