

**WHAT RECREATION IMPACTS ON WILDILFE SHOULD THE NATIONAL
PARK SERVICE CARE ABOUT?**

Impact	Don't care	Care	Rank
Behavior (changes in behavior of an individual due to recreational disturbance)	Wildlife alert/ flushing with no higher level impact	Wildlife alert/ flushing with resulting physiological/fitness impacts	Low
Physiology (Physiological change in individuals caused by recreation, e.g. stress, lower energy intake, higher energy expenditure)	Wildlife show increased physiological demands with no resulting impact on fitness on that species, or indirect impact on other species' populations	Wildlife show increased physiological demands resulting in decrease in fitness, or indirect population impact on other species	High
Fitness	Wildlife show changes in fitness values but these are compensatory and do not lead to a population level impact.	Wildlife show decreased fitness resulting in population level consequences.	High
Habituation	Wildlife seem to ignore people and go about their normal activities (e.g. marmots)	Wildlife benefit from people causing them to come into threatening situations (e.g. bears raiding campsites) OR causing them to impact other species on a population level (e.g. corvids)	High
Ecological processes	Wildlife do not engage in normal	Wildlife do not engage in normal	High

	ecological processes (e.g. foraging, pollinating, predating) with no population level impacts on any species involved	ecological processes with the result of a population level impact on the disturbed species or an indirect population level impact on other species	