

Gondwana Kalahari Park

Game Count 2008



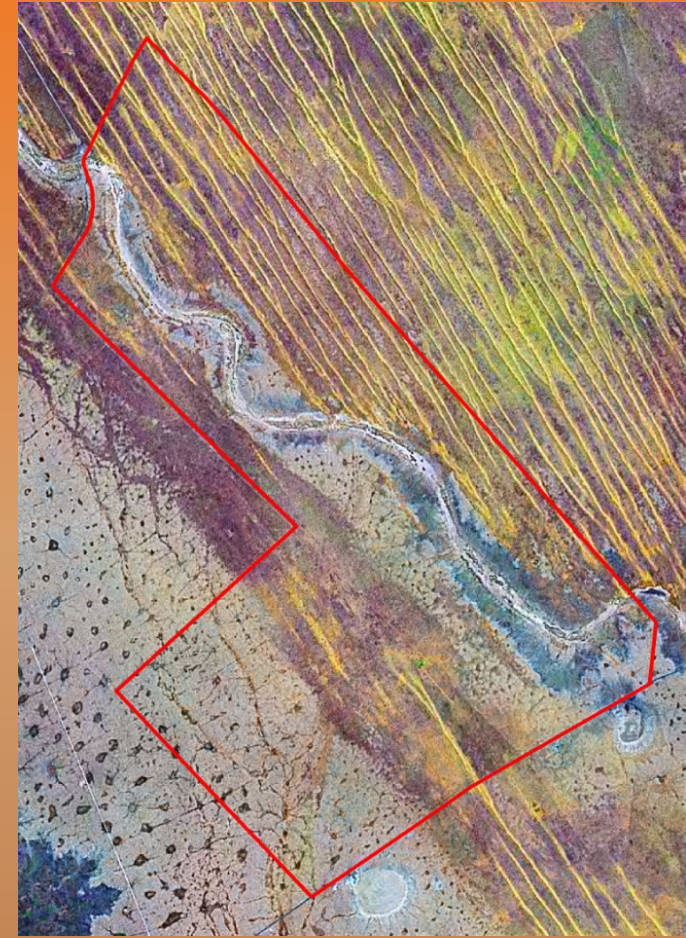
OBJECTIVES OF COUNTING

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

ROUTE & SPECIES PARAMETERS

Route Parameters	ROUTES				Totals
	1	2	3	4	
Route Length (km)	19.0	25.6	32.3	30.0	107
Duration of Count (hrs)	1.25	1.3	2.75	3.0	8.0
Route Correction Factor	1.2	1.8	1.6	1.1	

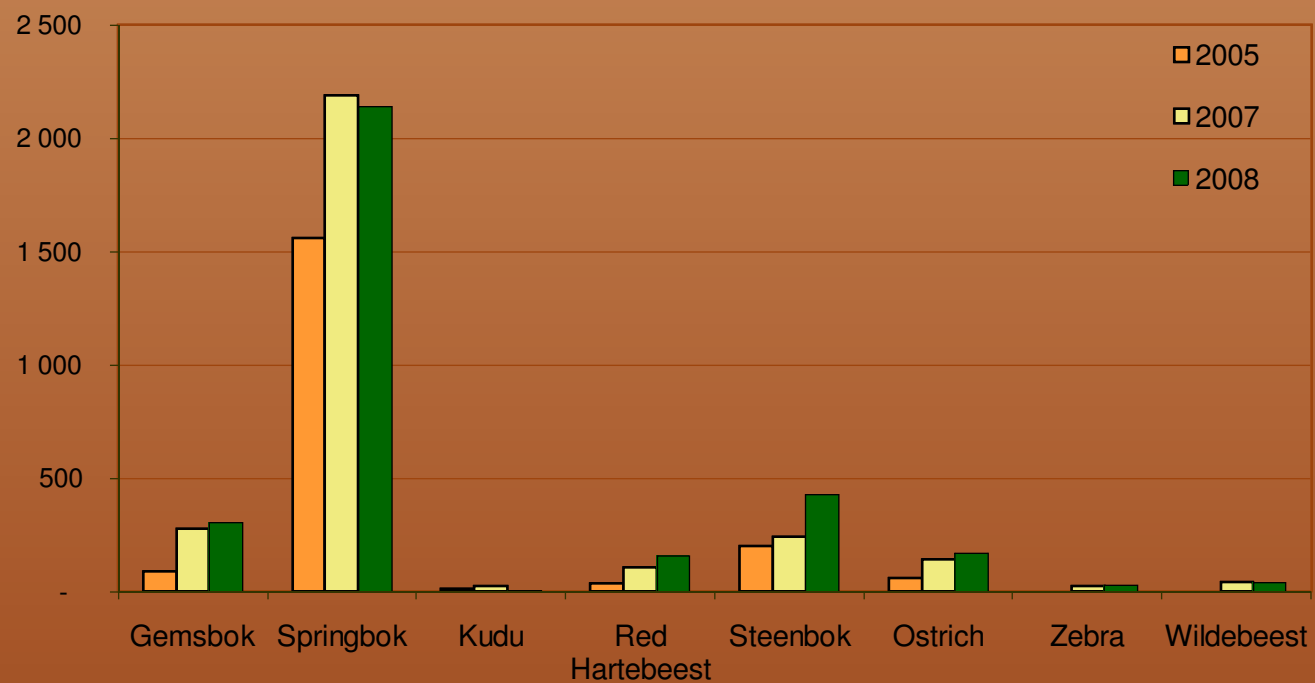
SPECIES	SPECIES CORRECTION FACTORS
Gemsbok	1.2
Springbok	1.6
Kudu	1.2
Red Hartebeest	1.2
Steenbok	10.0
Ostrich	1.2
Zebra	1.2
Wildebeest	1.2
Duiker	4.0



WILDLIFE POPULATION ESTIMATES

	2005	2007	2008
Gemsbok	88	277	307
Springbok	1558	2187	2139
Kudu	13	25	4
Red Hartebeest	36	104	155
Steenbok	199	243	425
Ostrich	61	142	171
Zebra (known numbers)		23	30
Wildebeest (known numbers)		40	41
Total	1955	3040	3272

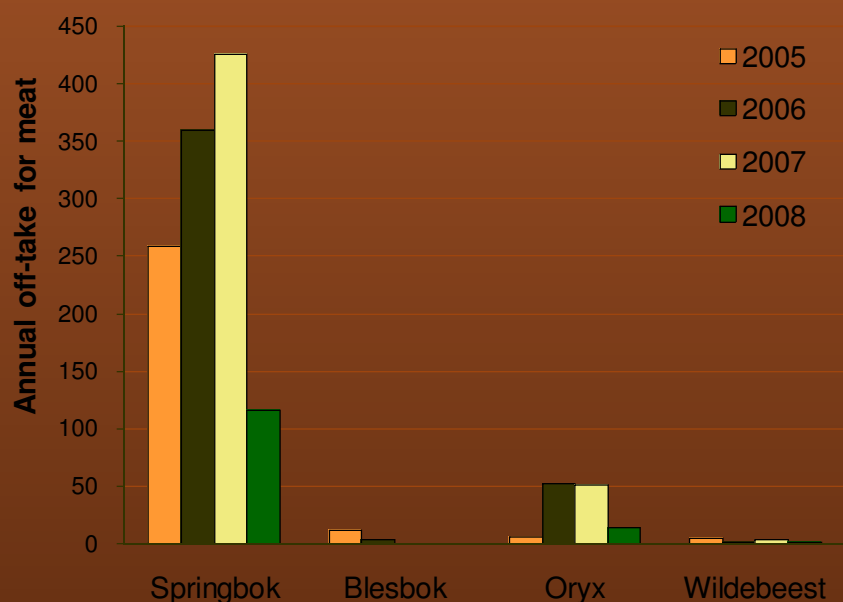
CHANGES IN POPULATION NUMBERS 2005-2008



TOTAL ESTIMATED WILDLIFE BIOMASS

Year:	2005	2007	2008	TARGET RANGE
Biomass (kg/ha):	9.78	18.73	19.97	7 – 23 kg/ha

Off-takes



Thank You to Everyone!

For more information contact:
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