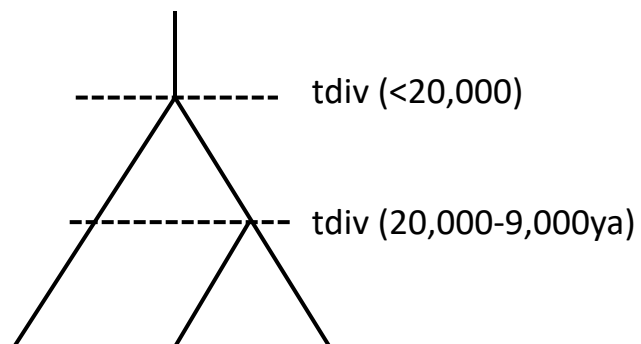
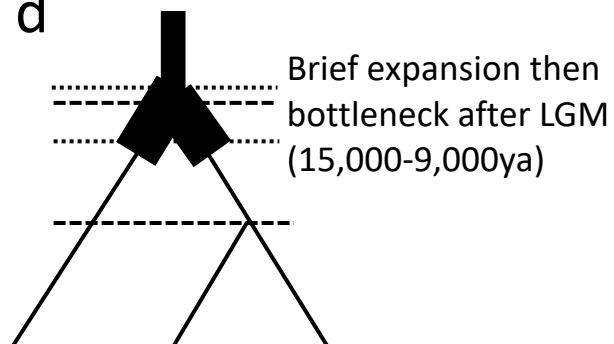


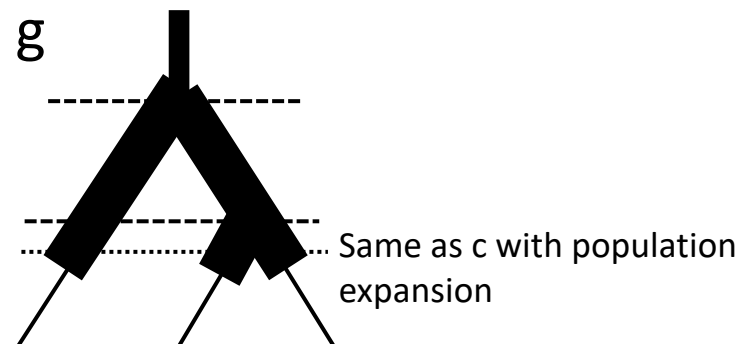
a



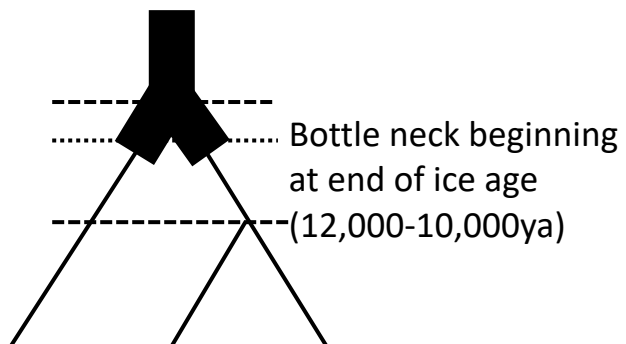
d



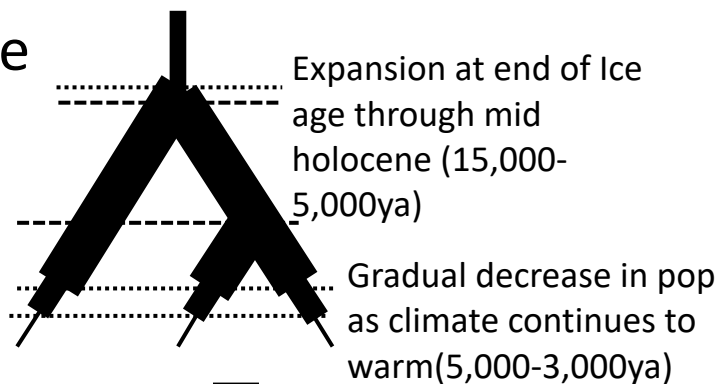
g



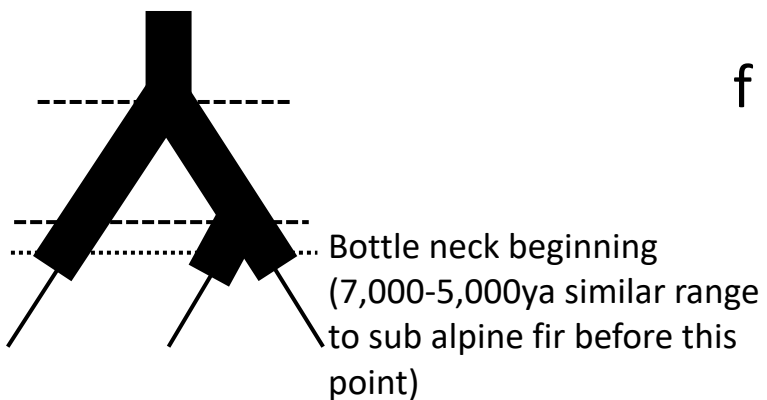
b



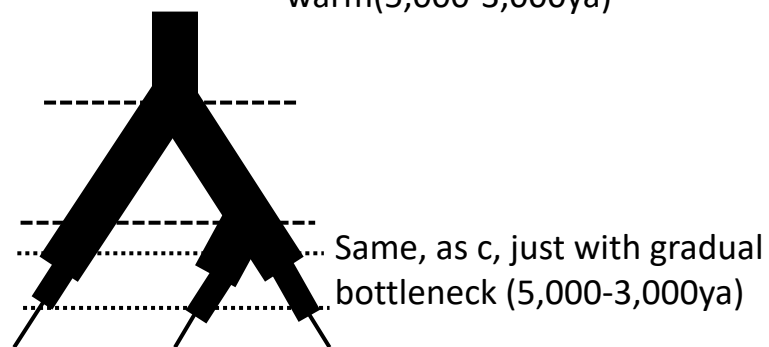
e



c



f



a: null

b: LGM and early Holocene= goldilocks zone; soon into of Holocene, too warm



c: LGM through mid Holocene= goldilocks zone; mid-Holocene, too warm



d: LGM too cold; early Holocene= goldilocks zone, pop expansion; soon into Holocene, too warm



e: LGM too cold; early Holocene= goldilocks zone, pop expansion; gradual contraction as things warm



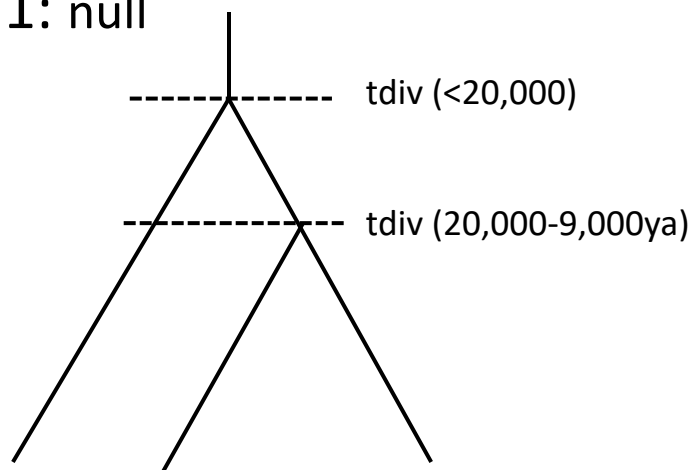
f: LGM and early Holocene= goldilocks zone, pop expansion; gradual contraction as things warm



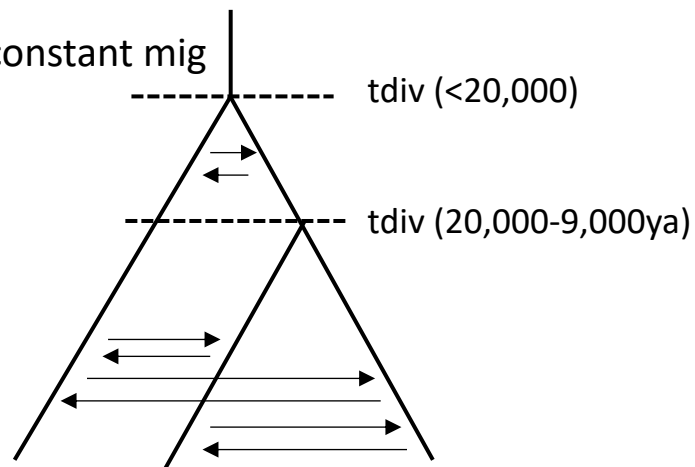
g: LGM too cold; Holocene= goldilocks zone, pop expansion; mid-Holocene too warm



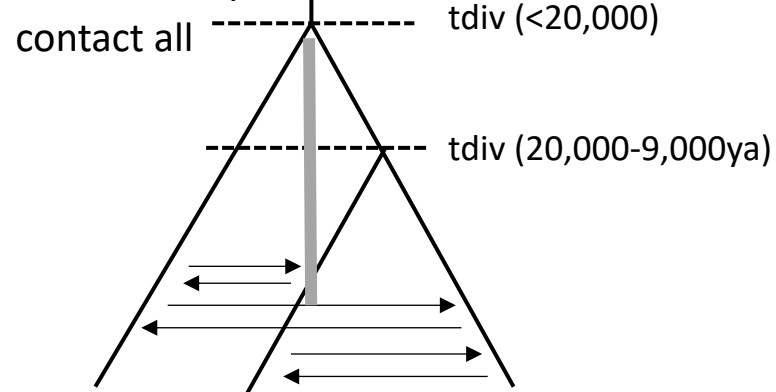
1: null



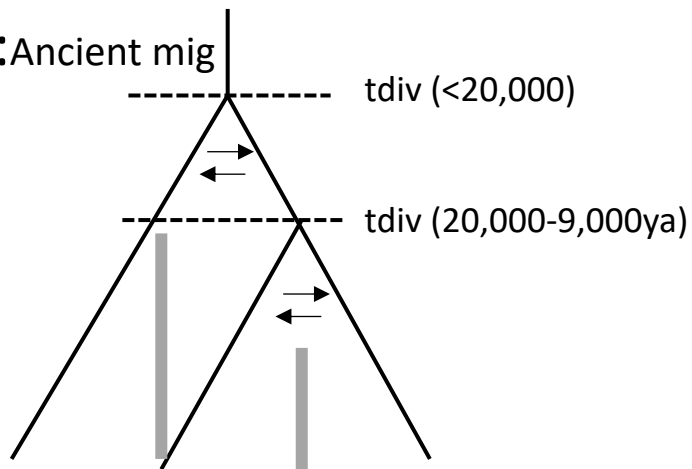
3: constant mig



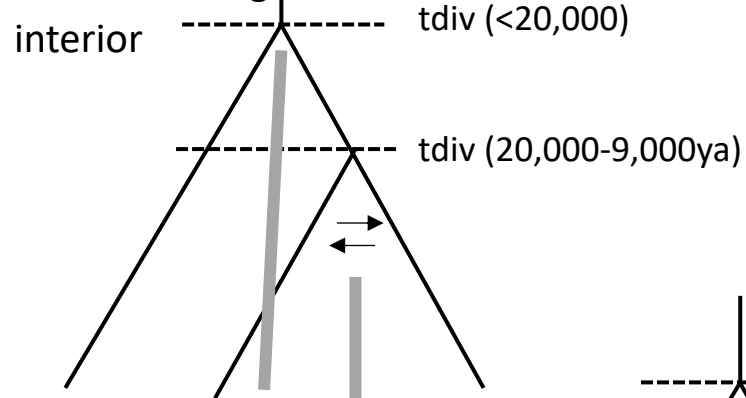
5: Secondary



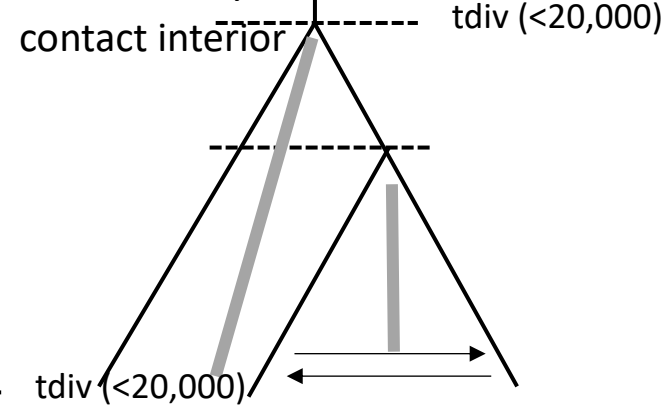
2: Ancient mig



4: Ancient mig



6: Secondary



1: apply to all

2: apply to a, c, e, f, g

3: apply to a, e, f

4: apply to a, c, e, f, g

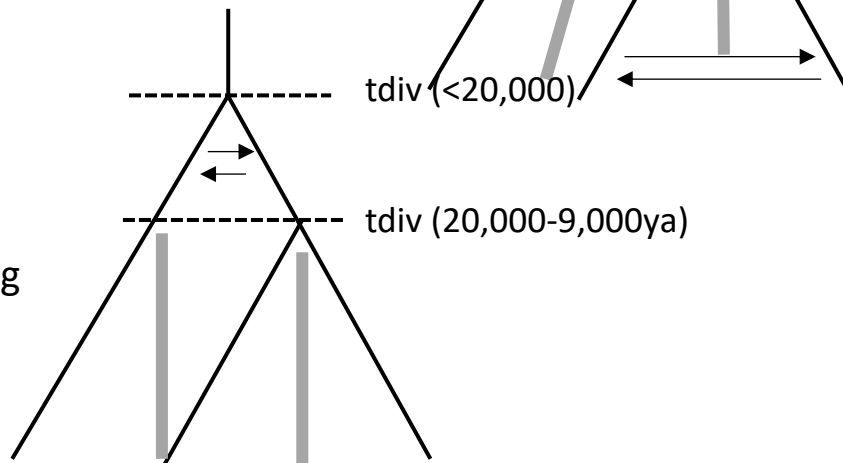
5: apply to a, e, f

6: apply to a, e, f

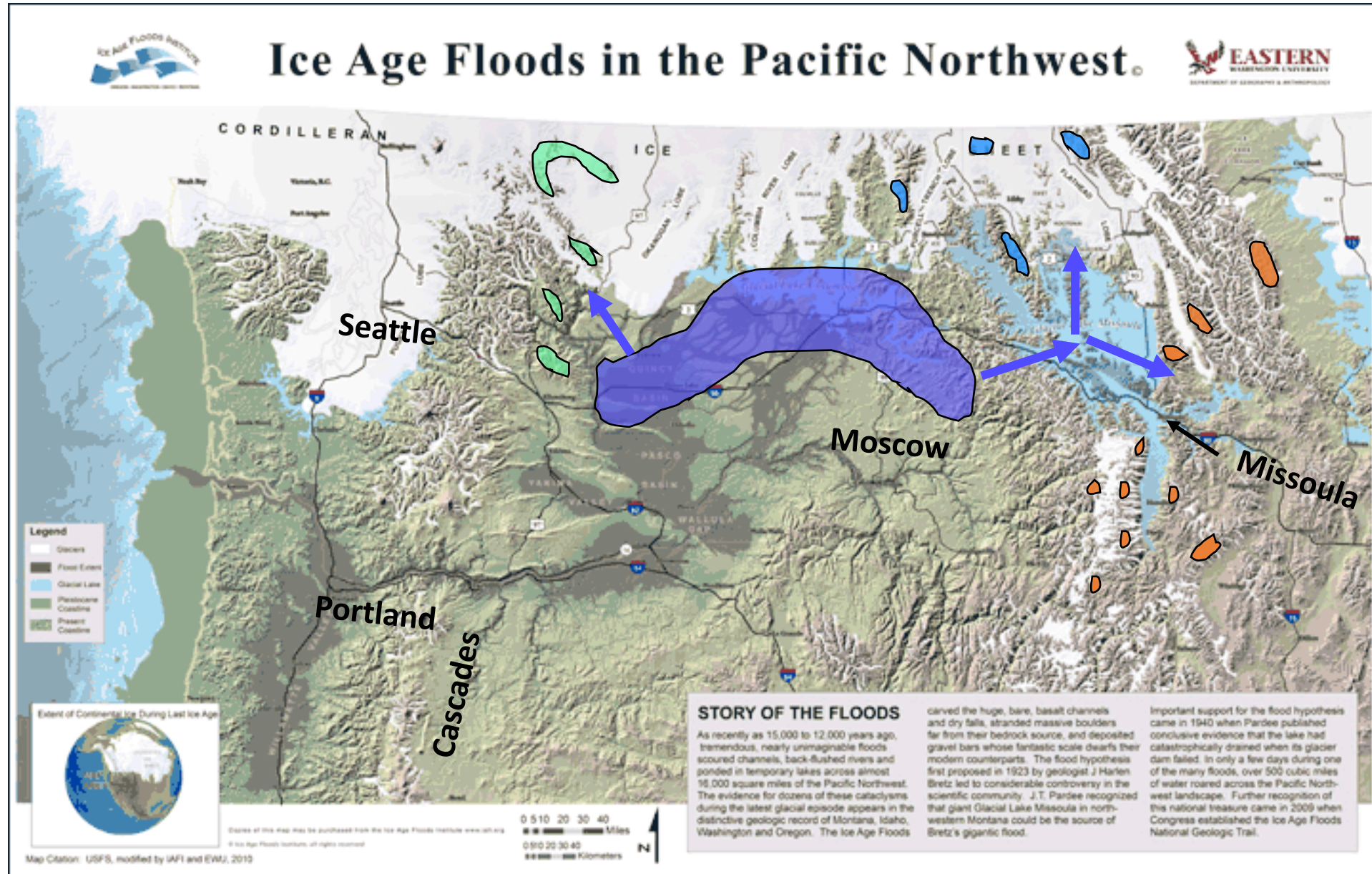
7: apply to all

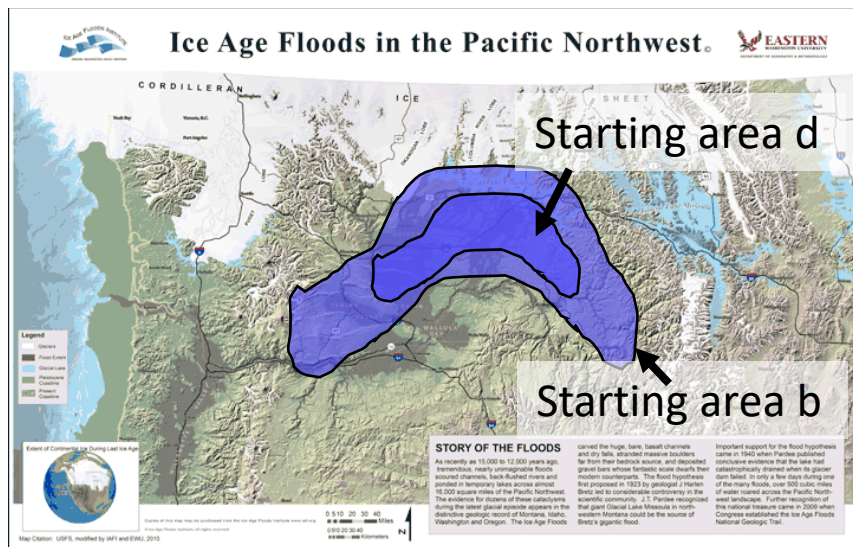
7: Ancient mig

coast interior

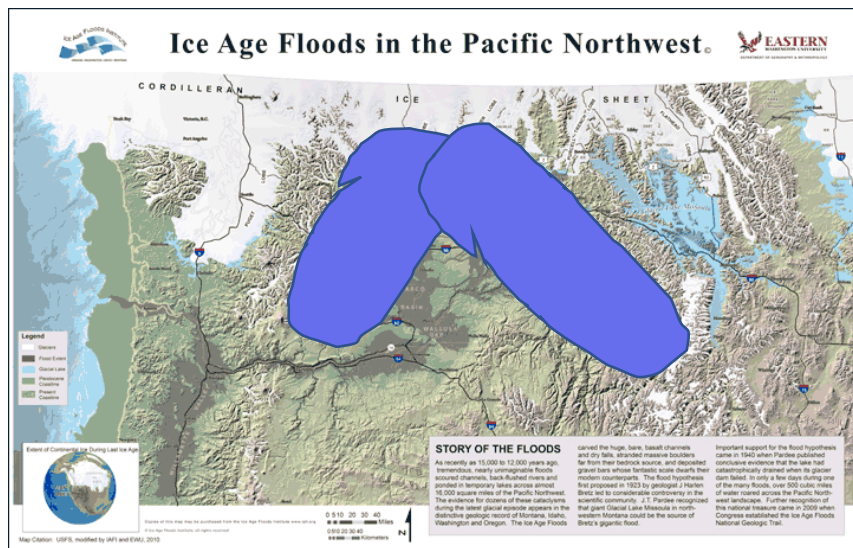


Recent vicariance out of Columbia Basin

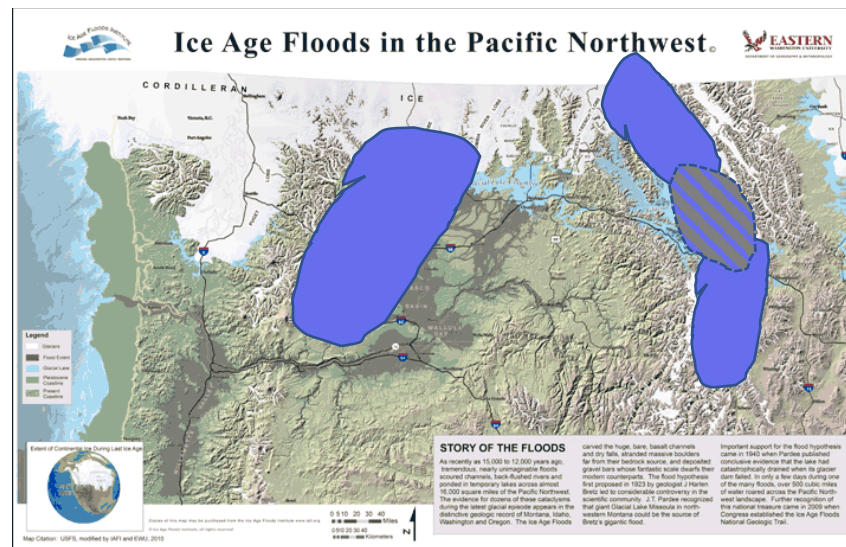




~22,000ya

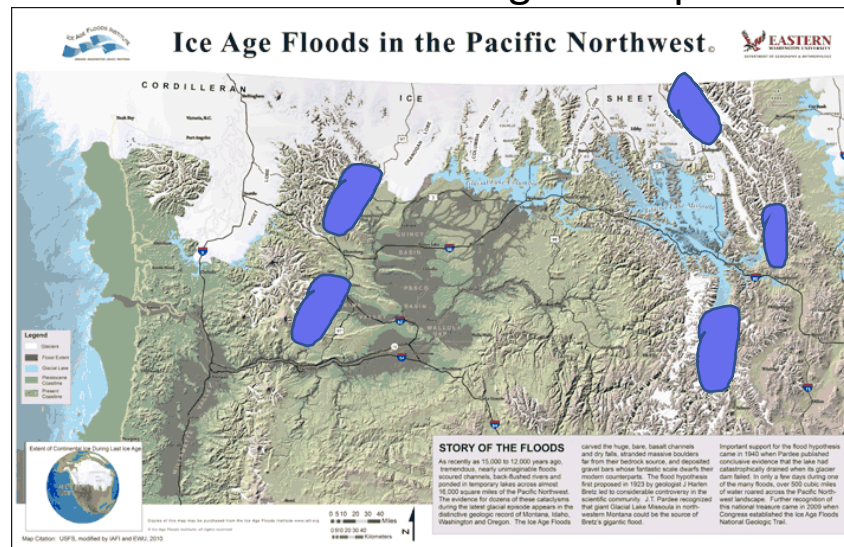


~12,000-10,000 ya
b: constant pop
d: pop expansion



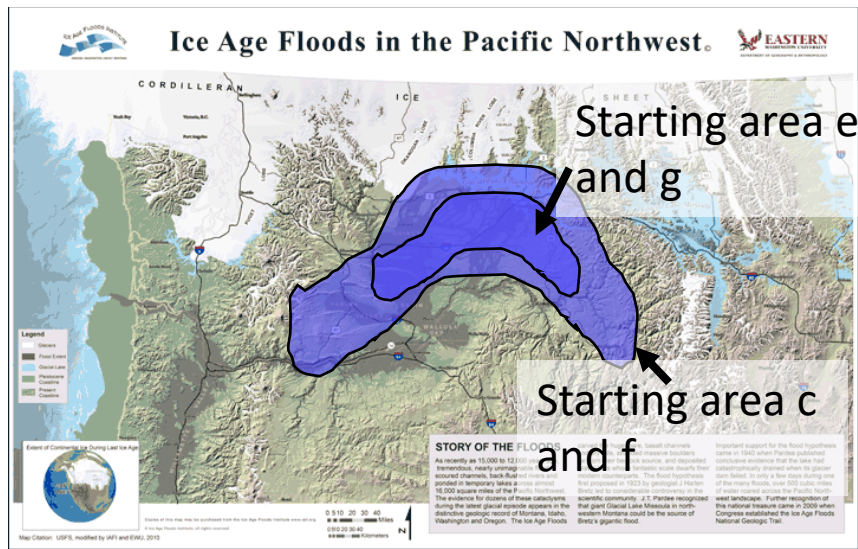
~10,000-9,000 ya
and south interior

still constant pop; north
begin to separate

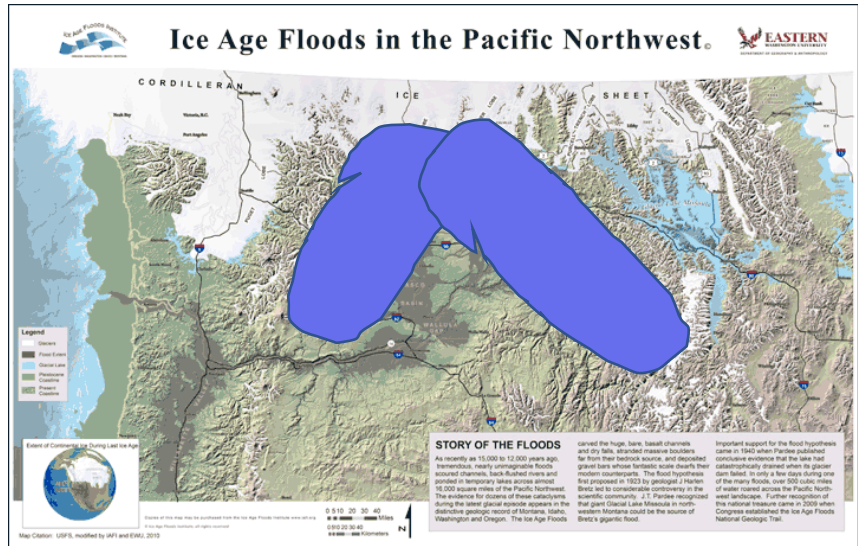


After 9,000ya massive pop contraction begins

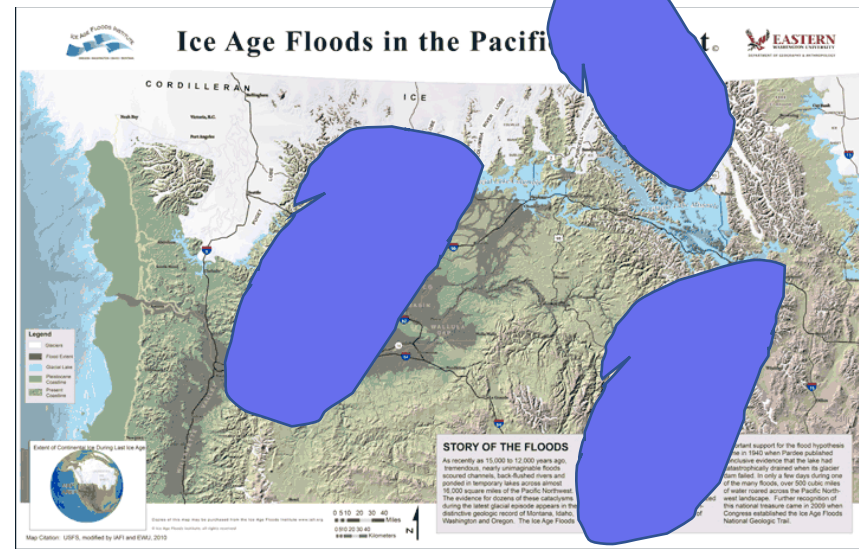
Rough outline
of b and d



~22,000ya

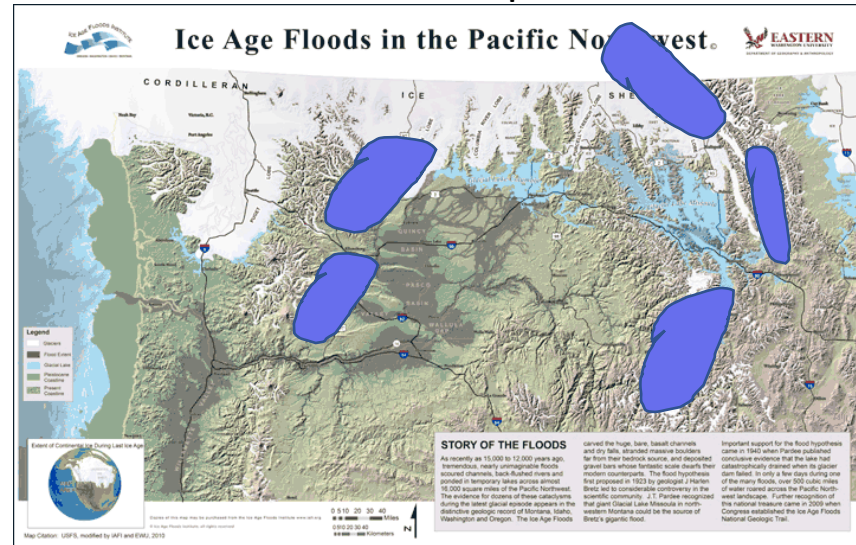


~12,000-10,000 ya
c and f: constant pop
e and g: pop expansion



~9,000-5,000 ya
south interior

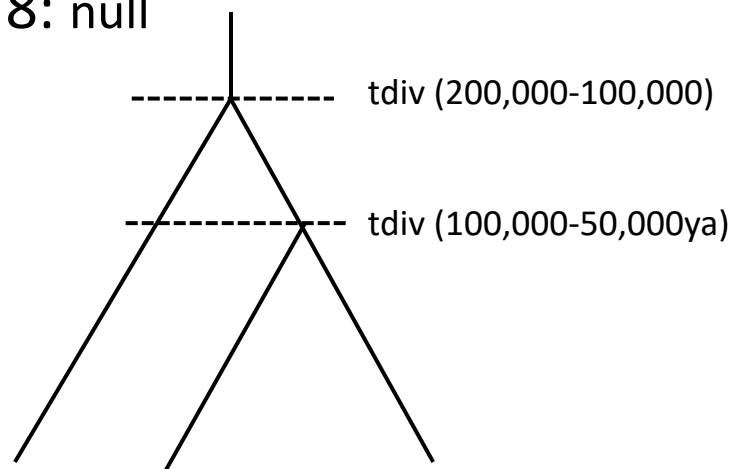
still constant pop; north and separate



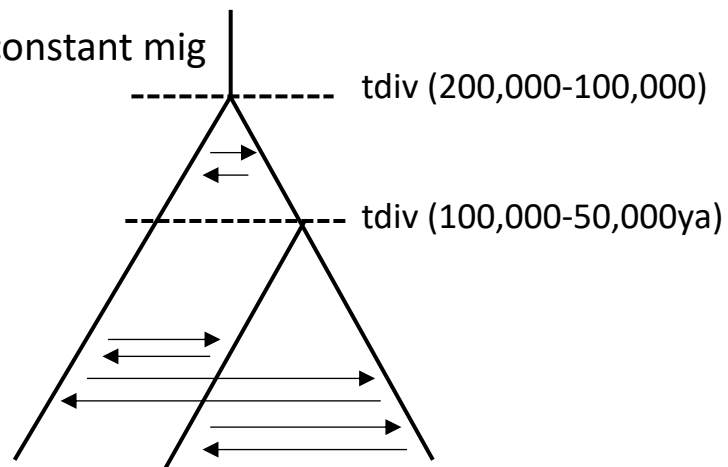
5,000-3000ya: e and f gradual pop contraction begins
5,000: g and c, quick population contraction begins

Rough outline
of c, e, f, and g

8: null

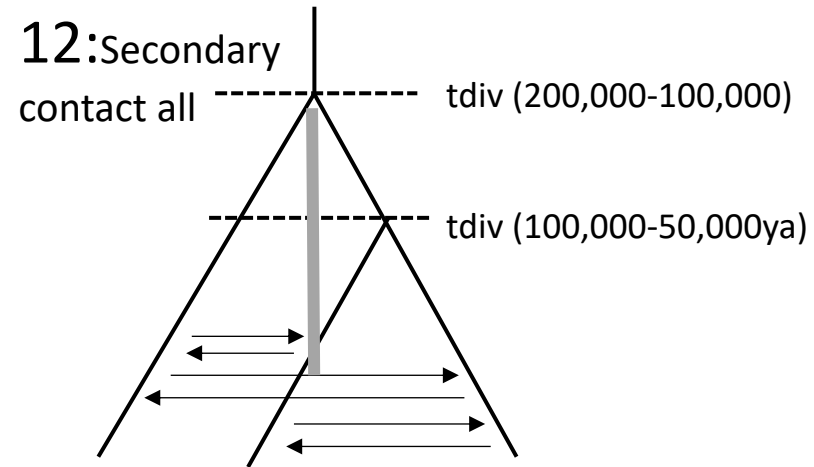


10: constant mig

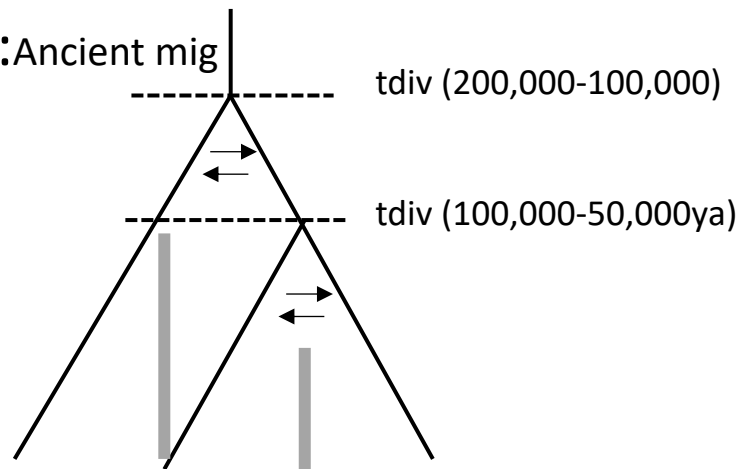


12: Secondary

contact all

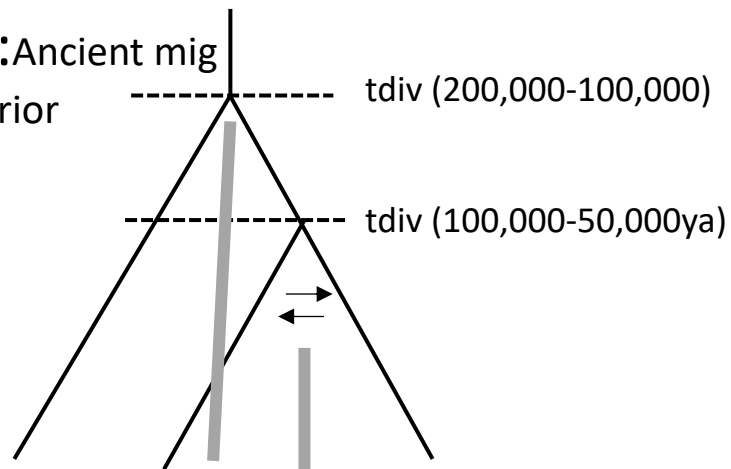


9: Ancient mig



11: Ancient mig

interior



13: Secondary

contact interior

