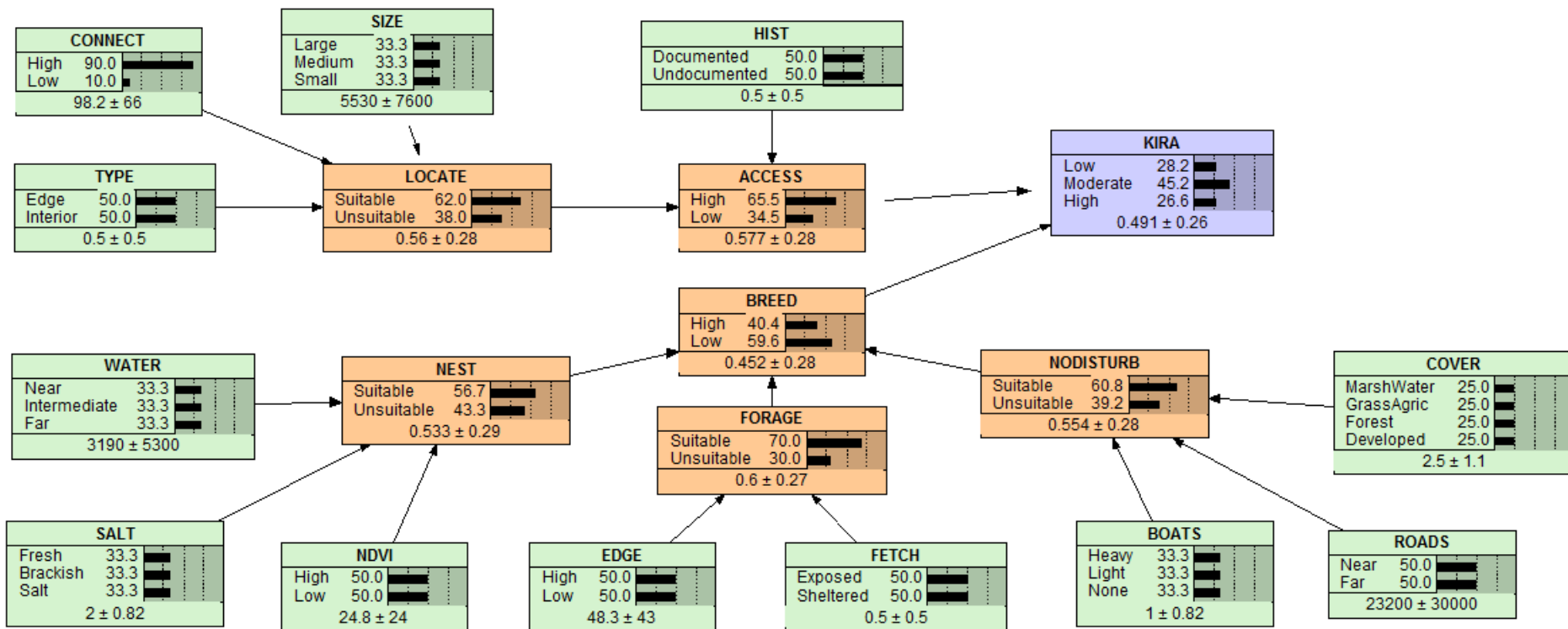


Appendix 2.3

CONDITIONAL PROBABILITY TABLES

King Rail Bayesian Network

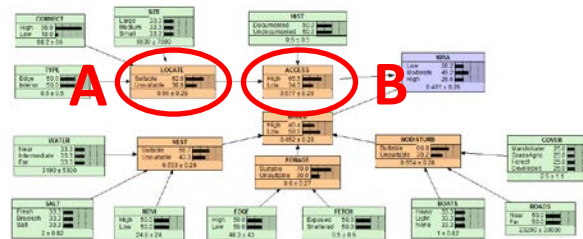


A

Node: LOCATE ▼ Apply Okay

Chance ▼ % Probability ▼ Reset Close

I: Patch Size	I: Patch Type	I: Connectivity	Suitable	Unsuitable
Large	Edge	High	100	0
Large	Edge	Low	100	0
Large	Interior	High	80	20
Large	Interior	Low	80	20
Medium	Edge	High	90	10
Medium	Edge	Low	85	15
Medium	Interior	High	70	30
Medium	Interior	Low	65	35
Small	Edge	High	25	75
Small	Edge	Low	15	85
Small	Interior	High	10	90
Small	Interior	Low	0	100



B

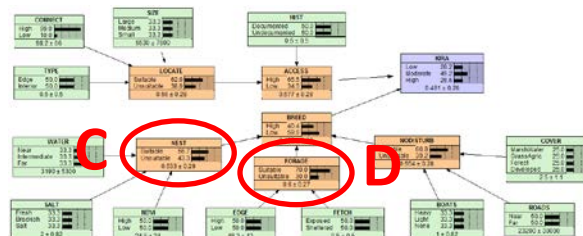
Node:

I: Historical Presence	S: Patch Suitability (Location)	High	Low
Documented	Suitable	95	5
Documented	Unsuitable	50	50
Undocumented	Suitable	85	15
Undocumented	Unsuitable	1	99

C

Node: **NEST**

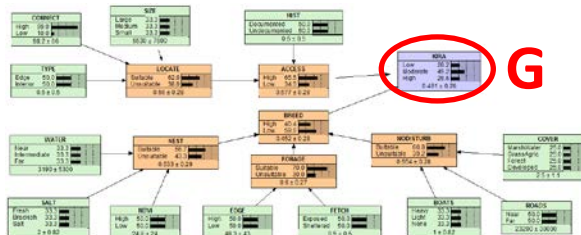
I: Salinity	S: Vegetation Heterogenity	I: Distance to Water	Suitable	Unsuitable
Fresh	High	Near	95	5
Fresh	High	Intermediate	95	5
Fresh	High	Far	90	10
Fresh	Low	Near	85	15
Fresh	Low	Intermediate	85	15
Fresh	Low	Far	80	20
Brackish	High	Near	90	10
Brackish	High	Intermediate	90	10
Brackish	High	Far	80	20
Brackish	Low	Near	80	20
Brackish	Low	Intermediate	80	20
Brackish	Low	Far	70	30
Salt	High	Near	0	100



D

Node: **FORAGE**

I: Fetch	I: Marsh/Water Edge Density	Suitable	Unsuitable
Exposed	High	80	20
Exposed	Low	40	60
Sheltered	High	100	0
Sheltered	Low	60	40



G

G

Node: **KIRA** ▼

Chance ▼ % Probability ▼

Apply Okay Reset Close

S: P (KIRA Encounter Patch)	S: P (KIRA Remain & Breed)	Low	Moderate	High
High	High	2.5	7.5	90
High	Low	15	80	5
Low	High	15	80	5
Low	Low	95	4	1