Behavior-Based Grazing Management

As a Plant-Herbivore Interaction

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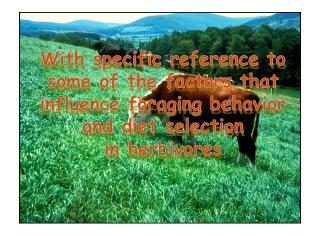
http://www.extension.org/organic_production















I use the word "organism"
because even plants have
behavior in that they grow under
different conditions, at
different rates, and change in
yield, quality, and toxicity over
time







Behavior		
It is part nature, part nurture, and it is a function of consequences		
Positive consequences increase the likelihood of a behavior		
Negative consequences decrease the likelihood of a behavior		

E.L. Thorndike, 1911 "The law of effect"

If an animal engages in a particular behavior and the outcome results in a satisfying state of affairs for the animal, the animal will likely repeat the behavior.

If an animal engages in a particular behavior and the outcome results in an annoying state of affairs for the animal, the animal will not likely repeat the behavior.





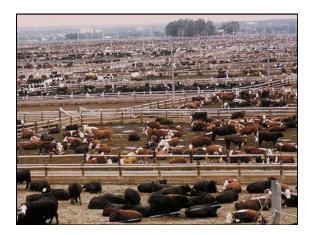


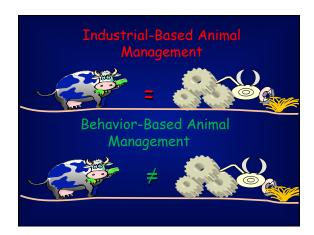
Behavior-Based Grazing Management

The incorporation of behavioral principles in grazing management planning that enable us to enhance animal well-being, ecosystem health, and enterprise sustainability.

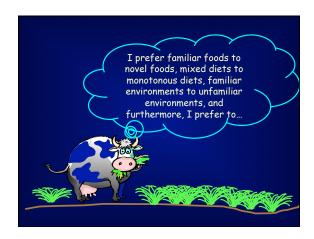
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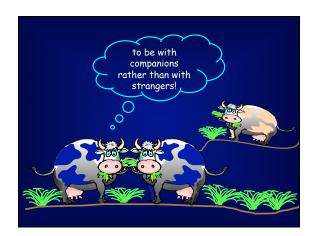
Instead of fighting the nature of the beast at our cost in time, money, oil, and effort, we transform behavioral principles and processes into low or no cost management practices that seek to accommodate what animals need rather than dictate what they are going to get and under what conditions.





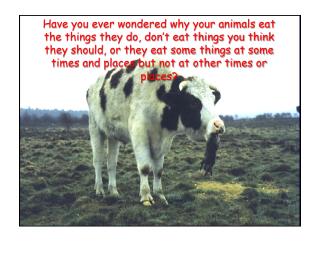












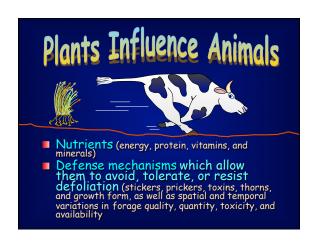




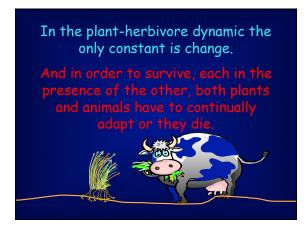
"Grazing animals are a part of the plants environment and the plant a part of the animals. So long as the two live together, each is dependent on the other for survival."

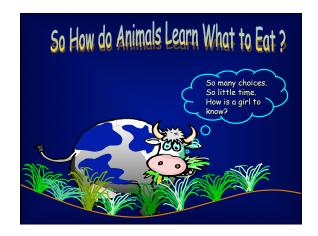


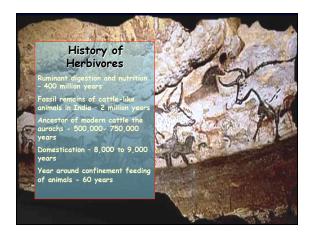


















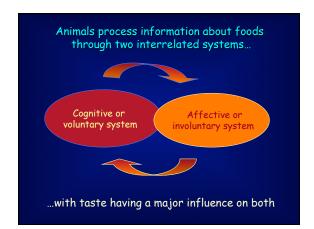


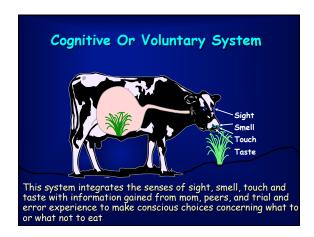




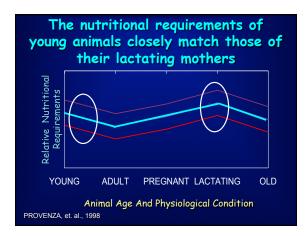


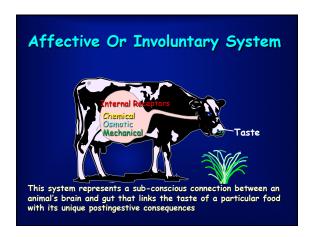


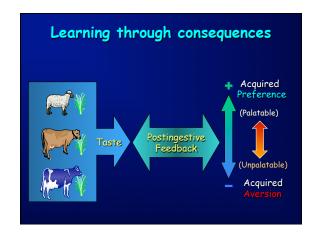


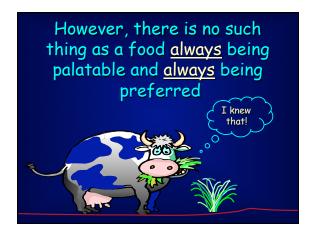






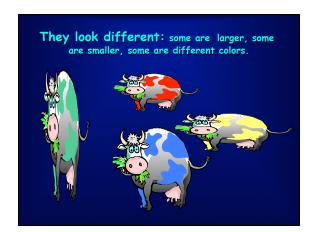


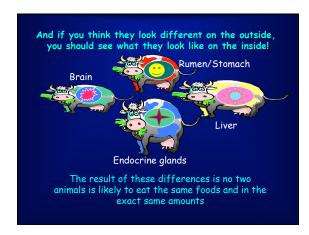


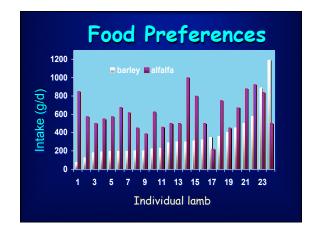


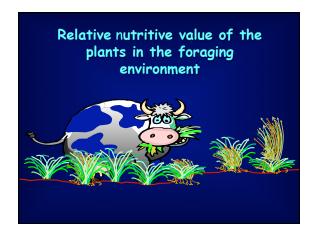


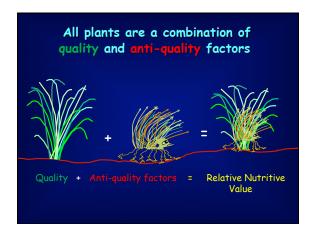


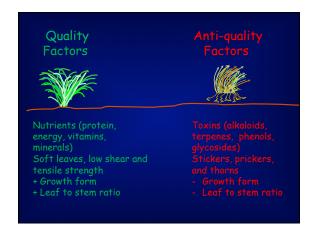


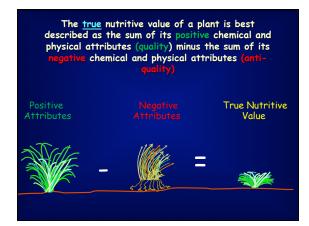




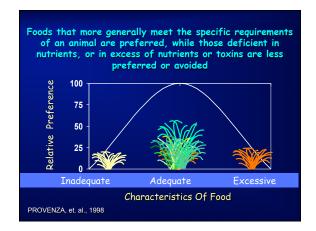




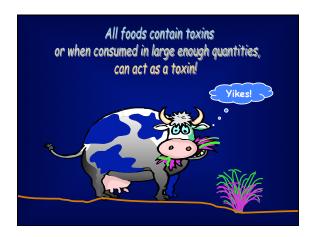








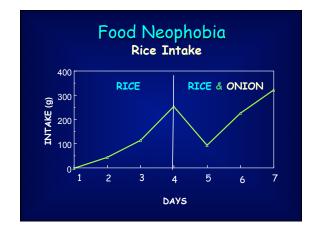




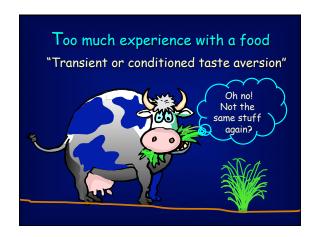




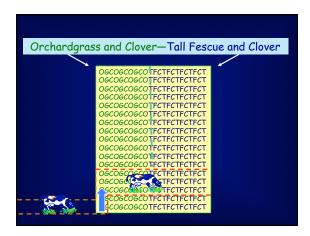


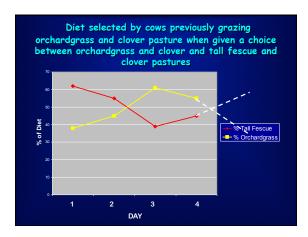


Food Neo	nhobia:
from an evolutionary evolved to prevent	standpoint, likely animals from
over-eating plants wit that were not ea by the herbivores unt	sily identified



Conditioned Taste Aversions Eating any food causes a temporary or transient aversion to the flavor of the food just eaten. Eating a food to satiety or too often causes strong aversions to form. These taste aversions result in varied diets. Oh No! Not more grass!

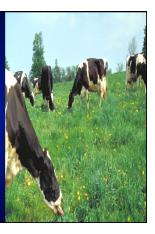




Conditioned Taste Aversions: from an evolutionary standpoint, likely evolved to prevent animals from over-eating plants either too high or too low in nutritional attributes, or that had toxic properties that were detrimental to growth or reproduction

At any given point in time, an individual animal is selecting what to eat based on it's age, physiological condition, previous experience with the foods on offer, its recent diet, and the relative nutritive values of the plants that are in its foraging environment.

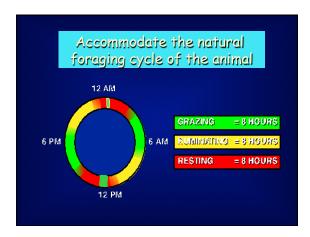
It's much more than the luck of the bite!





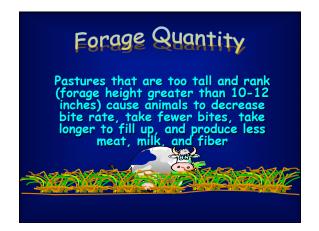




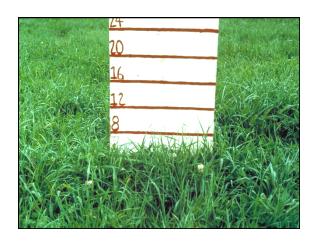
























In the final analysis, if we are looking to optimize the performance and health of our livestock and do so at reduced cost, with the least amount of environmental damage, and with the least amount of stress on both human and animal alike, we must have a better understanding of their behavior and stop dictating to them what they are going to get, and start accommodating what it is they really want and need to live contented healthy lives.



email survey!

extension **