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Accounting for animal movement improves vaccination strategies against wildlife disease in
heterogeneous landscapes

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ABSTRACT

Oral baiting is used to deliver vaccines to wildlife to prevent, control, and eliminate infectious

diseases. A central challenge is how to spatially distribute baits to maximize encounters by target

animal populations, particularly in urban and suburban areas where wildlife like raccoons

(*Procyon lotor*) are abundant and baits are delivered along roads. Methods from movement

ecology that quantify movement and habitat selection could help to optimize baiting strategies by

more effectively targeting wildlife populations across space. We developed a spatially explicit,

individual-based model of raccoon movement and oral rabies vaccine seroconversion to examine

whether and when baiting strategies that match raccoon movement patterns perform better than

currently employed baiting strategies in an oral rabies vaccination zone in greater Burlington,

Vermont, USA. Habitat selection patterns estimated from locally radio-collared raccoons were

used to parameterize movement simulations. We then used our simulations to estimate raccoon

population rabies seroprevalence under currently used baiting strategies (actual baiting) relative

to habitat selection-based baiting strategies (habitat baiting). We conducted simulations on the

Burlington landscape and artificial landscapes that varied in heterogeneity relative to Burlington

in the proportion and patch size of preferred habitats. We found that the benefits of habitat

baiting strongly depended on the magnitude and variability of raccoon habitat selection and the

degree of landscape heterogeneity within the baiting area. Habitat baiting improved

seroprevalence over actual baiting for raccoons characterized as habitat specialists but not for

raccoons that displayed weak habitat selection similar to radio-collared individuals—except

when baits were delivered off roads where preferred habitat coverage and complexity was more

pronounced. In contrast, in artificial landscapes with either more strongly juxtaposed favored

habitats and/or higher proportions of favored habitats, habitat baiting performed better than

actual baiting, even when raccoons displayed weak habitat preferences and where baiting was

constrained to roads. Our results suggest that habitat selection-based baiting could increase

raccoon population seroprevalence in urban-suburban areas, where practical, given the

heterogeneity and availability of preferred habitat types in those areas. Our novel simulation

approach provides a flexible framework to test alternative baiting strategies in multiclass

landscapes to optimize bait distribution strategies.

Keywords: bait uptake, habitat selection analysis, hand-baiting, individual-based model,

movement ecology, oral rabies vaccination (ORV), rabies virus, raccoons, resource selection

function (RSF), wildlife baiting

INTRODUCTION

Oral baiting is commonly used in invasive species and infectious disease management to deliver toxicants, biologics or pharmaceuticals to wildlife across landscape-level scales (Savarie et al. 2001, Howald et al. 2007, Slate et al. 2009). For instance, vaccine-laden baits targeting disease reservoir populations are typically deployed at large spatial scales as part of disease management efforts to control or eliminate pathogens like rabies virus, bovine tuberculosis, and sylvatic plague (Mencher et al. 2004, Müller et al. 2015, Nugent et al. 2016). Vaccine baiting has also been used both experimentally and operationally to protect endangered animal populations threatened by infectious disease, including Allegheny woodrats at risk from raccoon roundworm and Ethiopian wolf populations threatened by rabies virus (Haydon et al. 2006, Smyser et al. 2013, Sillero-Zubiri et al. 2016). In invasive species management, baited lethal toxicants and fertility control vaccines have been deployed over large spatial scales to reduce vertebrate pest populations like brushtail possums (Tompkins and Ramsey 2007). Across diverse management objectives, a central challenge in wildlife baiting is how to deliver and distribute baits to maximize bait encounter and consumption by free-ranging target animal populations, particularly across heterogeneous, multiclass landscapes.

Bait consumption by wildlife requires placing baits in areas where animals will find and consume them within hours to days. One strategy to improve encounter rates (i.e. rates of exposure to baits by wildlife, given bait availability) is to draw from methods in movement ecology to examine how target populations use the landscape and incorporate animal-habitat association patterns into the spatial design of baiting programs (Beasley et al. 2015). This baiting strategy could benefit from recent advancements in wildlife tracking and biotelemetry technologies that have led to a significant increase in the availability of wildlife movement data,

along with the concurrent development of analytical frameworks to quantify animal movement

and habitat selection across gradients of land use and habitat complexity (Nathan et al. 2008,

Tomkiewicz et al. 2010, Long and Nelson 2013, Kays et al. 2015). For instance, habitat selection

analyses are a set of statistical approaches that link individuals to their environment to identify

habitat selection patterns, including avoidance and preferential use of a resource or habitat type.

One common approach uses resource selection functions (RSF; Boyce et al. 2002) to estimate

habitat selection using land cover or environmental conditions coupled with GPS location data,

and can be used to predict the relative probability of occurrence of animals on the landscape

(Johnson 1980). These methods could help to improve wildlife baiting effectiveness by

incorporating movement behavior and space use patterns into stratified baiting designs to

increase bait encounter and uptake rates among target populations. There is a growing

appreciation that habitat selection analyses can be used to improve bait encounter rates by better

understanding where animals are most likely to optimally forage (e.g. Berentsen et al. 2013,

Schneider et al. 2019). Yet habitat selection patterns have been rarely explicitly included in

invasive species and disease management and planning (Boyer et al. 2011, Beasley et al. 2015).

100   Raccoon rabies virus variant (RRV) is a wildlife zoonosis in North America that has been

managed using oral vaccine baiting (Slate et al. 2020). Rabies virus (RV) is a single-stranded

RNA virus in the genus Lyssavirus that is transmitted between animals by direct contact, and can

lead to a central nervous system infection that is invariably fatal across mammals (Rupprecht et

al. 2002, Wunner 2007). In North America, at least eight distinct rabies variants are maintained

in wild carnivore reservoir species, including RRV (Gilbert 2018), which accounts for the

majority of rabies virus exposures to humans and spillover infections among animals in the

United States (Wallace et al. 2014, Pieracci et al. 2019). Along the eastern U.S. seaboard, RRV

is enzootic in raccoons (*Procyon lotor*), an urban-adapted meso-carnivore that is ubiquitous in

both rural and developed landscapes (Hadidian et al. 2010). Coordinated RRV management in

the U.S., led by the U.S. Department of Agriculture Animal and Plant Health Inspection Service

National Rabies Management Program (USDA-APHIS NRMP), utilizes oral rabies vaccination

(ORV) as the primary strategy to reduce the susceptible fraction of individuals in target raccoon

populations and contain the westward spread of RRV from the eastern U.S. (Slate et al. 2009).

Oral rabies vaccines used in the U.S. are enclosed in plastic sachets or blister packs coated in

fishmeal or sweet vanilla attractant that induce immunity when ingested by raccoons and other

target wildlife (Slate et al. 2009, Moore et al. 2017, Blanton et al. 2018, Gilbert et al. 2018b).

Sustained annual ORV led to the successful elimination of canine RV variant from coyotes in the

U.S. and red fox RV variant throughout most of the European Union (Sidwa et al. 2005, Muller

and Freuling 2018). Achieving sufficient population-level vaccination coverage in North

American raccoon populations has been challenging, however, particularly in urban areas where

raccoons reach high densities and bait delivery is typically accomplished by hand baiting from

vehicles (Riley et al. 1998, Gilbert and Chipman 2020).

Components of baiting strategies that can be manipulated to improve bait consumption

within budgetary, personnel, and logistical constraints include bait density (baits/km^2) and the

spatial arrangement of baits applied to the landscape (where baits are placed, e.g., along roads or

targeting specific land cover classes) (WHO 2018, Gilbert and Chipman 2020). The objective of

this study was to investigate conditions of raccoon habitat selection in heterogeneous landscapes

that could increase consumption of oral rabies vaccine baits and population-level antibody

seroconversion. Specifically, we evaluated raccoon habitat selection and avoidance conditions

which could improve the effectiveness of ORV baiting strategies in urban-suburban landscapes.

To address these questions, we first characterized raccoon habitat preferences using resource

selection functions estimated from GPS location data from raccoons captured within an ORV

zone in Burlington, Vermont, USA. Next, we developed a spatially explicit, individual-based

model (IBM) of raccoon movement and bait consumption to predict population-level rabies

antibody seroconversion, or seroprevalence, under different spatial baiting designs and habitat

selection patterns (e.g. data-based versus more specialist or generalist). We applied our

simulation framework to an 81 km^2 gridded landscape in Burlington as well as artificial

landscapes that varied in landscape composition (i.e. the identity and proportion of land cover

types) and patch size of landcover types. We hypothesized that using data-based movement and

habitat selection patterns of raccoons to inform the spatial distribution of baits would increase

vaccine bait encounters and seroconversion for raccoons relative to standard baiting conditions.

Our novel simulation framework provides insight into how habitat selection behavior could

guide wildlife or disease management strategies using oral baiting and could be readily extended

to model diverse movement behaviors across a variety of heterogenous landscapes to determine

optimal bait-distribution strategies.

METHODS

Study area and data collection

Study area

Our study area is located within a 222 km^2 ORV management zone in the greater

Burlington, Vermont area designed to control RRV in target populations of raccoons, striped

skunk (*Mephitis mephitis*), gray and red foxes (*Urocyon cinereoargenteus* and *Vulpes vulpes*,

respectively), bobcats (*Lynx rufus*), and coyotes (*Canis latrans*) (Fig. 1A). The area is

characterized by suburban and urban land-use types embedded within a matrix composed of

undeveloped land and open space, deciduous forests, and farmland. The meso-carnivore species

composition in this area includes several species that can act as bait competitors like the

domestic cat (*Felis catus*) and Virginia opossum (*Didelphis virginianus*) (Slate et al. 2020).

Actual ORV baiting

During 2016-2017, ORV bait distribution was planned and executed within the

Burlington ORV zone by the NRMP. The ORV baits were distributed along roads and deployed

by hand and vehicle within habitat defined operationally as baitable using the following

procedure. The Burlington ORV zone was divided into six planning subunits, each averaging 37

km^2. Each subunit was baited at a target density of 150 baits/km^2 across landcover types

characterized by the Multi-resolution Land Characteristics Consortium's National Land Cover

Data 2011 (NLCD; Homer et al. 2015). The number of baits required to meet density targets at

the subunit level were calculated using a habitat-based algorithm, defined operationally as an off-

time calculator, that was based on expert opinion of raccoon ecology by the ORV team at the

USDA-APHIS NRMP. The algorithm reduces bait distribution in some land cover types while

remaining land cover types are baited at a target density of 150 baits/km^2 for the subunit.

Specifically, no baits are placed in open water (NLCD land cover category = 11) or barren

(NLCD = 31) land cover types. In low, medium, and high intensity development and pasture/hay

land cover types (NLCD = 22 – 24, 81; respectively), baits are placed at lower target densities

(97.5, 52.5, 15, and 75 baits/km^2, respectively). During bait delivery operations in August 2016

and 2017, point location data were collected for each bait deployed across the Burlington ORV

zone using Point of Interest GPS technology ("NRMP baiting" hereafter; Appendix S1: Fig. S1;

Tsi GL-770, Transystem Inc., Hsinchu City, Chinese Taipei).

Our simulated focal landscape encompassed an 81 km^2 gridded landscape within the

larger Burlington ORV zone, and had a 900 m^2 subunit resolution (30 m by 30 m grid cells;

described in detail below). The average bait density distributed by NRMP using the bait delivery

algorithm was 110 baits/km^2 across the study area we defined, given the land cover composition

within this area and the associated land cover-specific target densities (see Appendix S1: Table

S1 for the composition and total area of NLCD land cover types within our study area used in

bait delivery planning). To reflect NRMP average baiting levels in our defined study area, we

implemented an average bait density of 110 baits/km^2 for baiting simulations. Thus the average

bait densities for NRMP-based and habitat selection-based baiting were similar but the densities

within particular landcover types were different. This approach allowed for comparison between

NRMP conditions and our simulated habitat selection-based baiting strategy, which by design

lacked most land cover-based restrictions except for those related to habitat selection patterns

(details below). We used a finer spatial scale in our simulations than used for operational bait

delivery because we estimated habitat selection at this smaller spatial scale and because it

enabled the simplifying assumption that raccoons and baits located within the same grid cell

equated to a raccoon encountering a bait.

Raccoon capture and tracking

Raccoons were captured prior to fall ORV during 2016 using cage traps (Tomahawk

model 608, Tomahawk Live Trap, Wisconsin, USA). We fitted 25 individuals with Q4000E GPS

collars (Telemetry Solutions, California, USA) equipped with very high frequency (VHF)

beacons. During July through September, individual raccoon GPS relocation data, or fixes, were

collected every 30 minutes to 6 hours. This study followed guidelines outlined by the

Institutional Animal Care and Use Committees of the University of New Hampshire (#160901)

and USDA-APHIS National Wildlife Research Center (QA2669). In this area, population-level

virus neutralizing antibody seroprevalence was estimated through pre- and post-ORV serum

sampling of target meso-carnivore populations, as described in Gilbert et al. (2018b).

Simulation model

Overview

The workflow of our analyses and simulation framework is described in Fig. 2. First, we

analyzed raccoon GPS data (Fig. 2.1A) in order to: 1) calculate distances moved by individual

raccoons at a 30-minute time step (i.e., step lengths; the distribution of movement distances at

each time step for each individual) and 2) estimate resource selection coefficients for each

raccoon using landcover data from the 30 m resolution raster NLCD land cover data (Homer et

al. 2015; Fig. 2.1B and C). We then developed an IBM of raccoon movement and bait encounter

informed by these analyses that matched the spatial resolution of the habitat selection analysis

and the temporal resolution of the GPS data collection (Fig. 2.2D). To investigate the effects of

raccoon habitat selection, we considered a continuum of selection strength ranging from more

general to more specialized, which were both relative to the estimated habitat selection of radio-

tracked raccoons, and modeled individual- and population-level habitat selection, in separate

simulations. We held individual-level movement parameters constant across different habitat

selection conditions to focus on the effect of magnitude and variation in habitat selection on

predicted bait encounter and seroconversion (Fig. 2.2D).

Next, to explore the importance of raccoon habitat selection on bait encounter using

different baiting designs, we simulated baiting designs that differed relative to NRMP baiting

operations in three components of baiting designs: 1) the spatial arrangement of baits (i.e., the

proportion of baits in different landcover types and road-limited versus area-wide baiting), 2)

coverage (evenness of bait distribution across the study area), and 3) density (baits/km^2) (Fig.

2.3E - G). We then overlaid simulated baiting designs on raccoon movement scenarios and

estimated the proportion of raccoons that encountered and consumed a vaccine bait, resulting in

seroconversion (rabies antibody seroprevalence of the simulated population; main output of the

simulation model). Bait consumption and seroconversion involved three processes (Fig. 2): 1)

co-location of a raccoon and bait within the same grid cell, 2) bait consumption given co-location

that accounted for non-target and conspecific bait competition and reduced bait availability over

time, and 3) seroconversion given bait consumption. We estimated seroprevalence for each set of

conditions relative to operational baiting and data-based raccoon movement in the area (Fig.

2.3H and 2.4).

Finally, to investigate how landscape heterogeneity influences the effectiveness of baiting

designs based on raccoon movement ecology, we compared outcomes conducted on the

landscape in our study area of Burlington, Vermont to those from identically sized, artificial

landscapes that differed in the proportion and patch size of landcover types preferred by radio-

tracked raccoons in Burlington (Fig. 1). Simulations and data analysis were conducted in

program R v3.6.2 (see Data S1 for simulation code; R Core Team 2019). We describe each

component of the analysis in detail below.

Estimation of habitat selection and movement distances from GPS data

We used resource selection functions (RSF; Boyce et al. 2002) to evaluate raccoon third-order (within home range) habitat selection using a use-available design (Johnson, 1980). We compared GPS locations of 25 individual raccoons to available points (n = 10,000) generated within each raccoon's seasonal late summer/autumn home range. We used 95% kernel density estimation (KDE) to estimate home range size during the three months of telemetry data collection. Because this 3 month duration may not represent stationary raccoon home ranges, we opted for a simple (and potentially more conservative) estimate of home range size that better reflects actual use instead of including probable future use in the delineation (e.g. autocorrelated kernel density estimation; Noonan et al. 2019). Landcover was extracted for all locations from NLCD land cover data (R package raster; Hijmans 2021). We reclassified land cover into nine categories that we assumed were functionally relevant to raccoon ecology as described in Davis et al. (2019): open space and low density development, medium to high density development, deciduous and mixed forest, coniferous forest, shrub and grassland, pasture, crops, wetlands, and other (Appendix S1: Table S1). Individual-level RSF coefficients for each land cover type relative to open space and low density development were estimated using an exponential regression (fitted using a logistic regression; McDonald 2013) using the IndRSA package (https://github.com/BastilleRousseau/IndRSA; Bastille-Rousseau and Wittemyer 2019). We estimated population-level RSF coefficients using generalized linear mixed models with a binomial distribution, a logit link, and individual as a random intercept (Gillies et al. 2006, package lme4 in R; Bates et al. 2015). We estimated distributions of step lengths—distances moved by individuals at a 30-minute time scale—by fitting a gamma distribution to the distances

(continuous measure of distance in meters; with gamma distribution parameters shape and scale;

Appendix 1: Table S2) between GPS relocation fixes of each tracked raccoon at a 30-minute

interval.

Simulation of raccoon movement

We simulated discrete-space raccoon movement across 30 m spatial resolution gridded

landscapes (30 m x 30 m; 900 m^2 cell size, the same spatial resolution as the land cover data)

composed of nine landcover types using a biased random walk algorithm (Uhlenbeck and

Ornstein 1930). Raccoons moved among grid cells according to rules governed by three

independently parameterized processes, each given equal weight, including raccoon density,

home range attraction, and habitat selection informed by landcover and our habitat selection

analyses (Fig. 2A - D). Movement was modeled at a 30-minute time step to match the temporal

resolution (i.e. fix rate) of raccoon GPS data. For each raccoon at each time step, a continuous

distance was randomly drawn from the step length distribution. For distances < 15 m, individuals

stayed within the cell at time $t + 1$ whereas for step lengths > 15 m, a set of potential destination

grid cells surrounding the individual's current cell location were defined. The product of three

processes was used to weight the cell-level probability of movement to each potential destination

cell: 1) habitat selection, 2) home range attraction, and 3) conspecific avoidance relative to host

density. The probability of selecting a cell based on habitat selection was weighted using RSF

coefficients, calculated at the individual or population-level depending on the movement

scenario, as:

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$$w_{i,j}(\mathrm{x}) = \frac{\exp(\beta_{i,j})}{\exp(\beta_{max,j})}$$

where $w(x)$ is the relative habitat selection strength at cell x of individual or population j for

landcover type i in geographical space, β_i is the selection coefficient for landcover type i, and

β_{max} is the largest estimated habitat selection coefficient for individual or population j. Home

range attraction, h, was modeled to constrain raccoon movement within a home range area, and

was calculated as a discrete approximation of a negative exponential function, where the squared

distance (in m) of cell k from the home range centroid was calculated as:

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$$h_{j,k} = \exp(-b(\| x_r - x_c \|^2))$$

where b is the decay rate, x are points in Euclidean space, c is the centroid of cell k and r the

home range center point of individual j. Finally, we modeled conspecific density-dependent

effects on movement behavior, which we calculated as the inverse of the count of raccoons in a

cell in the previous time-step. Simulations were performed for 1440 time-steps, equivalent to one

month of movement.

To explore the effects of magnitude and variation in raccoon habitat selection on bait

encounter across similar conditions of habitat availability, we simulated movements in the

gridded landscape in greater Burlington that differed in the strength of individual- and

population-level habitat selection (i.e., data-based, generalist, or specialist) (Table 1). Data-based

raccoon movement reflected habitat selection patterns estimated using GPS data from radio-

tracked raccoons in greater Burlington, which suggested that raccoons in this area exhibit

substantial individual variation in habitat selection resulting in weak population-level habitat

selection (Table 1 and Appendix S1: Table S2). Generalist movement reflected a theoretical case

in which animals neither preferred or avoided any land cover type; it was thus equivalent to

random movement with respect to land cover but was constrained by conspecific density and

home range attraction. Specialist movement behaviors were also theoretical but informed by data

in that they were modeled by doubling the data-based estimated RSF coefficients for the

preferred landcover types for radio-tracked raccoons (preferred types included NLCD-classified

deciduous (41) and mixed forest (43) land cover classes and wetland areas including woody

wetlands (90) and herbaceous wetlands (95); Table 1 and Appendix 1: Table S2). In the

individual-level data-based selection scenario, we incorporated estimated resource selection

coefficients for individual radio-tagged raccoons (Appendix 1: Table S2), assigned randomly to

each simulated individual at the start of each simulation and in tandem with an individual's

associated movement parameters. The population-level data-based scenario reflected the average

habitat selection response of radio-tagged raccoons, drawn from the population-level habitat

selection analysis, such that selection was constant among individuals (Appendix 1: Table S2).

Under our population-based specialist scenario, all individuals exhibited constant, strong

selection, while individuals in the individual-based specialist scenario exhibited variation in

habitat selection strength among individuals (Appendix 1: Table S2). Comparing results across

the continuum of habitat specialization and variability allows for inference about how baiting

designs can be optimized based on knowledge of local animal movement behavior and the

influence of individual-level movement heterogeneity (e.g. (McClure et al. 2020)). Each habitat

selection scenario was applied at three raccoon densities that represent a realistic range of

raccoon densities in suburban-urban landscapes (5, 15, 30 raccoons/km^2; Urban 1970, Moore and

Kennedy 1985, Slate et al. 2020). Each raccoon movement scenario (habitat selection scenario ×

raccoon density) was repeated 100 times.

Initialization of raccoon movement simulations

Raccoon populations were initialized on the landscape for each simulation iteration using

the habitat selection patterns described above. Initial locations were generated at random for

generalist movement conditions (Appendix S1: Fig. S2B). For data-based scenarios, we

evaluated the composition of each individual and population-based range in terms of landcover

type (Appendix S1: Fig. S2A). We extracted the proportion of each landcover type around each

grid cell within 20 cells or a 600 m radius (e.g. corresponding to the average estimated

Burlington raccoon home range size, data not shown) and initiated individuals proportionally to

the similarity (i.e. how similar the area is in terms of proportion of each landcover) between

observed home range composition and surrounding grid cells. For specialist scenarios, initial

locations occurred in areas with higher abundance of selected landcover types (woody and

herbaceous wetland and deciduous or mixed forest) within a 600 m radius (Appendix S1: Fig.

S2C).

Simulation of bait consumption and seroconversion

Baits were delivered within cells on day 20 of each movement simulation. We assumed

each raccoon co-located with a bait in a grid cell had a bait consumption probability of 0.5 based

on the expert opinion of NRMP (Fig. 2). Spatial overlap between baits and target animals on the

landscape are necessary for bait uptake by target animals, but other factors such as bait

competition both from conspecifics and non-target species also influence bait uptake probability

(Elmore et al. 2017, Slate et al. 2020). We accounted for bait competition from conspecifics by

randomly selecting one raccoon to encounter the bait when multiple raccoons were co-located in

a cell, leading to a bait consumption probability of less than 0.5 when raccoon densities were

high within grid cells. To account for competition from non-target carnivores like opossums

(Slate et al. 2020) and decreasing bait palatability over time, we included a discrete decay

function for bait availability in which 30% of baits within a grid cell were randomly removed

every 12 hours (discrete equation: $n_h = n_{init} * .70^{h/12}$, where h = hour, n = number of baits, init =

initial time step; similar to bait disappearance rates reported by Smyser et al. (2013)), with a

maximum bait availability time of 10 days. Lastly, we assumed that seroconversion probability,

given consumption, was 0.9 to reflect immunogenicity following oral contact with the vaccine

(Brown et al. 2012, Gilbert et al. 2018a). For each simulation, we extracted the proportion of

raccoons that seroconverted, or rabies antibody seroprevalence.

Baiting designs

We modified three components of baiting strategies: spatial arrangement, coverage, and

bait density. Spatial arrangement included two conditions for how the baits were placed relative

to landcover data: 1) using NRMP bait distribution that incorporated the habitat-based off-time

calculator (NRMP baiting), or 2) using raccoon habitat selection patterns as described above

(described hereafter as habitat baiting). To simulate habitat baiting targeting specialist and data-

based raccoons, baits were distributed proportionally to resource selection of a given landcover

type according to population-level RSF coefficients as described above. For strict generalists that

did not display habitat preferences or avoidances, baits were randomly distributed among all

landcover types except open water. Across habitat-varying spatial delivery strategies, each

condition was simulated by either constraining baiting delivery to roads only (road-limited

baiting; actual condition) or by delivering baits over the entire study area (area-wide baiting;

alternative condition). We examined two bait densities: one that was 110 baits/km² across all

landcover types including those with reduced or no baiting applied as described above (high bait

density; equivalent to 150 baits/km² in NRMP-defined baitable habitats as described above) and

a lower density condition of 55 baits/km^2 across all landcover types (low bait density; equivalent

to 75 baits/km² in NRMP-targeted habitats). Finally, we compared two levels of grid cell

coverage, although this factor is not routinely measured for spatial planning of bait delivery by

NRMP. Low coverage included 3% (1233/41100) of grid cells with baits (similar to NRMP

baiting pattern in 2016) while high coverage included 6% (2466/41100) of grid cells with baits

(similar to NRMP baiting pattern in 2017). We caution that operational baiting strategies are

implemented at a larger spatial resolution than the scale at which we modeled bait delivery.

However, because NRMP baiting varied among years in overall landscape coverage, we used the

concept of grid cell coverage to examine the evenness of baiting effort across space in an ORV

area. The full set of raccoon movement × bait strategy simulation scenarios, 240 in total, are

described in Table 1.

Artificial landscapes

To explore how landscape characteristics and road structure in Burlington influenced our

results, we conducted a separate set of simulations on artificial landscapes that varied in the

proportion of land cover types preferred by raccoons (landscape composition) and the clustering

of those land cover types across the study area (patch size based on fractal dimension). We

generated neutral landscapes using fractional Brownian motion with the R package NLMR

(Sciaini et al. 2018). We simulated four artificial landscapes with the same road structure and

spatial extent as our study area that differed in one or both dimensions of patch size and

landscape composition relative to Burlington. Specifically, these four artificial landscapes had:

1) similar patch sizes and proportion of all landcover types as Burlington (Fig. 2B), 2) smaller

patch sizes of preferred habitat (i.e. more fragmented) but with the same landscape composition

as observed in Burlington (Fig. 2C), 3) similar patch sizes as in Burlington, but with an increase

in preferred habitat relative to Burlington (i.e. an equal proportion of each landcover type and

thus higher proportion of preferred habitat; Fig. 2D), and 4) smaller patch sizes of preferred

habitat and an increase in preferred habitat relative to Burlington Fig. 2E).

For each artificial landscape, we simulated raccoon movement with either data-based or

specialist habitat selection patterns estimated from radio-tagged raccoons captured in Burlington,

as described previously. We assumed similar individual-level habitat selection for movement

simulations in these artificial landscapes (i.e. not the population average nor population-level)

along with conspecific density and home range attraction movement constraints. We created a

different landscape for each iteration and used NRMP conditions for raccoon and bait density

parameters (15 raccoons/km², high bait density application) because simulation results on the

Burlington landscape did not indicate interactions in these parameters. For each habitat selection

condition, we compared: 1) habitat baiting to NRMP baiting, 2) road-limited to area-wide

baiting, and 3) coverage of 3% versus 6% of study grid cells (Table 1).

Statistical analyses

We used a linear mixed effects model with a logit link to analyze the relative impacts of

baiting strategy features on the primary model outcome: rabies antibody seroprevalence. All

covariates were considered as categorical (i.e. "dummy" variables). Replicate was added as a

random intercept because each scenario was repeated 100 times. Simulation parameters (habitat

selection patterns by raccoons, raccoon density, bait distribution by landcover, bait density, bait

coverage, and road-only versus area-wide baiting) were included as main effects. An interaction

between raccoon habitat selection and bait distribution by landcover, and a series of three-way

interactions of this interaction with all other parameters were also added. Heat maps were

produced from the model predictions to illustrate the impact of all parameters and their

interactive influences relative to NRMP conditions (data-based habitat selection by raccoons and

NRMP-based baiting from 2016: high bait density, road-limited baiting, 3% coverage, which

includes the NRMP's off-time algorithm for determining distribution of baits to different

landcover types). Simulations based on artificial landscapes were analyzed similarly. In this case,

an interaction between habitat selection by raccoons and landscape type was added and a series

of three-way interactions with all other parameters.

RESULTS

Habitat selection and step length patterns

At the population level, raccoons displayed selection for woody and herbaceous

wetlands, deciduous and mixed forest, and grassland and shrub land cover types relative to

developed open space and low intensity development. Raccoons exhibited substantial individual

variation in resource selection with some individuals selecting resources avoided by other

raccoons (Appendix 1: Table S2). Individual response was especially strong for deciduous and

mixed forest with 56% (14/25) of individuals selecting it and 28% (7/25) of individuals avoiding

it, and for wetlands with 52% (13/25) and 32% (8/25) of individuals selecting and avoiding it,

respectively. Raccoons consistently avoided medium and high intensity development relative to

open space and low intensity development (92%, 23/25). Individual variation was also present in

step length (Appendix S1: Table S2).

Effects of bait distribution

Our model was scaled to predict post-ORV population-level seroprevalence among

raccoons at similar levels to that measured seasonally by NRMP in Burlington during 2016 and

2017 (44% [N = 195] and 27% [N = 234] respectively; our model: 35 [34 - 36 CI]% under 2016

baiting conditions; Fig. 3A). Contrary to our predictions, for data-based raccoon movement,

seroprevalence predictions were similar or slightly lower under habitat-based baiting relative to

NRMP baiting for road delivery (Fig. 3A, B, D), but with area-wide baiting the habitat-based

baiting led to higher seroprevalence as we predicted (Fig. 3C). However, if raccoons were either

habitat generalists or specialists, seroprevalence was substantially higher compared to NRMP

baiting when baiting matched habitat selection patterns (up to 21% higher for specialist) under

all conditions (Fig. 3). Overall, using population-level movement rules increased seroprevalence

predictions for all combinations compared to individual-level movement rules (Appendix S1:

Fig. S3), suggesting that higher individual-level variation in habitat selection decreases

seroprevalence under any given baiting design.

Effects of bait density and coverage

Bait density and coverage affected overall seroprevalence, but not which baiting design

was best relative to raccoon movement (Fig. 3B, D). Decreasing the bait density from our high to

low treatment decreased seroprevalence by 11% under otherwise standard NRMP baiting

conditions (Fig. 3B). Increasing grid cell baiting coverage from 3% to 6% increased

seroprevalence by 8.5%. However, although predicted seroprevalence of the habitat-based

strategy was similar to the NRMP baiting strategy under both bait density scenarios, it

unexpectedly performed worse than the NRMP baiting strategy along roads when coverage was

increased from 3% to 6%.

Effects of raccoon density

Raccoon density had a strong impact on predicted seroprevalence but did not influence

which strategy led to greater seroprevalence (Fig. 4), indicating that the baiting strategies acted

similarly across the raccoon densities we examined (Appendix S1: Table S3). Under the

observed baiting and movement conditions, seroprevalence was predicted to be 3% higher when

raccoon density was decreased from 15 to 5 raccoons/km^2 and 3% lower when raccoon density

was doubled, from 15 to 30 raccoons/km^2. This indicates that while raccoon density is a

significant factor driving overall seroprevalence, it does not affect whether habitat-based or

NRMP-based baiting is more effective.

Effects of landscape composition and structure

The result that habitat-based baiting was only advantageous when habitat selection was

strong or with area-wide baiting suggested that some of our results may have been impacted by

the specific road structure relative to landscape composition and patch size in Burlington. Visual

inspection of the Burlington landscape revealed that most roads do not intersect raccoon-

preferred habitat and the habitat roads do intersect is relatively homogenous (i.e. large patch

size). Thus, we compared seroprevalence for the habitat-based and NRMP baiting strategies

using data-based versus specialist raccoon habitat selection in artificial landscapes, while

assuming the same area and road structure as in Burlington (Fig. 5). Here, we found that when

there was a higher proportion of raccoon-preferred habitat or smaller patch sizes, habitat-based

baiting was better, even when raccoons displayed weak selection for preferred land cover types

(i.e. reflecting data-based habitat selection patterns) and using road-based delivery methods (Fig.

5A & B). We also found that the importance of area-wide baiting for increasing seroprevalence

was reduced in these other landscapes (higher proportion of raccoon-preferred habitat, smaller

patch size) relative to Burlington (where patch sizes were large and raccoon-preferred habitat

was limited; Fig. 5C). In other words, in these artificial landscapes, the amount of benefit gained

from habitat-based baiting depended on the composition and patch size of raccoon-preferred

habitat relative to raccoon movement patterns, especially in proximity to roadways. Increasing

coverage from 3% to 6% increased seroprevalence rates by up to 18% in all the artificial

landscapes and by 5% in Burlington (Fig. 5D), suggesting that targeting habitat along roads more

systematically may improve seroprevalence under many different landscape conditions.

DISCUSSION

The effectiveness of oral rabies vaccination programs targeting raccoons can be hindered

by challenges associated with landscape-level bait delivery and processes that influence bait

uptake rates by raccoons across heterogeneous landscapes. We developed a novel simulation

framework that incorporates movement behavior of free-ranging raccoons, realistic multiclass

landscapes, and spatial bait data from previous ORV efforts to explore if and how raccoon

movement behavior could be integrated to increase oral vaccine baiting-associated population

immunity to rabies virus. We identified raccoon habitat-specialization conditions and landscape

characteristics that determine how different components of baiting strategies can be altered to

optimize population seroconversion to ORV in urban and suburban areas. We found that habitat-

based baiting increased seroprevalence when raccoons showed strong habitat selection patterns

or when landscapes had substantial areas of raccoon-preferred habitat and were more

heterogeneous (small patch sizes), suggesting habitat baiting using selection patterns could be

beneficial in some but not all landscape contexts. Relatedly, we show that individual-level

variability in raccoon habitat preference and avoidance patterns decreased seroprevalence using

any baiting design. Finally, increasing bait coverage, bait density, or expanding the distribution

of baits beyond roads led to higher seroprevalence under all baiting designs, but these

components of baiting strategies did not affect whether or not it is advantageous to do habitat-

based versus NRMP-based baiting.

In our models, habitat-based baiting in the greater Burlington ORV area increased

seroprevalence for raccoon populations characterized as habitat specialists or strict generalists,

but not for raccoons displaying weak habitat selection patterns similar to those exhibited by

radio-tracked individuals. Raccoons are commonly described as ecological generalists, and are

widespread in rural and agricultural areas, prairie ecosystems, and urban and suburban

landscapes (Prange et al. 2003, Chamberlain et al. 2007, Beasley et al. 2011). At the population

scale, our resource selection analysis suggested weak resource selection among raccoons for

wooded areas and wetlands, consistent with other resource selection analyses in raccoons

conducted across a variety of landscapes (Urban 1970, Prange et al. 2003, Chamberlain et al.

2007). Yet we also report substantial individual-level variation in habitat selection strength, as

well as a wide range of individual responses to a variety of habitats among radio-tracked

raccoons. This variation may reflect behavioral plasticity in response to fine-scale environmental

variability in resources across urban-suburban landscapes or could reflect heterogeneity among

raccoons in their degree of individual specialization (Piersma and Drent 2003, Schuttler et al.

2015). Individual-level variation in habitat selection could reduce achieved seroprevalence using

habitat-based baiting designs by dampening the effects of a population-level baiting design that

uses population averages like the one we modeled. Our results underscore the utility of

leveraging variable individual habitat selection and avoidance to identify different behavioral

tactics and their intrinsic and extrinsic drivers (Bastille-Rousseau and Wittemyer 2019), which

could then be used to refine baiting to target specific combinations of strategies.

Our results suggest several promising avenues for optimizing the spatial distribution of

baits targeting meso-carnivores in urban-suburban landscapes. First, we found that

seroprevalence gains were highest with area-wide baiting relative to road-limited baiting across

all baiting designs all else being equal, because more of the raccoon-preferred habitats were

away from roads. In rural and agricultural areas, the standard approach to bait delivery is by

fixed-wing aircraft employing GPS technologies and automated machinery to standardize and

accurately deliver baits along pre-programmed and precisely spaced flight lines (Slate et al.

2009). In densely populated urban-suburban landscapes, however, fixed-wing aircraft delivery is

not feasible, and NRMP baiting is accomplished predominantly by hand-baiting from vehicles

along roadways (Slate et al. 2009) Our work indicates that alternative delivery methods like

helicopters or bait stations which extend bait application beyond major roads in developed areas

could improve baiting effectiveness and vaccination coverage (Berentsen et al. 2018, Slate et al.

2020). In addition, spatial bait coverage along roads could be further improved by incorporating

minor roads into delivery planning in addition to major roads. This approach is currently being

implemented by NRMP by using smaller subunits for baiting targets (i.e., planning using 1 km^2

rather than 37 km^2 subunits). However, an important implication of our artificial landscape

simulation results is that habitat-based baiting can increase seroprevalence along roads

dramatically, when the roads pass through heterogeneous and highly available raccoon-preferred

habitats.

A second point for spatial bait optimization is that bait density played an important role

in predicting seroprevalence in our models, as expected. Rabies seroprevalence decreased

significantly when bait density was halved, leading to a reduction of seroprevalence from 35% to

24% on average. The current target density for bait application in rural and urban-suburban ORV

zones in the U.S. and Canada ranges from 37.5 - 300 baits/km^2, with 75 (rural) and 150 baits/km^2

(urban-suburban) being standard application rates (Slate et al. 2020). Our work suggests that the

current target bait density of 150 baits/km^2 may be the minimum lower threshold needed for

effective baiting in urban areas with moderate to high raccoon densities (5-30 raccoons/km^2).

Given that baits are the most expensive cost associated with ORV baiting, the optimization of

bait density represents an important avenue for increasing both cost and population-level

vaccination coverage effectiveness (Slate et al. 2020). Third, we found that increasing the spatial

coverage of baits from 3% to 6% within the baiting area led to notable increases in

seroprevalence, suggesting that even within existing road delivery methods, baiting

modifications that increase coverage (i.e., evenness of bait distribution) could yield significant

gains in baiting effectiveness, provided they are logistically feasible. Finally, we note that

although alternative baiting strategies increased predicted seroprevalence in our models relative

to standard NRMP conditions, maximum predicted seroprevalence remained below 50%. These

predicted seroprevalence levels are lower than the minimum predicted vaccination coverage

(seroprevalence) needed to induce population-level herd immunity based on rabies modeling

efforts (Thulke and Eisinger 2008, Rees et al. 2013, Reynolds et al. 2015). We note that a recent

evaluation of RRV elimination status that included the Burlington, Vermont area suggests ORV-

associated case reduction in the context of declining regional prevalence (Davis et al. 2019).

There may be additional spatial factors at play regarding the landscape transition from rural to

urban areas which impact RV control in raccoon populations in the northeastern U.S., in part to

explain why apparently suboptimal seroconversion may still be associated with case reduction in

urban areas.

Urban development and land use change, including roads, influence landscape ecology

and may impact target animal movements, space use, and bait availability. Roads can act as

barriers to or facilitate movement in wildlife, either increasing habitat fragmentation or

increasing landscape connectivity, depending on species and population-specific behavioral

responses (Coffin 2007). Raccoons may avoid or be averse to crossing major roads while heavily

utilizing culverts and other road-associated anthropogenic habitats for denning and foraging sites

along smaller roads (Hoffmann and Gottschang 1977, Prange et al. 2003). Major roads could

constrain raccoon movement between large patches of preferred habitat through avoidance

behaviors, decreasing the accessibility of habitats to raccoons and diminishing the effectiveness

of habitat-based baiting where baits are delivered on roads. Alternatively, raccoons may utilize

road-associated habitat indiscriminately, with the effects of roads on baiting effectiveness driven

by road and landscape composition and their interactions with raccoon movement and habitat

selection. We did not include raccoon behavioral responses to roads in our models, but our

habitat selection analysis uncovered significant and consistent avoidance behaviors of raccoons

to medium and high intensity development, which correlates with major road structure. An

explicit consideration of how urban-adapted meso-carnivores respond to roads, with a specific

emphasis on whether roads influence movements and habitat use in a manner that enhances or

decreases bait encounter rates, could provide insight into optimal bait application along roads.

Finally, given that gains in seroprevalence from habitat-based baiting were greater in artificial

landscapes for data-based raccoon movement compared to the actual Burlington landscape, our

artificial landscape analysis highlights the limits of generalizing results to other landscapes

without a better understanding of how habitat selection among target wildlife interacts with road

and landscape structure

612   Spatial heterogeneity is both a cause and consequence of physical and biological

processes that could influence wildlife disease management efforts using oral baiting strategies.

Landscape heterogeneity can directly affect the movement and spatial distribution of wildlife at

both broad and fine spatial scales—including for raccoons and other urban-adapted meso-

carnivores like striped skunks and coyotes (Russell et al. 2005, Cullingham et al. 2009, Rioux-

Paquette et al. 2014, Tardy et al. 2014). Spatial heterogeneities can also emerge from dynamic

ecological processes such as sociality and demography. In our models, we included density-

dependent conspecific avoidance because it can be an important cue for individual-level

movement decisions and because conspecific density can mediate space use through density-

dependent effects on habitat selection, including in raccoons (Tardy et al. 2014, White et al.

2018). However, we did not include social or family group behaviors in our models. Spatial

heterogeneity in host-host contacts stemming from social behaviors could affect conspecific bait

competition in a dynamic and non-linear way that we did not capture in this work. Furthermore,

contact heterogeneity can also have important implications for a directly transmitted pathogen

like RV (Reynolds et al. 2015). Raccoons exhibit a highly variable fission-fusion social structure

that varies with seasonality, habitat availability and provisioning, and conspecific density (Gehrt

and Fritzell 1998, Cullingham et al. 2008, Dharmarajan et al. 2009). Conspecific behavior and

social structure in raccoons may differ in urban environments relative to rural areas. Additional

extensions of our modeling framework could thus include social structure and conspecific

behavior in urban-adapted raccoons. An additional key extension to our modeling framework

would be the inclusion of RV transmission and disease spread to explore the mechanistic effects

of habitat selection and landscape heterogeneity on disease incidence and population-level ORV

effectiveness.

Our approach leverages methods in movement ecology to improve zoonotic disease

management efforts and incorporates raccoon-urban habitat associations through movement and

habitat selection analyses informed by raccoon movement data. We implemented a 3rd order

within-home range RSF for modeling raccoon movement that was informative at the spatial scale

that baiting is conducted and could be flexibly applied to other wildlife and landscapes. RSFs

provide an objective relative ranking of habitat or resources compared to ranking based on expert

opinion often used in wildlife baiting programs. However, we note that depending on the species

and movement parameters of interest, other approaches might also be applicable. For example,

integrated Step Selection Analyses (iSSAs, Avgar et al. 2016) could be an efficient way of

parameterizing movement-based IBMs given iSSAs estimate movement parameters and

selection coefficients in a single step, making the coefficients potentially more robust and

informative (but see also Bastille-Rousseau et al. 2018 on potential limits of such an analysis in

informing movement behavior). In addition, the conditional nature of the iSSA means that the

coefficients representing selection reflect how landcovers are being selected locally. However,

the benefits of an integrated approach such as an iSSA might be diminished if other key

ecological processes are modeled within the IBM framework, such as in our case with home

range center attraction and avoidance of conspecifics, as these two aspects are not directly

evaluated in an iSSA approach. Nevertheless, a robust assessment of alternative approaches to

modeling movement and wildlife-habitat associations that could enhance efficacy of oral

vaccination campaigns and other wildlife baiting programs would be of merit and valuable in

future work.

Spatially explicit models can be useful for testing alternative control and mitigation

strategies within an adaptive management paradigm in which infectious disease management and

research are iterative (White and Forester 2018, Gilbert and Chipman 2020). Our work supports

the idea that a non-uniform landscape-level application of baits can be effective, as is reflected in

current expert opinion-based NRMP baiting strategies, and as suggested by others (Eisinger et al.

2005, Russell et al. 2005, Haydon et al. 2006, Boyer et al. 2011) We also show that the specific

benefits of habitat baiting on seroprevalence may be context specific, with the degree and

variability in habitat selection interacting with urban-suburban landscape composition and patch

size to determine population seroprevalence. Our work thus underscores the utility of accounting

for both habitat selection and landscape composition and structure in planning baiting efforts,

and supports the continued prioritization of movement data collection within ORV programs

targeting wildlife to better understand habitat selection and movement patterns in urban-

suburban landscapes, especially during baiting season(s). Our novel simulation approach could

readily be applied to other baiting and target species systems to serve as a tool for bait

optimization, in support of effective oral baiting for invasive species and wildlife disease

management.

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K.M.M. and G.B.R. wrote the model code with contributions from A.J.D. and K.M.P.; G.B.R.

analyzed the movement data, conducted the simulations, and analyzed the model results with

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DATA AVAILABILITY

Model code is available via the Dryad Digital Repository http://dx.doi.org/...

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901 **TABLES**

902 **Table 1. Raccoon habitat selection patterns and bait component scenarios implemented in**

903 **simulations.** High bait density = 110 baits/km^2 and low bait density = 55 baits/km^2.

Raccoons			Baiting			
Initiation of raccoon on the landscape	**Habitat selection**	**Density (inds/km²)**	**Distribution: landcover targeting**	**Distribution: road targeting**	**Coverage (% grid cells with baits)**	**Density (baits/km²)**
Random	Generalist	30, 15, 5	Habitat-selection based vs NRMP off-time calculator	Road-limited (NRMP) vs area-wide	3% (NRMP 2016) vs 6% (NRMP 2017)	High (NRMP) vs low
Based on similar population-level resource use	Data-based, population average	30, 15, 5	Habitat-selection based vs NRMP off-time calculator	Road-limited (NRMP) vs area-wide	3% (NRMP 2016) vs 6% (NRMP 2017)	High (NRMP) vs low
Near favored habitat (deciduous and wetland)	Specialist, population average	30, 15, 5	Habitat-selection based vs NRMP off-time calculator	Road-limited (NRMP) vs area-wide	3% (NRMP 2016) vs 6% (NRMP 2017)	High (NRMP) vs low
Based on similar individual-level habitat selection	Data-based, individual variation	30, 15, 5	Habitat-selection based vs NRMP off-time calculator	Road-limited (NRMP) vs area-wide	3% (NRMP 2016) vs 6% (NRMP 2017)	High (NRMP) vs low
Near favored habitat (deciduous and wetland)	Specialist, individual variation	30, 15, 5	Habitat-selection based vs NRMP off-time calculator	Road-limited (NRMP) vs area-wide	3% (NRMP 2016) vs 6% (NRMP 2017)	High (NRMP) vs low

FIGURE LEGENDS

Figure 1. Actual and artificial landscapes used in movement and bait seroconversion

simulations. a) The $81km^2$ study area within a current ORV zone in Burlington, Vermont, USA

used in simulations (with regional area map shown, bottom left), comprising nine landcover

types at a 30 m spatial resolution. In a separate analysis, four types of multiclass, artificial

landscapes of similar area and spatial resolution were used in simulations, each consisting of two

parameters: patch size (P) and landscape composition (C). Relative to Burlington, simulated

landscapes had: b) similar patch sizes and amount of preferred habitat; c) smaller patch sizes; d)

more preferred habitat; e) smaller patch sizes and more preferred habitat.

Figure 2. Simulation workflow. To simulate raccoon movement and oral-baited rabies vaccine

seroconversion, we first collected a) GPS relocation data from 25 wild-caught raccoons captured

within an oral rabies vaccination (ORV) vaccination zone in Burlington, Vermont, USA during

July - September, 2016. We used b) 30 m resolution raster land cover data reclassified into nine

land cover types to c) fit resource selection functions (RSF) to individual-level raccoon

relocation data and fit a gamma distribution to individual-level 30-minute interval distances

moved (step lengths; in m). d) Next, we simulated raccoon movement across gridded landscapes

composed of nine land cover types according to different assumptions of habitat selection

behavior, each in separate simulations. Then we simulated different ORV baiting designs (e - g)

and h) spatially overlaid raccoons and baits. We calculated the probability of seroconversion in

individual raccoons given within-cell vaccine bait co-location using a discrete daily decay

function (d(t), see text), consumption rate given co-location ($u = 0.5$), seroconversion rate given

consumption ($s = 0.9$), and randomly assigned baits for potential consumption if multiple

raccoons were present in a cell (N = total within-cell raccoons).

Figure 3. Effects of baiting design and raccoon habitat selection on predicted rabies

seroprevalence. Plots show absolute difference in seroprevalence for different baiting designs

relative to NRMP conditions (white block in a, with predicted absolute seroprevalence of 0.35).

Red shades indicate that the design leads to lower seroprevalence relative to NRMP baiting

conditions while blue shades indicate higher seroprevalence. Rows in each panel correspond to

the spatial distribution of baiting strategies across land cover types (i.e. proportion of baits

distributed to different landcover types). Habitat-based and NRMP-based baiting stratifies

baiting using habitat selection patterns and an algorithm drawn from decades of raccoon ORV

experience by the NRMP, respectively. Columns correspond to raccoon habitat selection

behaviors. Labels on top of the panels indicate changes in the baiting strategy relative to NRMP

conditions with a) representing standard NRMP delivery and distribution, b) lower bait density,

c) bait baits were distributed across the full area rather than on roads, and d) spatial coverage was

doubled, to 6%.

Figure 4. Effects of raccoon density. Panels are the same as in Fig. 3 except that NRMP

conditions are in the lower middle of panel b (white block, predicted absolute seroprevalence of

0.35) and each panel reflects results for different raccoon densities: a) 5 individuals/km^2, b) 15

individuals/km^2, and c) 30 individuals/km^2 .

Figure 5. Effects of landscape composition and patch size. Rows within panels describe

different landscape conditions: Burlington, Vermont, USA ("actual") and four simulated

landscapes comprised of two landscape metrics relative to Burlington (described in Fig. 1): patch

size (P) and proportion (C) of preferred habitat of raccoons. Columns correspond to raccoon

habitat selection behavior ('data-based' describes weak habitat selection whereas 'specialist'

describes strong habitat selection). Colors represent absolute differences in seroprevalence

relative to the NRMP conditions (white square in lower left corner in a; 0.35 predicted

seroprevalence) as described in Fig. 3. Labels on top of the panels indicate changes in the baiting

strategy relative to NRMP conditions.

FIGURES

FIG. 1

1. From movement data to home range movement and habitat selection

a) GPS raccoon data

b) Extract landcover data

c) Fit RSFs and calculate step lengths

2. Simulate raccoon movement using patterns of habitat selection

d) Generalist movement

Data-based RSF-biased movement

Specialist RSF-biased movement

3. Simulate ORV baiting and determine raccoon-bait co-location

e) GPS bait data

f) Match design to habitat use

g) Roads vs. area-wide

h) Overlay raccoons and baits

4. Calculate bait consumption and seroconversion

Probability (seroconversion|co-location bait and raccoon) = $d(t)N_t^{-1}us$

965 **FIG. 2**

967   **FIG. 3**

969
970   **FIG. 4**

972 **FIG. 5**

974 **Appendix 1**
975 **Supplementary Information for:**
976
Accounting for animal movement improves vaccination strategies against wildlife disease in
heterogeneous landscapes. Katherine M. McClure, Guillaume Bastille-Rousseau, Amy J.
Davis, Carolyn A. Stengel, Kathleen Nelson, Richard Chipman, George Wittemyer, Zaid Abdo,
Amy T. Gilbert, Kim M. Pepin. *Ecological Applications*

Appendix 1 includes:

Table S1. Baiting delivery algorithm. Landscape composition, National Rabies Management Program
(NRMP) baiting algorithms, and landscape classification used in habitat selection analysis for the 81km^2
Burlington, Vermont, USA   study area. NLCD refers to the Multi-resolution Land Characteristics
Consortium's National Land Cover Data 2011 classifications. Off-time is the percentage of time during
which bait delivery is restricted in this land cover type.

NLCD	Land-cover category	% study area	Area (km²)	Off-time (ground)	Adjusted NRMP baiting target (baits/km²)	Classification
11	Water	0.03	2.27	100	0	Other
21	Developed Open	0.14	11.43	0	150	Developed low intensity
22	Developed Low	0.13	10.38	35	97.5	Developed low intensity
23	Developed Medium	0.13	10.53	65	52.5	Developed high intensity
24	Developed high	0.08	6.08	90	15	Developed high intensity
31	Barren	0.002	0.19	100	0	Other
41	Deciduous	0.14	11.57	0	150	Deciduous
42	Evergreen	0.05	3.97	0	150	Coniferous
43	Mixed	0.10	8.26	0	150	Deciduous
52	Shrub	0.02	1.74	0	150	Shrub
71	Grassland / Herbaceous	0.005	0.37	0	150	Shrub
81	Pasture / Hay	0.07	5.30	50	75	Pasture
82	Cultivated crops	0.05	3.94	0	150	Crops
90	Woody wetlands	0.05	3.73	0	150	Wetlands
95	Herb. wetlands	0.01	1.10	0	150	Wetlands

Table S2. Habitat selection analysis results. Individual-level resource selection coefficients and step
length distribution parameters for each raccoon and land cover type in the greater Burlington, Vermont
area. RSF coefficients are relative to low-intensity urban development as classified using NLCD land cover
data. Shape and scale are parameter estimates of the gamma distribution fit to individual-level step length
distances (in m) at a 30-minute interval. Population-level coefficients for data-based (Pop.) and theoretical
habitat specialist (Specialist) are also shown.

ID	Shape	Scale	Low Dev.	Urban	Deciduous	Coniferous	Shrub	Pasture	Crops	Wetland	Water
1	0.81	160.40	0	-1.466	0.675	0	1.269	1.854	0.412	0.635	-10.899
3	0.97	151.70	0	-0.106	-0.439	-15.827	-15.827	0	0	1.793	-15.827
4	0.71	215.28	0	-2.324	-0.736	-0.570	0.089	-1.057	-2.081	0.690	-16.214
5	1.09	83.06	0	-0.684	-0.076	-0.992	-1.231	0	0	-1.268	-16.905
6	0.94	59.02	0	-0.567	0	0	0	0	0	-0.469	-16.207
7	1.33	80.87	0	-0.957	0.421	14.027	1.448	0	0	-0.078	0
8	1.02	143.96	0	-0.266	0.489	0	-0.840	0	0	2.241	-15.879
9	0.79	64.71	0	-0.255	20.291	0	-14.841	0	0	0	-14.841
10	1.13	80.62	0	-0.984	0.781	0.207	-15.766	0	0	-0.973	-15.766
11	0.86	80.15	0	-0.355	0	0	-2.032	0	0	0	-15.978
12	0.99	66.13	0	0.004	0	0	0	0	0	0	0
13	0.96	68.26	0	0.008	0	0	0	0	0	0	0
14	0.67	125.21	0	-0.209	0	0	0	0	0	0	-15.116
15	0.74	195.13	0	-0.769	0.614	-0.707	2.882	-14.771	-14.771	0.550	0
16	0.87	205.59	0	-1.688	-0.076	0.447	0.149	-0.767	-1.385	0.561	0
17	0.72	111.60	0	1.062	0.155	0.910	0.956	-1.626	0	1.122	-13.413
19	0.89	210.51	0	-1.314	-0.626	-0.172	-0.269	-0.798	-0.490	-0.366	0
20	0.85	95.52	0	-0.366	0.139	-1.433	-0.023	0	0	-0.125	-14.119
21	0.95	178.30	0	-1.042	0.281	0.399	0.666	-0.653	-0.034	-0.043	0
22	0.66	237.34	0	-0.421	-0.017	-14.775	1.143	-1.559	-14.775	0.138	-14.775
23	1.02	92.02	0	-13.383	0.437	-0.912	-1.119	-2.193	0.349	1.330	0
24	0.66	201.10	0	-0.770	0.385	-0.187	-0.680	-0.512	20.945	-0.071	-16.188
26	1.37	151.59	0	-2.124	-0.002	-0.281	-0.739	-14.890	0	0.954	0
28	0.99	174.28	0	-1.549	0.232	0.236	-0.112	-0.972	-0.314	1.106	0
29	0.85	162.58	0	-1.324	-0.756	-13.496	-1.941	-1.744	0	-0.936	-3.753
Pop.	0.78	151.98	0	-0.496	0.124	-0.143	0.441	-0.044	-0.556	0.56	-6.464
Specialist	0.78	151.98	0	0	0.817	0	0	0	0	1.253	0

Table S3. Rabies seroprevalence predictions. Effects of baiting design and raccoon habitat selection on
predicted rabies seroprevalence as estimated using a mixed-effects logit regression. Coefficients indicate
whether covariates (or their interactions) increase or decrease seroprevalence. Each covariate was
categorical with the reference level (the intercept) set as raccoon movement based on individual data
(GPSInd), bait distribution based on actual data (BaitDataBased), 110 baits/km^2 (Bait110), 15 raccoons/km^2
(Raccoon15), baits limited to road (RoadT), and with 3% spatial coverage (Cvg3). LCI and UCI correspond
to lower and upper confidence intervals, respectively. Marginal and conditional R^2 shown.

Model	Coefficient	LCI	UCI
Intercept (GPSInd, BaitDataBased, Raccoon15, Bait110, RoadT, Cvg3)	-0.63309	-0.70073	-0.56546
Random	0.214501	0.118849	0.310153
GPSPop	0.18507	0.089418	0.280722
SpecialistPop	-0.34103	-0.43669	-0.24538
SpecialistInd	-0.44249	-0.53814	-0.34683
BaitRandom	0.06232	-0.03333	0.157972
BaitRSF (Specialist)	0.348962	0.25331	0.444614
BaitRSF (Data based)	-0.10461	-0.20026	-0.00896
Raccoon30	-0.1927	-0.26034	-0.12506
Raccoon5	0.173329	0.105693	0.240966
Bait55	-0.4951	-0.55032	-0.43987
RoadF	0.618933	0.563709	0.674158
Cvg6	0.186625	0.1314	0.24185
Random:BaitRandom	0.069873	-0.0654	0.205146
GPSPop:BaitRandom	0.044967	-0.09031	0.18024
SpecialistPop:BaitRandom	-0.0481	-0.18337	0.087174
SpecialistInd:BaitRandom	-0.01979	-0.15506	0.115483
SpecialistPop:BaitRSF	-0.0715	-0.20678	0.06377
GPSPop:BaitRSF	-0.05926	-0.19453	0.076012
GPSInd:BaitDataBased:Raccoon30	0.022375	-0.07328	0.118027
Random:BaitDataBased:Raccoon30	0.026374	-0.06928	0.122026
GPSPop:BaitDataBased:Raccoon30	0.007987	-0.08767	0.103639
SpecialistPop:BaitDataBased:Raccoon30	0.017603	-0.07805	0.113255
SpecialistInd:BaitDataBased:Raccoon30	0.019965	-0.07569	0.115617
GPSInd:BaitRandom:Raccoon30	0.032415	-0.06324	0.128067
Random:BaitRandom:Raccoon30	0.028927	-0.06673	0.124579
GPSPop:BaitRandom:Raccoon30	0.008786	-0.08687	0.104439
SpecialistPop:BaitRandom:Raccoon30	0.035104	-0.06055	0.130757
SpecialistInd:BaitRandom:Raccoon30	0.0285	-0.06715	0.124152
SpecialistPop:BaitRSF:Raccoon30	-0.00745	-0.1031	0.088203
SpecialistInd:BaitRSF:Raccoon30	-0.00904	-0.10469	0.086612
GPSInd:BaitRSF:Raccoon30	0.022433	-0.07322	0.118085
GPSInd:BaitDataBased:Raccoon5	-0.03465	-0.13031	0.060998
Random:BaitDataBased:Raccoon5	-0.04495	-0.1406	0.050705
GPSPop:BaitDataBased:Raccoon5	-0.01437	-0.11002	0.081287

SpecialistPop:BaitDataBased:Raccoon5	-0.01278	-0.10843	0.082876
SpecialistInd:BaitDataBased:Raccoon5	-0.0107	-0.10636	0.084949
GPSInd:BaitRandom:Raccoon5	-0.0325	-0.12815	0.063152
Random:BaitRandom:Raccoon5	-0.03955	-0.1352	0.056107
GPSPop:BaitRandom:Raccoon5	-0.01942	-0.11507	0.076231
SpecialistPop:BaitRandom:Raccoon5	-0.01107	-0.10672	0.084583
SpecialistInd:BaitRandom:Raccoon5	-0.00137	-0.09703	0.094279
SpecialistPop:BaitRSF:Raccoon5	0.008979	-0.08667	0.104631
SpecialistInd:BaitRSF:Raccoon5	0.01225	-0.0834	0.107902
GPSInd:BaitRSF:Raccoon5	-0.02982	-0.12547	0.065832
GPSInd:BaitDataBased:Bait55	-0.03389	-0.11199	0.044211
Random:BaitDataBased:Bait55	-0.0492	-0.1273	0.028902
GPSPop:BaitDataBased:Bait55	-0.05412	-0.13222	0.023977
SpecialistPop:BaitDataBased:Bait55	-0.04356	-0.12166	0.03454
SpecialistInd:BaitDataBased:Bait55	-0.02755	-0.10565	0.050552
GPSInd:BaitRandom:Bait55	-0.04015	-0.11825	0.037953
Random:BaitRandom:Bait55	-0.05673	-0.13483	0.021368
GPSPop:BaitRandom:Bait55	-0.06025	-0.13835	0.01785
SpecialistPop:BaitRandom:Bait55	-0.04123	-0.11933	0.036873
SpecialistInd:BaitRandom:Bait55	-0.03082	-0.10892	0.047279
SpecialistPop:BaitRSF:Bait55	0.006045	-0.07205	0.084145
SpecialistInd:BaitRSF:Bait55	0.022992	-0.05511	0.101092
GPSInd:BaitRSF:Bait55	0.02233	-0.05577	0.10043
GPSInd:BaitDataBased:RoadF	-0.06918	-0.14728	0.008919
Random:BaitDataBased:RoadF	-0.36931	-0.44741	-0.29121
GPSPop:BaitDataBased:RoadF	-0.2791	-0.3572	-0.201
SpecialistPop:BaitDataBased:RoadF	0.320047	0.241947	0.398146
SpecialistInd:BaitDataBased:RoadF	0.399975	0.321875	0.478074
GPSInd:BaitRandom:RoadF	-0.19311	-0.27121	-0.11501
Random:BaitRandom:RoadF	-0.41957	-0.49767	-0.34147
GPSPop:BaitRandom:RoadF	-0.41215	-0.49025	-0.33405
SpecialistPop:BaitRandom:RoadF	0.135141	0.057042	0.213241
SpecialistInd:BaitRandom:RoadF	0.187631	0.109531	0.265731
SpecialistPop:BaitRSF:RoadF	0.165767	0.087667	0.243866
SpecialistInd:BaitRSF:RoadF	0.191732	0.113632	0.269832
GPSInd:BaitRSF:RoadF	0.074	-0.0041	0.1521
GPSInd:BaitDataBased:Cvg6	0.171003	0.092903	0.249102
Random:BaitDataBased:Cvg6	0.191254	0.113155	0.269354
GPSPop:BaitDataBased:Cvg6	0.185023	0.106923	0.263123
SpecialistPop:BaitDataBased:Cvg6	0.114444	0.036344	0.192544
SpecialistInd:BaitDataBased:Cvg6	0.110162	0.032062	0.188262
GPSInd:BaitRandom:Cvg6	0.046018	-0.03208	0.124117
Random:BaitRandom:Cvg6	0.053673	-0.02443	0.131773
GPSPop:BaitRandom:Cvg6	0.056382	-0.02172	0.134482
SpecialistPop:BaitRandom:Cvg6	0.04555	-0.03255	0.123649
SpecialistInd:BaitRandom:Cvg6	0.045059	-0.03304	0.123159

SpecialistPop:BaitRSF:Cvg6	-0.00771	-0.08581	0.070389
SpecialistInd:BaitRSF:Cvg6	-0.01323	-0.09133	0.064869
GPSInd:BaitRSF:Cvg6	0.00027	-0.07783	0.07837
Marginal R^2	**0.956314**		
Conditional R^2	**0.982438**		

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1009   **Figure S1. ORV bait distribution in Burlington, Vermont.** GPS bait locations deployed by
1010   NRMP in 2016 and 2017 along roads are shown in black. Land cover reclassification used in the
1011   habitat selection analysis is indicated by the color ramp. Bait density was 150 baits/km^2 in target
1012   landcover classes both years. Grid cell coverage at the 900 m^2 resolution used in simulations was
1013   3% in 2016 to 6% in 2017.

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1016 **Figure S2. Initialization of raccoons in movement simulations.** Red dots represent raccoons
1017 prior to the start of the movement simulations. Examples of initialization of individuals shown
1018 for: a) data-based habitat selection; b) strict generalist, with starting locations for individuals
1019 generated at random; and c) specialist, with starting locations biased towards wetland and
1020 deciduous forest.

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Figure S3. Effects of individual-level variation in habitat selection on seroprevalence. Plots
show absolute difference in seroprevalence for different baiting designs relative to National
Rabies Management Program (NRMP) baiting conditions (white square located at [2,2] in the
panel; predicted absolute seroprevalence of 0.35). Rows in each panel correspond to the spatial
distribution of baits across land cover types (i.e. proportion of baits distributed to different
landcover types). Habitat-based baiting stratifies baiting using habitat selection patterns while
NRMP-based baiting stratifies baiting using an algorithm drawn from expert opinion by the oral
rabies vaccination team at NRMP. Columns correspond to raccoon habitat selection behaviors,
including individual-level variation in habitat selection (Generalist, Data-based, and Specialist)
and population-level habitat selection (Pop. Data-based and Pop. Specialist).

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