Prioritising direct threats

Process combines three elements

- % of the population/range/habitat affected (SCOPE)
- how affected is that part of the population (SEVERITY)
- when is the threat occurring (TIMING)

IMPACT/PRIORITY = SCOPE + SEVERITY + TIMING

Important to remember: Severity is only measured for that part of the population affected

SCOPE - % of population/range/habitat affected

3   Entire population/range/habitat >90%

2   Most of the population/range/habitat 50-90%

1   Some of the population/range/habitat 10-50%

0   Few/little of the population/range/habitat <10%

SEVERITY – impact on affected part of the population, range, or habitat

3	Rapid deterioration (crash)
2	Moderate deterioration (persistent)
1	Slow deterioration (reducing over time)
0	No deterioration (fluctuation, no change)

TIMING – when is the impact occurring?

3	Now
2	Likely in the short-term (< 4 years)
1	Likely in the long-term (> 4 years)
0	Past, and no longer applies

IMPACT = SCOPE + SEVERITY + TIMING

8 9 — Top priority

6 7 — High priority
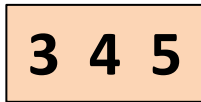
3 4 5 — Medium priority

IF THERE ARE **ANY** ZEROS = LOW

THREATS (DIRECT)	SCOPE	SEVERITY	TIMING	IMPACT
Poisoning (persecution of predators)	3	3	3	9
	2	3	3	8
Veterinary drugs (intoxication)	3	1	3	7
	3	2	3	8
Lead poisoning	2	3	1	6
Poisoning (secondary e.g. rodenticides)	3	2	2	7
Electrocution	2	2	3	5
Collision with				