

GONDWANA NAMIB PARK

GAME COUNT 2014

Objectives of Counting

1 To estimate the total numbers of game

HOW MANY?

- estimating biomass to manage the veld conditions and inter-species 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?

- tracking distribution changes in response to rainfall or human factors such as water distribution, removal of fences etc.
- land-use planning and zonation
- monitoring veld condition in areas of high game concentration

3 Monitor population changes

IS WILDLIFE INCREASING OR DECREASING?

- monitor change per species
- assist management to achieve its objectives for wildlife management, biodiversity conservation and the protection of rare / vulnerable species

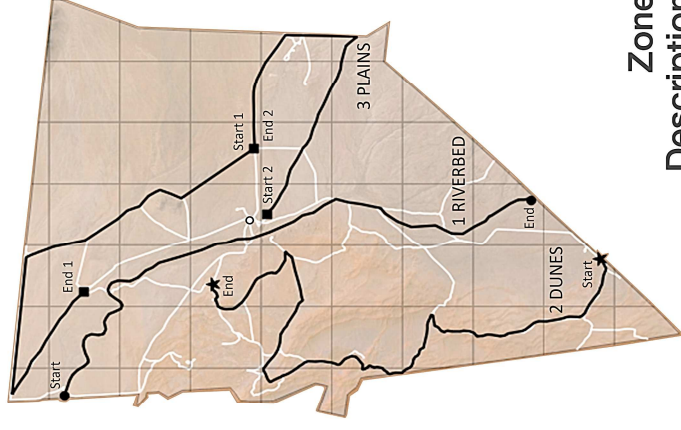
Correction Factors

Route details	Zones Correction Factors			Species	Correction Factors
	1 River	2 Dunes	3 Plains		
Route length (km)	17,8	22	29	Oryx	1,2
Route width (km)	1	1	1	Ostrich	1,1
Area samples (km ²)	17,8	22	29	Springbok	1,6
Area of zone (km ²)	29	37	62	Kudu	1,2
% of zone sampled	61,4	59,5	46,8	Steenbok	10
Area correction factor	1,6	1,7	2,1	Black-backed Jackal	2
				Warthog	1,8

Wildlife Population Estimates

SPECIES	Zones & population estimates			Total
	1 River	2 Dunes	3 Plains	
Oryx	146	108	312	567
Ostrich	5	6	21	32
Springbok	38	38	134	211
Kudu	8	0	0	8
Steenbok	48	0	42	90
Black-backed Jackal	6	0	8	15
Warthog	0	0	8	8
Total	252	152	526	929

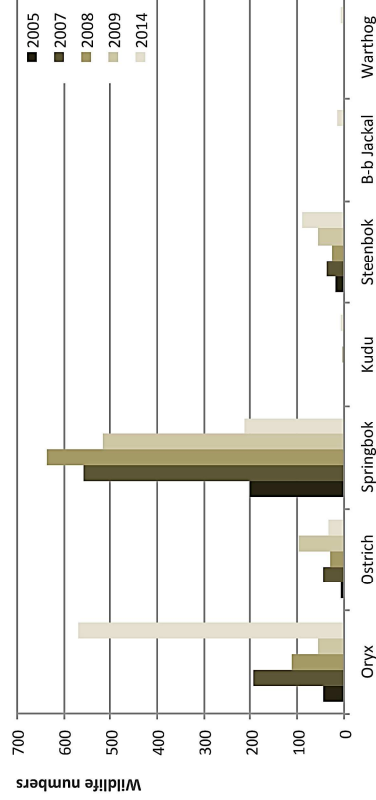
Game Count Routes



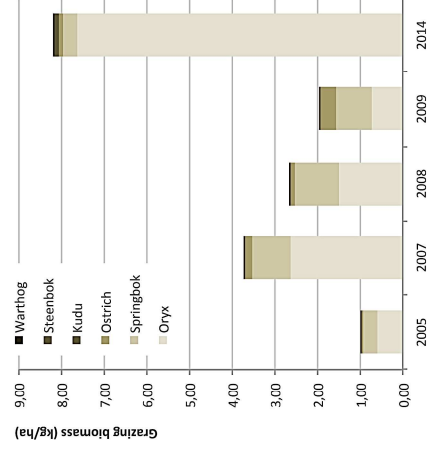
Zone Description

- 1 RIVERBED** Ephemeral riverbed that runs from north-west to the southern boundary
- 2 DUNES** Fossilized dunes and sand-sea to the west of the park
- 3 PLAINS** Sandy and stoney plains in the north-eastern part of the GNP

Changes in Population Numbers



Wildlife grazing biomass



Gondwana Namib Park wants to say Thank You to everybody involved!

For more information please contact:
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