Habitat Quality Rankings

Sand Quality :	0	fine mud	
	1	fine sandy mud	
	2	muddy fine sand	
	3	clean fine sand	
	4	medium grain sand	
	5	coarse grain sand	
Ripple Quality :	0	flat	
	1	v. slight occasional ripples	
	2	regular slight ripples	≤ 0.25 cms
	3	medium ripples	≤ 0.5 "
	4	high ripples	≤ 1.5 "
	5	gigantic ripples	> 1.5 "
Water Quality :	0	dry	
	1	moist	
	2	thin surface layer	
	3	pooled water	
	4	surface runoff	
Slope :	0	flat	
	1	$\leq 2°$	
	2	$\leq 5°$	
	3	$\leq 10°$	
	4	$> 10°$	

Sampling Procedure

① Mark corner of site : posⁿ frm landmark.

② Temp and weather readings.

③ Tracking, capture, mark, and mark posⁿ of trail.
record : size, no of prey & type, size of prey.

④ Benthic samples : posⁿ frm corner site marker
record : sand, ripple, water, slope

⑤ Final temps

⑥ other exptmtal : untracked snails | marking.

Experimental Procedure to determine effect of predator attack on prey item.

On capturing a prey item the predator will remain motionless for a period ranging from approx 15 sec to 2 mins. This behaviour raises the question of what is the predator doing. Possible reasons are 1) Evaluation of prey quality ie. recognition that captured item is a suitable item, or size of item
2) The predator is "immobilizing the item in some manner".

The following two hypothesis may be tested

H_1 - prey evaluation time is independent of prey size or predator size

H_2 - prey are not immobilized in some manner.

Technique

① Collect prey items and sort into 3 size groups
② Split each group in to 3 sub groups
- SGroup 1 : control handled
- SGroup 2 : captured and cleaned
- SGroup 3 : captured and uncleaned.

③ Determine recovery times for each SGroup