

# 2004 Game Count in the Gondwana Cañon Park



### OBJECTIVES OF COUNTING

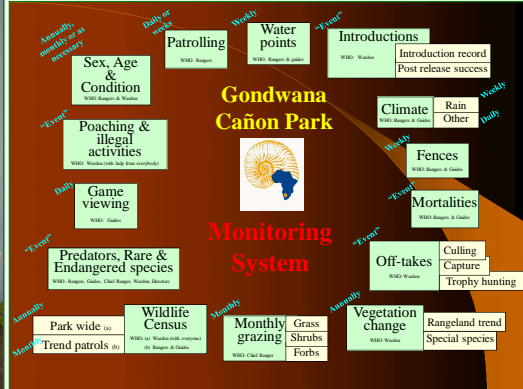
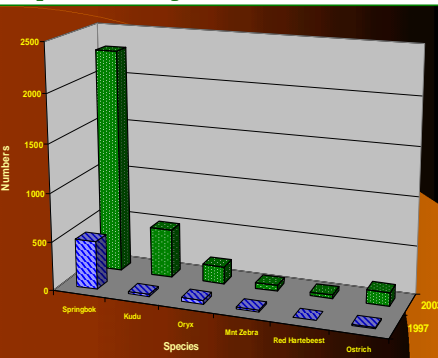
Objective	Reasons why information is needed
1. Estimate the <b>Numbers</b> of game  <b>How many?</b>	For: <ul style="list-style-type: none"> <li>estimating stocking rates to manage the veld and grazing conditions and competition between species;</li> <li>setting reasonable off-take quotas;</li> <li>determining the value of wildlife in the Park;</li> <li>providing information to visitors.</li> </ul>
2. Produce wildlife <b>Distribution</b> maps.  <b>Where are they?</b>	For: <ul style="list-style-type: none"> <li>land-use planning and zonation;</li> <li>planning tourism routes;</li> <li>monitoring veld condition in areas of high game concentrations;</li> <li>tracking distribution changes from year to year in response to rainfall or human factors such as water distribution, removal of fences, off-takes, etc.</li> </ul>
3. Monitoring <b>Population Changes</b>  <b>Is wildlife increasing or decreasing?</b>	For: <ul style="list-style-type: none"> <li>monitoring changes per species per year;</li> <li>management purposes, to assist the Park to achieve its goals and objectives for wildlife management, biodiversity conservation and the protection of rare and vulnerable species.</li> </ul>



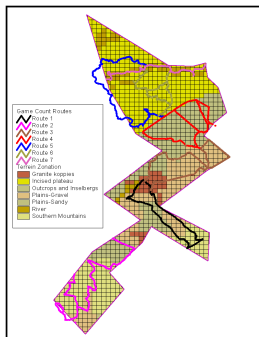
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Population changes from 1997 (est.) to 2003



## Routes, Zonation & Correction Factors

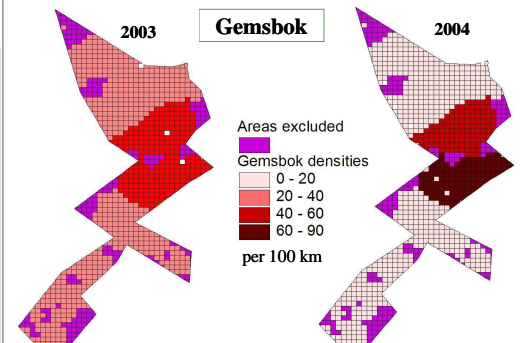


Route parameters	Routes							Totals
	1	2	3	4	5	6	7	
Route length (km)	47	60	55	49	37	41	28	317
Route width (km)	1.2	1.2	1.2	1.2	1.2	1.2	0.6	
Area sampled (km <sup>2</sup> )	56.4	72.0	66.0	58.8	44.4	49.2	16.8	363.6
Time taken (h)	2h50	4h50	4h30	5h00	5h00	3h10	3h40	29h00
Area of zone (km <sup>2</sup> )	151	172	132	128	127	122	56	888
Percent sampled (%)	37	42	50	46	35	40	30	41
Area correction factor	2.7	2.4	2.0	2.2	2.9	2.5	3.3	(2.4)

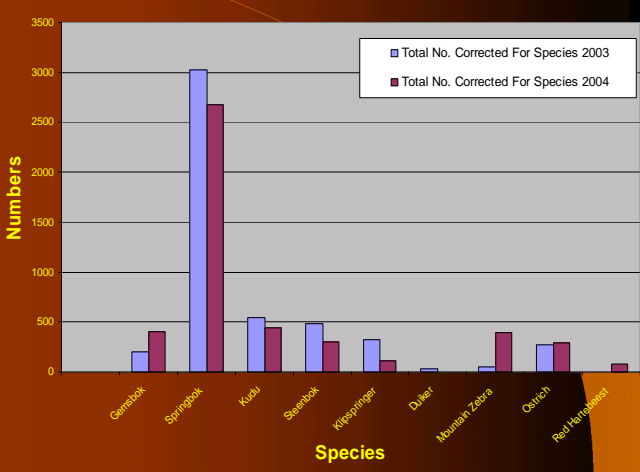
Total area of Park = 1092 km<sup>2</sup>, area excluded = 204 km<sup>2</sup> or 18.7%

Species	Correction factor
Gemsbok	2.4
Springbok	2.9
Kudu	2.6
Steenbok	10.0
Klipspringer	5.0
Duiker	3.0
Zebra	2.0
Ostrich	2.1

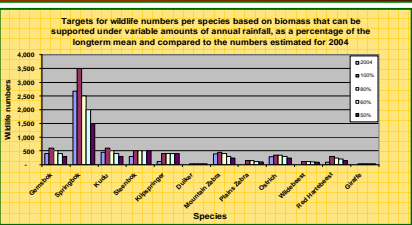
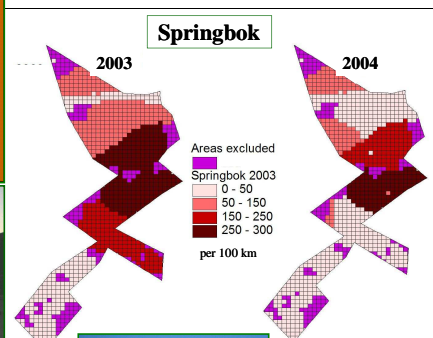
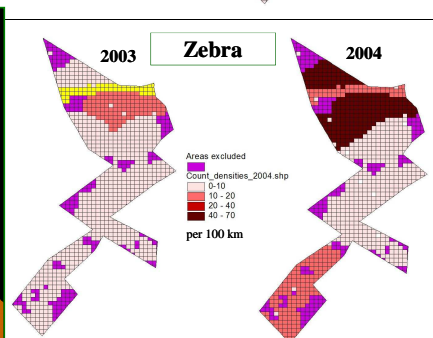
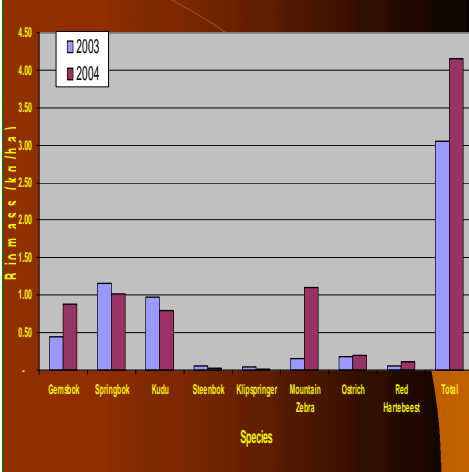
## Population distributions in 2003 & 2004



## 2003 & 2004 Gondwana Game Count Totals



## Biomass per hectare for 2003 and 2004



Species	2003		2004	
	Number	Value (N\$)	Number	Value (N\$)
Gemsbok	202	242,400	401	481,200
Springbok	3,027	1,513,500	2,673	1,336,500
Kudu	542	813,000	444	666,000
Red Hartbeest	0	0	83	132,800
Mountain Zebra	53	185,500	395	1,382,500
Steenbok	482	96,400	303	60,600
Klipspringer	325	81,250	111	27,750
Ostrich	268	241,200	295	265,500
<b>TOTAL</b>	<b>4,899</b>	<b>3,173,250</b>	<b>4,705</b>	<b>4,352,850</b>

### The night riders of route 5



For more information contact:  
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