

Gondwana Kalahari Park

Game Count 2011



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 biomass to manage the veld conditions and inter-specific competition setting reasonable off-take quotas determining the value of the Park's wildlife 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 etc.
3. Monitor Population Changes 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)	17.7	25.4	27	33	14.6	117.7
Correction Factor	1.0	1.5	1.3	1.3	1.0	

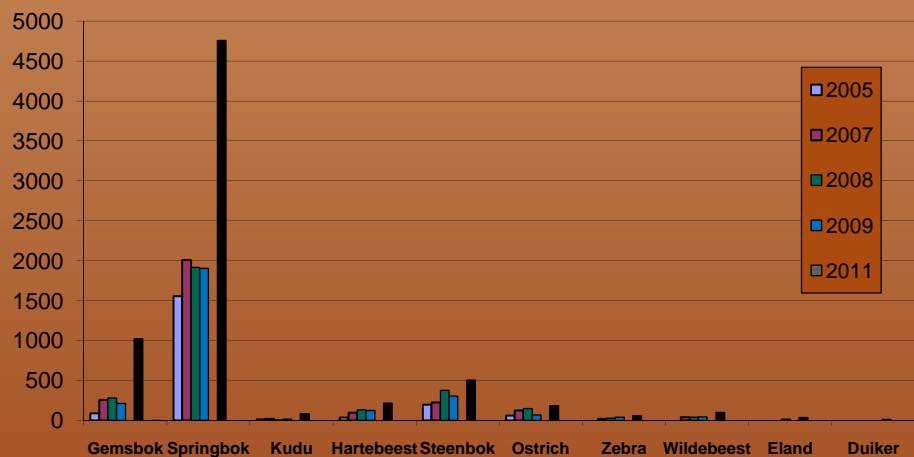
SPECIES	SPECIES CORRECTION FACTORS
Gemsbok	1.5
Springbok	1.8
Kudu	1.2
Red Hartebeest	1.2
Steenbok	15.0
Ostrich	1.2
Zebra	1.2
Wildebeest	1.2
Duiker	10.0



WILDLIFE POPULATION ESTIMATES

	2005	2007	2008	2009	2011
Gemsbok	88	257	282	214	1024
Springbok	1558	2008	1917	1905	4760
Kudu	13	21	4	16	87
Red Hartebeest	36	96	132	125	217
Steenbok	199	226	377	307	506
Ostrich	61	127	149	68	185
Zebra		23	30	40	62
Wildebeest		40	41	44	102
Eland (known)				16	36
Duiker	0	15	0	0	15
Total	1955	2799	2933	2718	6379

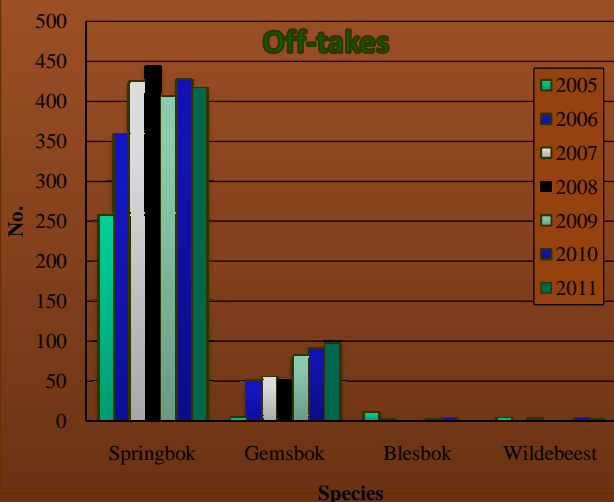
CHANGES IN POPULATION NUMBERS 2005-2011



TOTAL ESTIMATED GRAZING WILDLIFE BIOMASS

Year:	2005	2007	2008	2009	2011	TARGET RANGE
Biomass (kg/ha):	6.92	13.81	15.10	12.45	37.74	7 – 30 kg/ha

Off-takes



Thank You to Everyone!

For more information contact:
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