Name: _____

The Landscape Game – Try your luck in the game and answer at least 2 of the following questions

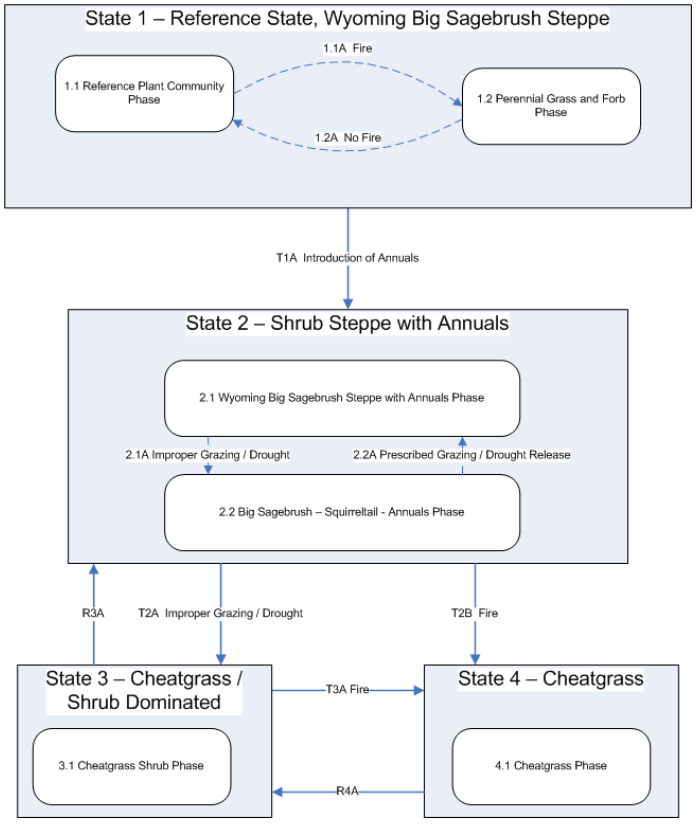
Question CROSSING THRESHOLDS - "*Hmm, this could get expensive*" (Slide 8) - What might have been a reason that the biotic threshold was crossed? What management techniques might be employed to manage or restore the ecosystem?

Question ANNUAL GRASS – *"Another fire?!"* (Slide 11) - Is this kind of transition a common problem in the West? What are the implications for management?

Question CLIMAX COMMUNITY - "*150 years later…*" (Slide 13) - It seems that everything has gone perfectly! Perhaps *too* perfect. How realistic is this scenario of arriving to a late seral community with little to no disturbance? Besides disturbance, what might happen next to this community?

Question RESTORATION EFFORTS - "*Get out the bluebunch wheatgrass!"* (Slide 15) - When should managers step in to begin restoration efforts, and when should they monitor? Is this always cut-and-dry? Who decides/ what defines a "healthy state" for a landscape?

Examples of **State and Transition Models** for this community



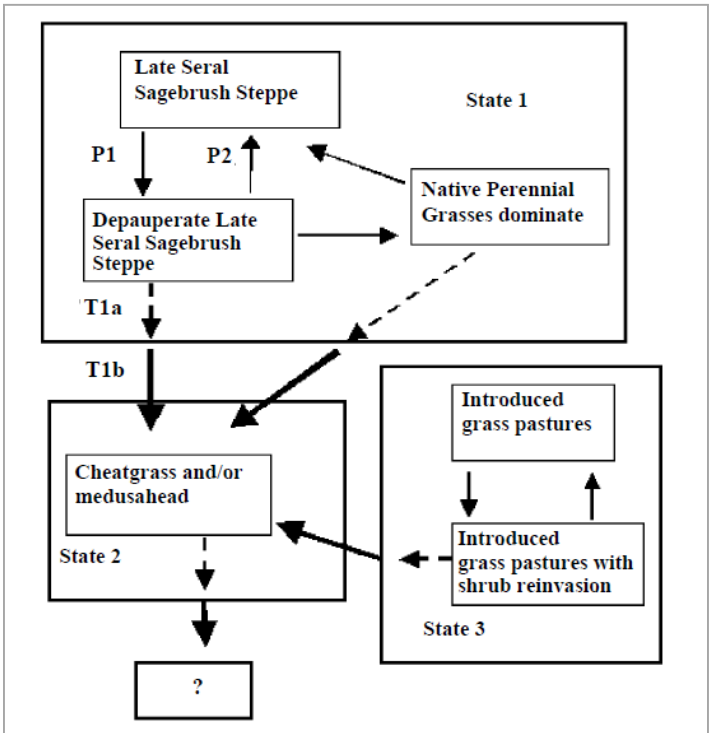


Fig. 5. Modification of the West (1999) and West and Young (2000) specific sagebrush steppe model (see Fig. 2) to illustrate the broad concept of state with plant community phases and community pathways (i.e., P1 and P2) within states. T1a and T1b signify the reversible and irreversible properties of the transition between State 1 and State 2. For additional discussion of the mechanisms leading to community phase shifts see West (1999) and West and Young (2000).