

Re: Article: Precision Extinction – Eradicating a species when you want to isn't that easy

Source: <http://sci.tech-archive.net/Archive/sci.bio.evolution/2005-12/msg00021.html>

- *From:* William Morse <wdmorse@xxxxxxxxxxxxxx>
 - *Date:* Fri, 2 Dec 2005 12:43:06 -0500 (EST)
-

"Robert Karl Stonjek" <rstonjek@xxxxxxxxxxxxxx> wrote in [news:dmgj6l\\$2dj4\\$1@xxxxxxxxxxxxxx](mailto:news:dmgj6l$2dj4$1@xxxxxxxxxxxxxx):

- > Precision Extinction
- > Eradicating a species when you want to isn't that easy
- > By Nick Atkinson
- > The environmental havoc these creatures wreak, it would appear,
- > justifies control, if not complete eradication. Various factors affect
- > such decisions, the cost of action versus inaction ultimately
- > determining the fate of many invasive species. Scientists are faced
- > with a doubly daunting task: to prove economic harm and reduce the
- > costs of control, tipping the balance of the equation.
- >
- > Scientific research now underpins almost all efforts to control
- > invasive species, but in evolutionary terms such organisms are very
- > much a moving target, and hard to hit. By definition, they are able to
- > exploit new habitats and out-compete local species. That they are good
- > at what they do is what makes them both undesirable and difficult to
- > eradicate.

Now if we could only get rid of those pesky Homo sapiens :-)

Yours,

Bill Morse

.

- *Follow-Ups:*
 - ◆ **[Re: Article: Precision Extinction – Eradicating a species when you want to isn't that easy](#)**
 - ◇ *From:* Robert Karl Stonjek
- Prev by Date: **[Paper: Robust signals of coevolution of interacting residues](#)**
- Next by Date: **[Re: Evolution and Love](#)**
- Previous by thread: **[Paper: Robust signals of coevolution of interacting residues](#)**

Re: Article: Precision Extinction – Eradicating a species when you want to isn't that easy

- Next by thread: ***Re: Article: Precision Extinction – Eradicating a species when you want to isn't that easy***
- Index(es):
 - ◆ ***Date***
 - ◆ ***Thread***