Daan Viljoen Game Park

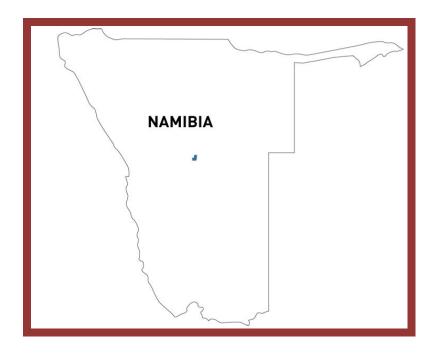


Just 24 km west of Windhoek lies a sanctuary for a relatively large population of game species typical of Namibia's highlands. Proclaimed before Independence to preserve the ecosystem of the Khomas Hochland, the park was named after a former Administrator, Mr Daan Viljoen, who played a major part in establishing the park.

The convenient location of the park makes Daan Viljoen an ideal venue for day visits and a perfect stopover for tourists seeking the tranquillity of the bush.

FACT FILE

Park size:	40 km ²
Year proclaimed:	1968
Natural features:	Khomas Hochland Plateau, scenic views of the Windhoek valley
Vegetation:	Highland shrubland, with various <i>Acacia</i> species, kudu bush (<i>Combretum apiculatum</i>) and buffalo thorn (<i>Ziziphus mucronata</i>).
Wildlife:	Mammals are springbok, kudu, eland, gemsbok, blue wildebeest, Hartmann's mountain zebra, leopard and klipspringer. Of 200 bird species, endemics include Ruppell's parrot, white-tailed shrike and Monteiro's hornbill.
Tourism:	Rest camp with bungalows, campsite and picnic sites. Game drives, three- and nine-kilometre hiking trails. Booking necessary for a 32-kilometre overnight trail. Accommodation and restaurant currently closed for renovations, but the park is open to day visitors.



Daan Viljoen Game Park is located 24 kilometres west of Windhoek, Namibia's capital city.

Conservation successes

With game drives and hiking trails, Daan Viljoen is easily accessible to residents of Windhoek and provides an ideal place for visiting school children to learn more about wildlife and conservation in Namibia.

Key management issues

Poaching is problematic due to Daan Viljoen adjoining a high-density residential area. The Augeigas River, which runs through the park, is polluted.

Future plans

The park is currently under renovation as a Public Private Partnership (Namibia Wildlife Resorts). Plans include a health and wellness centre, conference facilities and accommodation, which are due to reopen in late 2010.