



THE
Cacophony
PROJECT

What is your cacophony index?



Cacophony development strategy

Moore's Law – twice as good or half the price every 18 months

Open source – collective intelligence

Focus on engineering solutions not scientific discovery

Potential for IT to improve trapping

	Attracting predators over a larger area	Higher catch rate	More predator types in same trap	Overall improvement
Potential	100 + times	100 + times	6 types	60,000 times better
Initial experiments	4	5 times	4 types	80 times better







Digital lures – social sounds

Cover much larger area

Species specific

Longer lasting (not eaten!)

Even more effective in reinvasion or low numbers

May only need to attract and kill half population (males/females)

Evolve faster than predators



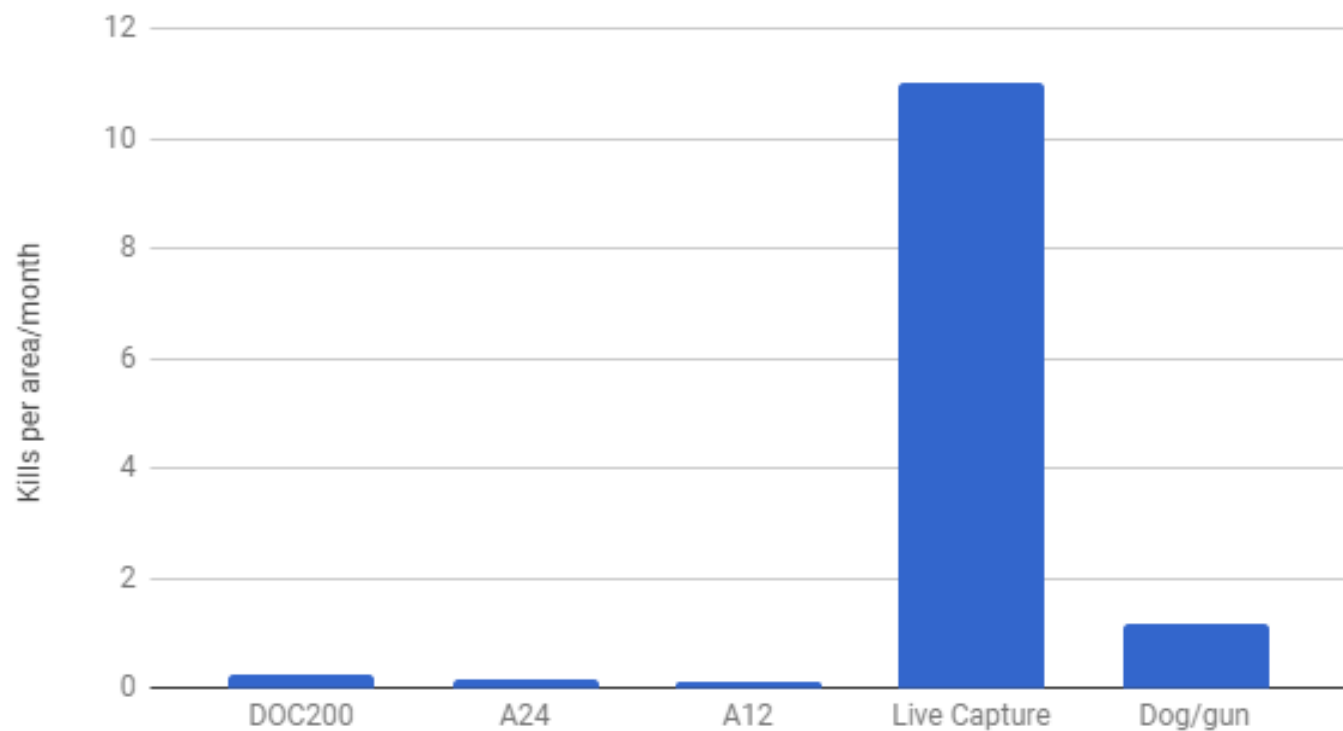
Sound lures – get more possums into area

	Days	Visits	Rate
No sound lure	45	11	0.24
Sound lure	15	12	0.80

Overall catch rates

Trap type	Rats	Possums	Mustelids	Cats	Hedgehogs
Cacoph Open V4		35%		7%	56%
Timms		1%		1%	
NZ Autotrap		?			
Good Nature	1.9%	1%			
Trapinator		0.3%			
Live capture	10.0%	7%		3%	28%
Bait Station	0.3%				
Doc 200		NA			

Kills per area/month











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