

1 **Supplementary Information**

2 The impacts, characterisation and management of human-leopard conflict in a multi land use  
3 system in South Africa

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21 **Online Resource 1**

22 **Table S1** Average market sale prices for livestock and game species calculated from local  
 23 auctions in Vivo and auction websites in the Limpopo Province, accessed on the 2<sup>nd</sup>  
 24 December 2012, covering the period from October, 2009-October, 2011. The market prices  
 25 were used to determine the economic costs of livestock depredation by leopards in the  
 26 Blouberg Mountain Range

<b>Livestock Species</b>	<b>Market Value (ZAR)</b>	<b>Accessed</b>
Nguni Bull	8000	<a href="http://www.ngunicattle.info/Sales-Results.htm">http://www.ngunicattle.info/Sales-Results.htm</a>
Adult Female Bonsmara	4600	<a href="http://www.proveld.co.za/results.html">http://www.proveld.co.za/results.html</a>
Adult Female Nguni	3500	<a href="http://www.ngunicattle.info/Sales-Results.htm">http://www.ngunicattle.info/Sales-Results.htm</a>
Bonsmara Calf	4777	<a href="http://www.proveld.co.za/results.html">http://www.proveld.co.za/results.html</a>
Nguni Calf	3000	<a href="http://www.ngunicattle.info/Sales-Results.htm">http://www.ngunicattle.info/Sales-Results.htm</a>
Sheep	800	Estimates based on local vivo auctions
Goats	700	Estimates based on local vivo auctions
Donkeys	700	Estimates based on local vivo auctions
<b>Game Species</b>	<b>Market Value (ZAR)</b>	<b>Accessed</b>
Bushbuck	4304	<a href="http://www.wildlifeauctions.co.za/game_info.php">http://www.wildlifeauctions.co.za/game_info.php</a>
Gemsbok	5167	<a href="http://www.gamefarmnet.co.za/veiling.htm">http://www.gamefarmnet.co.za/veiling.htm</a>
Impala	694	<a href="http://www.gamefarmnet.co.za/veiling.htm">http://www.gamefarmnet.co.za/veiling.htm</a>
Kudu	3405	<a href="http://www.gamefarmnet.co.za/veiling.htm">http://www.gamefarmnet.co.za/veiling.htm</a>
Nyala	5171	<a href="http://www.gamefarmnet.co.za/veiling.htm">http://www.gamefarmnet.co.za/veiling.htm</a>
Ostrich	1952	<a href="http://www.wildlifeauctions.co.za/game_info.php">http://www.wildlifeauctions.co.za/game_info.php</a>
Warthog	696	<a href="http://www.wildlifeauctions.co.za/game_info.php">http://www.wildlifeauctions.co.za/game_info.php</a>
Waterbuck	2000	<a href="http://www.gamefarmnet.co.za/veiling.htm">http://www.gamefarmnet.co.za/veiling.htm</a>

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## 33 **Online Resource 2**

34 The locations of livestock and game attacks from October, 2009-October, 2011 were  
35 recorded using a GPS and imported into a Geographical Information System (GIS) (ArcGIS  
36 v. 10 [ESRI Inc. 2010]). Within GIS, additional data on the locations of villages, roadways,  
37 water points, inland reservoirs, river channels, nature reserve boundaries, farm boundaries,  
38 habitat type, grazing capacity was partially mapped using the assistance of local farmers  
39 knowledge and vector data acquired from the Department of Limpopo Economic  
40 Development, Environment and Tourism (LEDET) and imported into the base map. Seven  
41 environmental variables including elevation, habitat type, grazing capacity, distance to  
42 villages, distance to roadways, distance to nature reserves and distance to water were used to  
43 analyse the risk of leopard predation on game and livestock on other studies of large  
44 carnivores (Basille et al. 2009; Holmern et al. 2007; Rosas-Rosas et al. 2010; Zarco-González  
45 et al. 2012). Elevation data were extracted from a Digital Elevation Model (DEM) of the  
46 study area downloaded via the ArcGIS online capabilities in ArcMap (accessed on the 22<sup>nd</sup>  
47 May, 2012) using a 30 arc-second DEM of Africa and the extract values to points tool in  
48 ArcGIS spatial analyst tools. Distance to villages, roadways, water and nature reserves were  
49 calculated as Euclidean distances in ArcGIS, using spatial analyst tools to produce raster  
50 based distance maps with a cell size of 20x20m<sup>2</sup>. Distance to water was estimated as the  
51 Euclidean distance to artificial water points, river channels and inland reservoirs. Distance to  
52 roadways included Euclidean distances to primary and secondary roadways. Habitat type was  
53 classified using the habitat classifications defined by Mucina and Rutherford (2006) for South  
54 Africa. Grazing capacity was a measure of the available biomass for grazing animals  
55 estimated from vegetation biomass, incorporating Normalised Difference Vegetation Index  
56 (NDVI) and tree density (Morgental et al. 2005). NDVI is a measure of photosynthetically  
57 active biomass and reflects vegetation productivity and related bioclimatic variables

58 (Swanepoel et al. 2012). To account for potential spatial bias arising from grid cells with  
59 varying sizes because of extended latitude range (Elith et al. 2011), the maps were projected  
60 onto an equal area projection (Africa Albers Equal Area Conic). All spatial data were  
61 converted to a cell size of  $20 \times 20 \text{m}^2$  using the resample tool in ArcGIS data management tools  
62 to correspond with the resolution of the GPS occurrence data. To reduce the potential for  
63 spatial correlation between GPS points, the data were filtered in ArcGIS to obtain one point  
64 per pixel. Finally, environmental variables were assessed for multicollinearity and only  
65 pairwise correlation coefficients of  $< 0.5$  were included in the analysis.

66

67 Maxent is an ecological niche model which uses a maximum entropy algorithm to determine  
68 the unknown distribution of a species over a geographical range, from a known sample of  
69 occurrence data and set of spatially explicit environmental conditions (Phillips et al., 2004,  
70 Phillips and Dudík, 2008). Following other studies (Abade et al. 2014; St John et al. 2011;  
71 Zarco-González et al. 2012) we used it in an alternative context to measure the risk of  
72 predation at finite scales. The set of locational GPS presence points for livestock and game  
73 attacks collected over the two year period and the set of raster maps for each environmental  
74 variable served as the input data for the Maxent Model. The default values for Maxent were  
75 used including a convergence threshold ( $10^{-5}$ ), maximum iterations (500), regularisation  
76 multiplier (1) and all feature types, since these settings are found to achieve good  
77 performance in other studies (Phillips and Dudík 2008). A subsample method was used,  
78 where 10 random partitions of the occurrence localities were made (Phillips et al. 2006). In  
79 each partition, 75% of the presence localities were used for training, 10,000 random  
80 background pixels were treated as negative training data and 25% of the occurrence points  
81 were set aside for testing the final model (Livestock:  $n_{\text{training}} = 42$ ,  $n_{\text{test}} = 14$ ; Game:  $n_{\text{training}} =$   
82  $24$ ,  $n_{\text{test}} = 7$ ). Low sample sizes of between 5 and 10 occurrence points perform at near

83 maximal accuracy levels within Maxent (Hernandez et al. 2008) and so sample sizes for the  
84 game model were deemed sufficient for analysis.

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86 Sampling bias can occur from the collection of presence points (locations of game and  
87 livestock attacks) because some areas in the landscape are sampled more intensively than  
88 others, for example, farmers may identify attacks closer to roadways or footpaths where they  
89 walk (Elith et al. 2011). To account for this sampling bias, the background data from which  
90 the negative training data sets were drawn included only the farms where livestock and game  
91 attacks were recorded which provides Maxent with a background file with the same sampling  
92 bias as the presence points. Protected areas were removed from the final prediction area to  
93 determine the distribution of predation risk outside of these areas.

94

95 The gain measures the likelihood that the model is concentrated around the occurrence  
96 sample points compared with the random background pixels of the study area (Phillips et al.  
97 2006). Training gain is calculated first for each environmental variable alone and the drop in  
98 training gain when the variable is removed from the full model containing all predictor  
99 variables. The objective was to build models with the best set of predictor variables by  
100 starting with a full model and gradually removing the variable with the lowest decrease in the  
101 average training gain (Yost et al. 2008). The model with the fewest predictor variables and an  
102 average training gain not significantly different to the model with the highest training gain  
103 was considered the most parsimonious (Yost et al. 2008). The overlap between 95%  
104 confidence intervals for the training gain averages was used as the criterion for significance  
105 (Yost et al. 2008).

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107 To determine which predictor variables (environmental and anthropogenic factors) most  
108 influence the spatial risk of predation by leopards we used the Maxent's Jackknife and  
109 heuristic test using the percent contribution of each predictor in the final model. This is a  
110 heuristic approach to model importance in which the contribution values (%) are determined  
111 by the increase in gain in the model provided by each variable (Phillips et al. 2006). Higher  
112 percentage values indicate a greater effect of the predictor variable influencing the risk of  
113 predation by leopards.

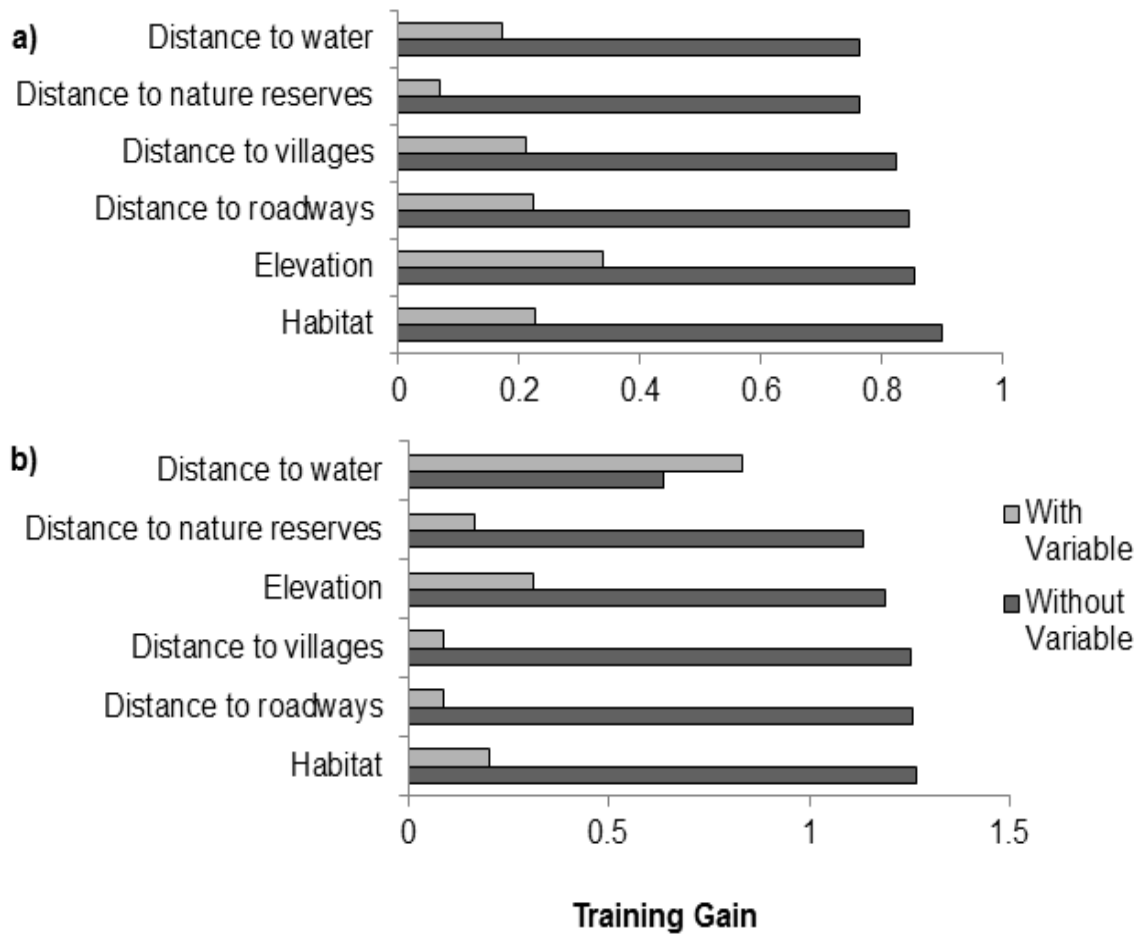
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115 Finally, visual inspection of the final probability maps of leopard predation risk was assessed  
116 to see if predicted high risk areas, showed strong agreement with regions containing the  
117 highest number of attacks (Yost et al. 2008)

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### 119 **Model Selection**

120 The Jackknife test of variable importance showed that elevation and distance to water  
121 produced the highest training gain for the livestock and game model respectively, indicating  
122 that these variables influence the risk of predation most greatly when modelled independently  
123 (Fig. S2a-b). Distance to water decreased the gain the most when omitted from the full model  
124 for both the livestock and game model, suggesting that distance to water contains the most  
125 information not present in other variables (Fig. S2a-b). Based on the lowest decrease in the  
126 average training gain, the order of variable removal from the livestock model was habitat,  
127 elevation, distance to nature reserves, distance to roadways, distance to water and distance to  
128 villages. For the game model, the order of variable removal was distance to roadways,  
129 habitat, distance to village, distance to nature reserves, elevation and distance to water.



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131 **Figure S2** Jackknife results showing the training gain for each predictor variable alone and the  
 132 drop in training gain when the variable is removed from the full model for **a** livestock and **b**  
 133 game attacks

134 The average training and test AUC values were similar for the six-one variable models but  
 135 decreased slightly as the number of predictor variables declined for both the livestock and  
 136 game models (Fig. S3a-b). The average training gain values declined with a decreasing  
 137 number of predictor variables for the livestock model and decreased after the sixth variable  
 138 model, remaining consistent thereafter for the game model (Fig. S3a-b). The test gain values  
 139 were similar for the six-three variable models and decreased thereafter for the livestock  
 140 model and increased from the first variable model, remaining similar thereafter for the game

141 model (Fig. S3a-b). The standard deviations of the training gain values for each partition  
142 were less variable for both livestock (0.01-0.08) and game (0.08-0.18) compared to the test  
143 gain standard deviations of 0.04-0.26 and 0.29-0.60, respectively. Considering the high  
144 sensitivity of the average training gain relative to the average AUC values, the model with the  
145 fewest predictor variables and an average training gain not significantly different to the  
146 model with the highest training gain was considered the most parsimonious (Yost et al.  
147 2008). The overlap between 95% confidence intervals for the training gain averages was used  
148 as the criterion for significance (Yost et al, 2008). In assessing the factors accounting for  
149 spatial variation in risk, a five variable model containing elevation, distances to village,  
150 water, roadways and nature reserves was selected for the livestock model (Livestock:  $n_{\text{training}}$   
151 = 42,  $n_{\text{test}}$  = 14) with a three variable model containing elevation, distance to nature reserves  
152 and distance to water the most parsimonious for the game model (Game:  $n_{\text{training}}$  = 24,  $n_{\text{test}}$  =  
153 7). The average Test AUC values ( $n$  = 10) produced from all partitions was significant  
154 (Mann-Whitney U Test:  $P < 0.001$ ) for both the livestock and game models, indicating a  
155 better model than predicted by chance.

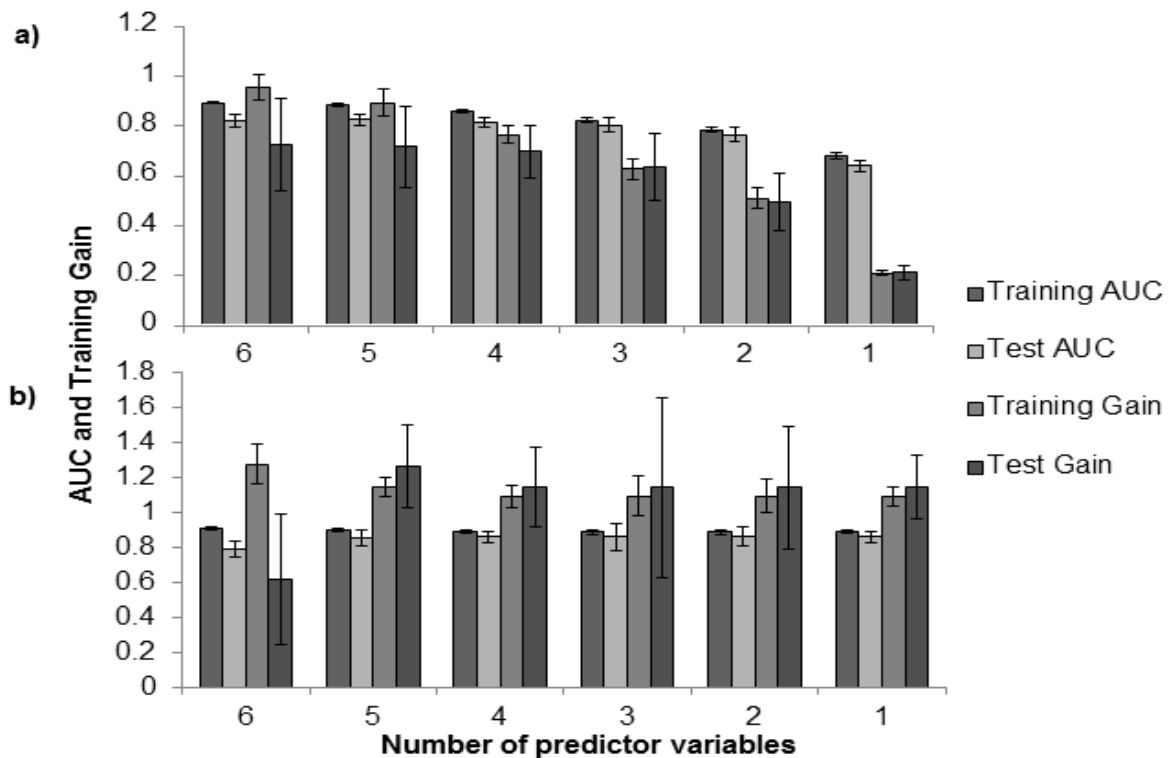
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161 **Figure S3** The Training AUC, Test AUC, Training Gain, and Test Gain averaged across 10  
 162 random partitions of the presence records with 95% confidence intervals. The x axis  
 163 represents the number of predictor variables in each model for **a** livestock and **b** game attacks

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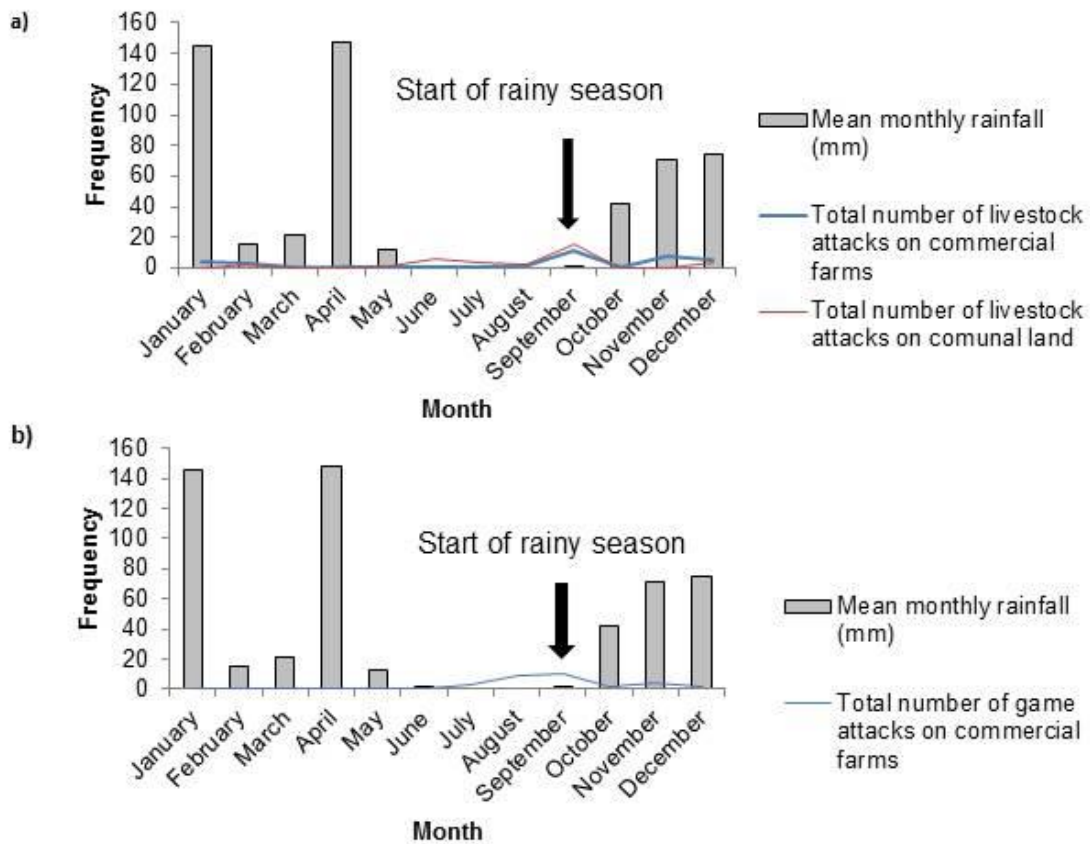
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213 **Figure S4a** The total number of livestock attacks per month by leopard on commercial and  
 214 communal land and **b** the total number of game attacks per month by leopard on commercial  
 215 farms and mean monthly rainfall (mm) patterns from October, 2009 – October, 2011

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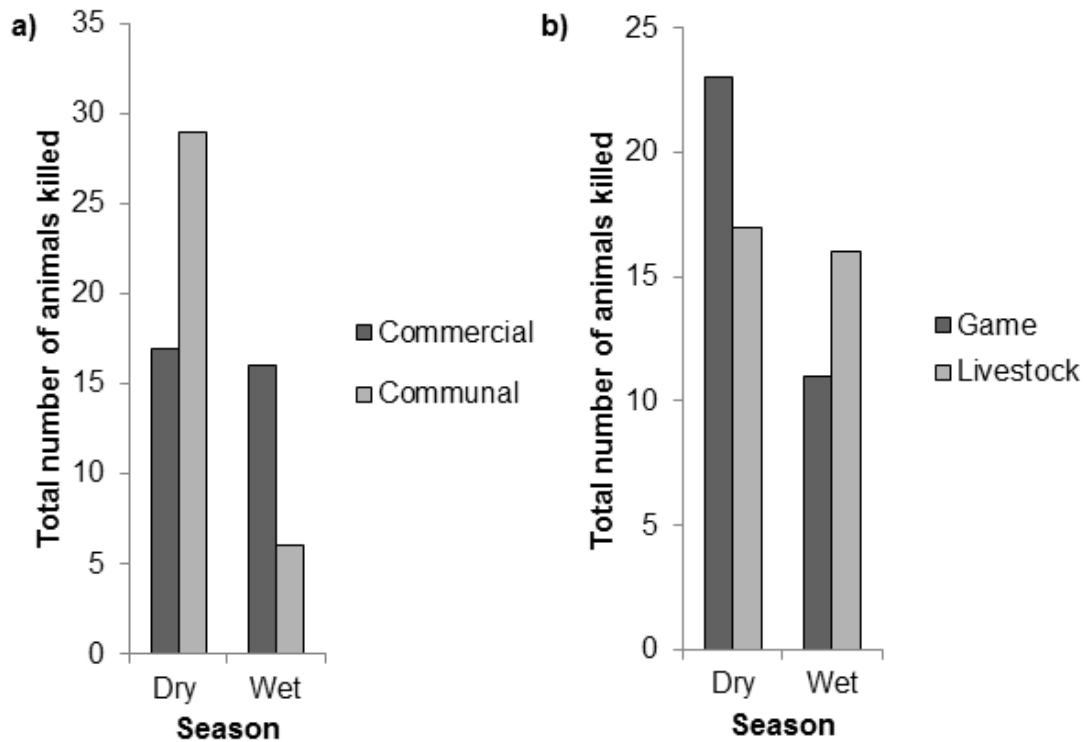
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224 **Figure S5a** Total number of livestock killed by leopards during the dry (April-September)  
225 and wet season (October-March) on commercial and communal land and **b** the total number  
226 of game and livestock species killed by leopards during the dry and wet season on  
227 commercial farms from October, 2009 – October, 2011

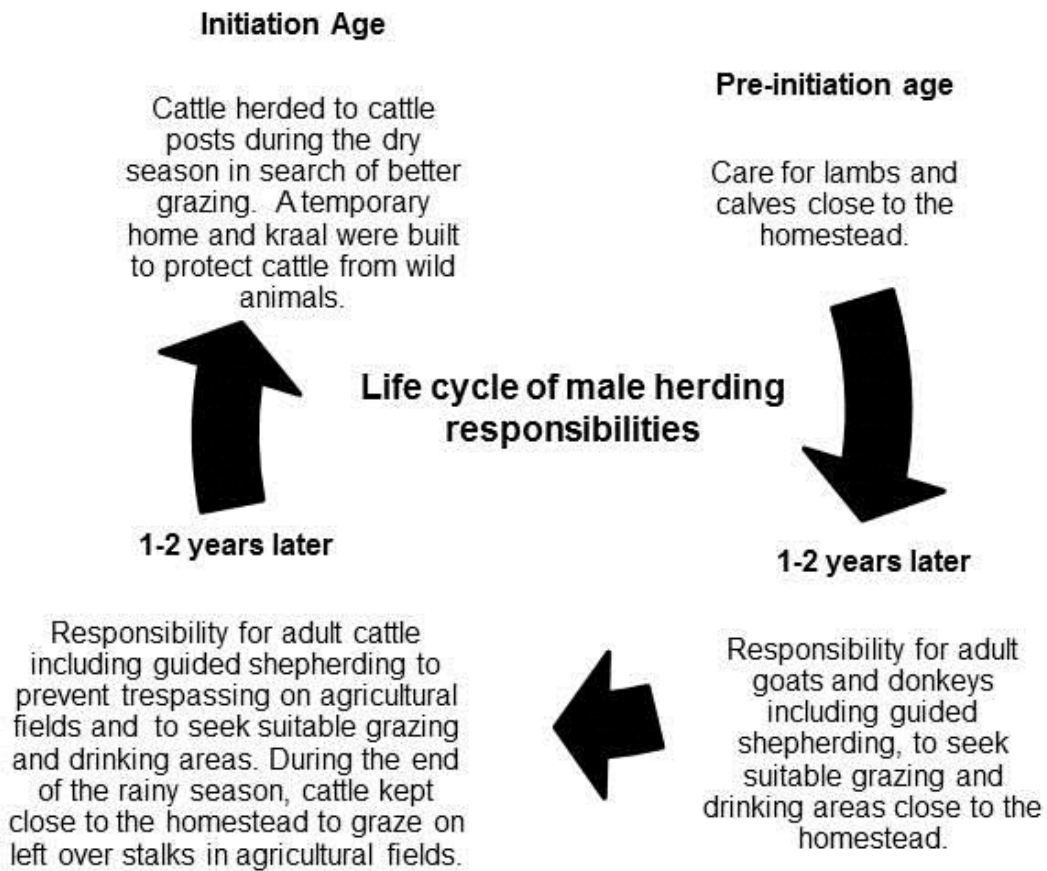
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235 **Figure S6** Traditional life cycle of male herding responsibilities amongst communal farmers

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