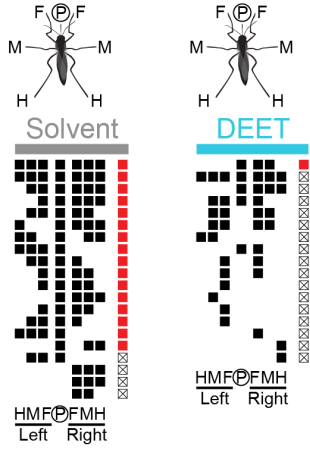
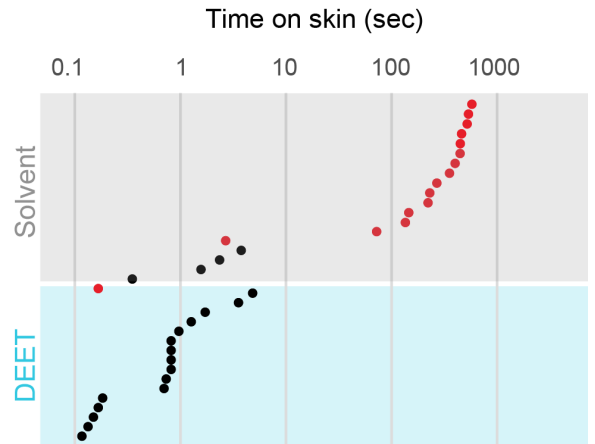


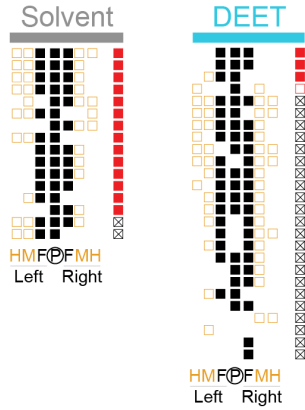
**A**  $\oplus$  Proboscis  
F Foreleg  
M Midleg  
H Hindleg



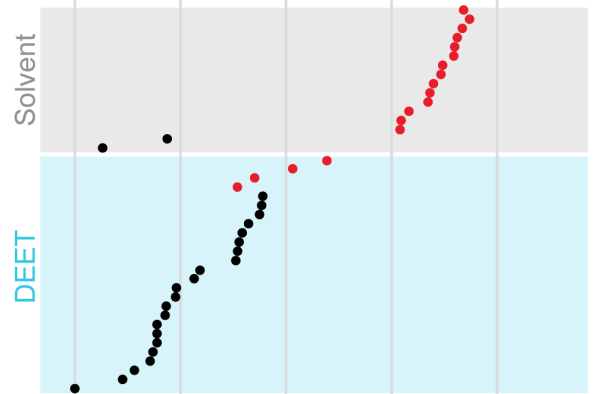
**E**



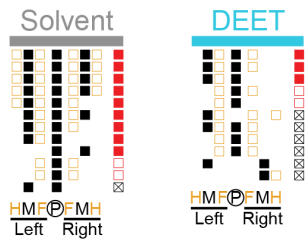
**B**



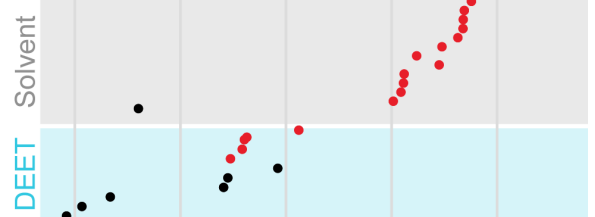
**F**



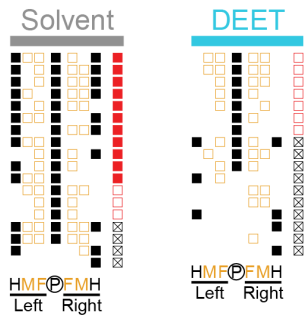
**C**



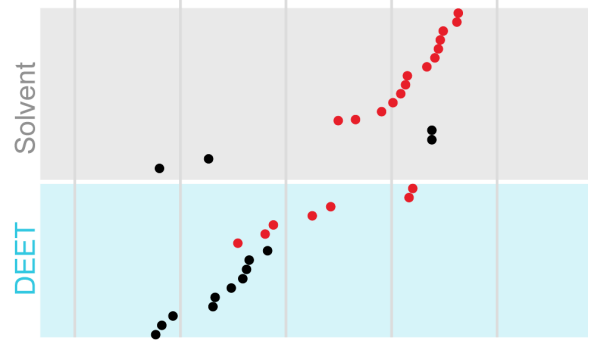
**G**



**D**



**H**



Occluded

■ Skin touch with leg

□ Skin touch with occluded leg

■ Bite (unoccluded leg touch)

□ Bite (only occluded leg touch)

⊗ No bite

■ Solvent on arm

■ 10% DEET on arm

● Bite

● No bite

### **Figure S1. Analysis of Individual Landing Events, Related to Figure 2K**

(A-D) The specific appendages contacting the skin in all landing events recorded in videos used for generating Figure 2K are scored. Each row represents a different landing event for a single animal sorted top to bottom by number of appendages on skin and the type of biting event. Every column represents one of the 6 legs or the proboscis. Each landing event is coded according to the legend at the bottom to indicate which appendage touched the skin and whether it was occluded or unoccluded. The column at the right edge of each panel indicates the biting outcome. Non-biting events are marked with an open black square with an X, biting events where an unoccluded leg contacted the skin are marked with a filled red square, and biting events where only occluded legs contacted the skin are marked with an open red square.

(E-H) For each landing event, the time the animal spent on the skin was recorded. Landing events for solvent- or DEET-treated skin were ordered by whether the animal bit (red circles) or not (black circles).