

Gondwana Kalahari Park

Game Count 2009



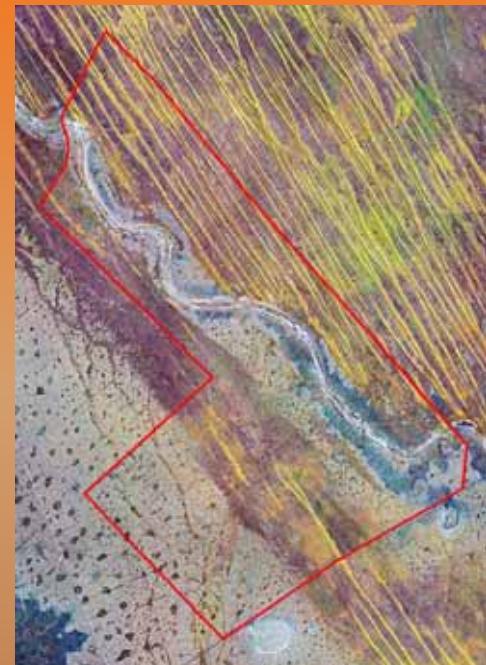
OBJECTIVES OF COUNTING

Objective	Reasons why information is needed
1. Estimate the <u>Numbers</u> of game How many?	For: <ul style="list-style-type: none">estimating biomass to manage the veld conditions and inter-specific competitionsetting reasonable off-take quotasdetermining the value of the Park's wildlifeproviding information to visitors.
2. Produce wildlife <u>Distribution</u> 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 etc.
3. Monitor Population <u>Changes</u> Is wildlife increasing or decreasing?	For: <ul style="list-style-type: none">monitoring changes per species;To assist management to achieve its objectives for wildlife management, biodiversity conservation and the protection of rare /vulnerable species.

ROUTE & SPECIES PARAMETERS

Route Parameters	ROUTES					Totals
	1	2	3	4	5	
Route Length (km)	19	25.4	30	33	13	120.4
Correction Factor	1.1	1.5	1.0	1.1	1.0	

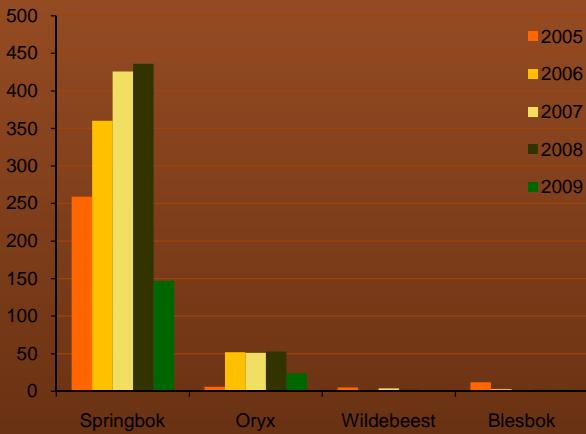
SPECIES	SPECIES CORRECTION FACTORS	
	2005	2009
Gemsbok	1.2	
Springbok	1.6	
Kudu	1.2	
Red Hartebeest	1.2	
Steenbok	10.0	
Ostrich	1.2	
Zebra	1.2	
Wildebeest	1.2	
Duiker	4.0	



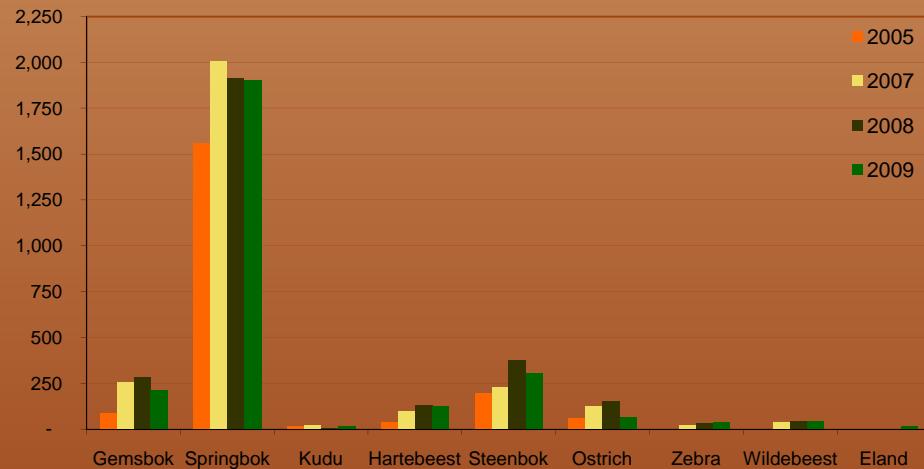
WILDLIFE POPULATION ESTIMATES

	2005	2007	2008	2009
Gemsbok	88	257	282	124
Springbok	1558	2008	1917	1905
Kudu	13	21	4	16
Red Hartebeest	36	96	132	125
Steenbok	199	226	377	307
Ostrich	61	127	149	68
Zebra (known)		23	30	40
Wildebeest (known)		40	41	44
Eland (known)				16
Total	1955	2799	2933	2718

Off-takes



CHANGES IN POPULATION NUMBERS 2005-2009



TOTAL ESTIMATED WILDLIFE BIOMASS

Year:	2005	2007	2008	2009	TARGET RANGE
Biomass (kg/ha):	9.8	18.7	20.0	16.3	7 – 23 kg/ha



Thank You to Everyone!

For more information contact:
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