

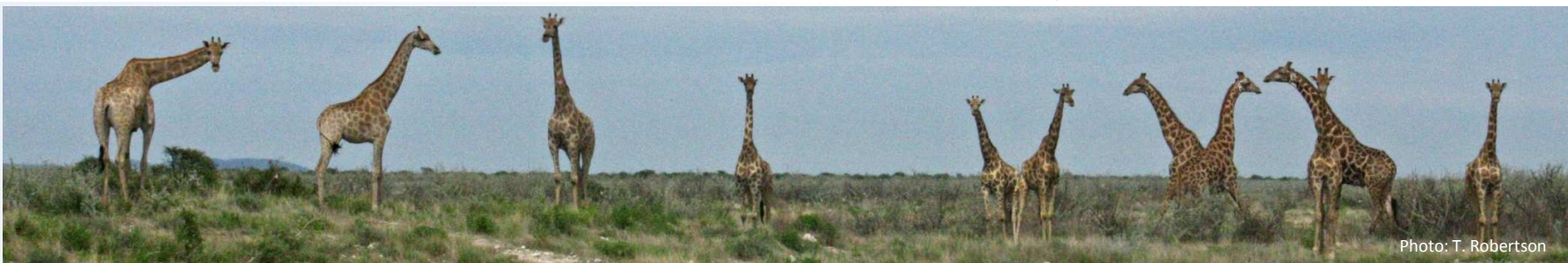
Okangundumba-2011

Wildlife Use

Species	Quota		Utilisation				Total Used
	Total	Trophy	Own Use / Premium	Trophy	Shoot & Sell	Capture	
Baboon	20	20		5			5
Caracal	2	2					
Cheetah	2	2					
Damara dik dik	1	1		1			1
Elephant	1	1					
Gemsbok	5	3					
Hyaena	2	2					
Jackal	15	15					
Klipspringer	3	3		2			2
Kudu	60	20	4				4
Leopard	1	1					
Ostrich				1			1
Springbok	150	20	33	7			40
Steenbok	5	5					
Mountain zebra	10	5		4			4

Wildlife Introductions

Year	Species	Number
2010	Black-faced Impala	99
2010	Eland	31
2008	Gemsbok	39
2008	Giraffe	8
2008	Mountain zebra	54



Natural Resource Management

Performance:

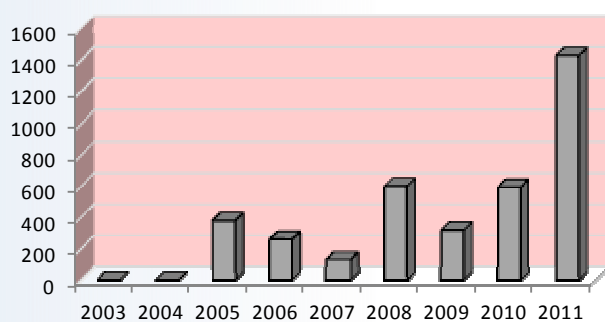
Category	Score	Performance
		Weak Good
1 Adequate staffing	3	Good
2 Adequate expenditure	2	Good
3 Audit attendance	2	Weak
4 NR management plan	2	Good
5 Zonation	1	Weak
6 Leadership	0	Weak
7 Display of material	1	Weak
8 Event Book modules	5	Good
9 Event Book quality	2	Weak
10 Compliance	3	Good
11 Game census	1	Weak
12 Reporting & adaptive m/ment	3	Good
13 Law enforcement	3	Good
14 HWC	1	Weak
15 Sources of NR income	3	Good
16 Benefits produced	2	Weak
17 Resource Sustainability	2	Weak

Red bars indicate weak areas in the conservancy management performance which need to be addressed. Green bars indicate positive management performance.

Effort: **Number of Community Game Guards: 4**

Environmental monitoring

Rainfall (mm)



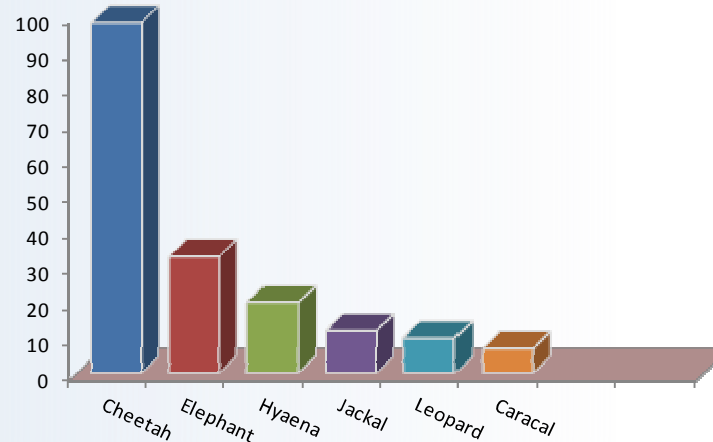
Years with no bars indicate gaps in data collection

Threats

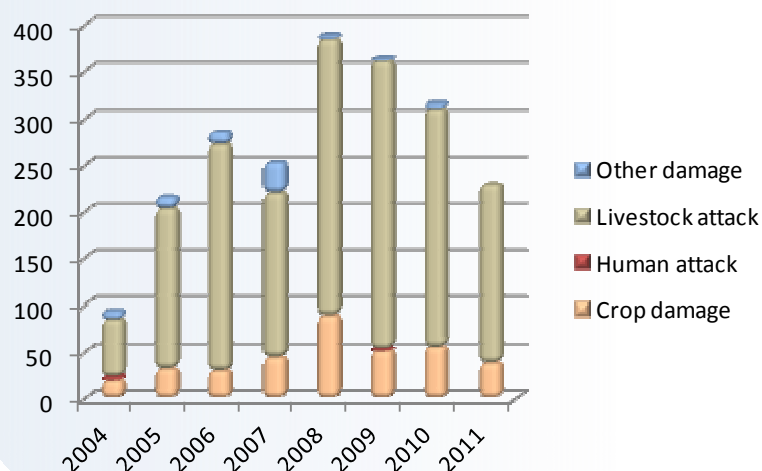
Human-Wildlife Conflict

Species	2004	2005	2006	2007	2008	2009	2010	2011
Baboon				1				
Caracal	1		6	4	3	7	10	7
Cheetah	18	48	42	43	98	104	107	98
Elephant	24	28	26	57	30	38	51	33
Hyaena	1	15	33	34	25	24	33	20
Jackal	10	20	21	20	7	18	13	12
Leopard	8	14	12	18	13	12	8	10
Lion		1			1	7		

Species

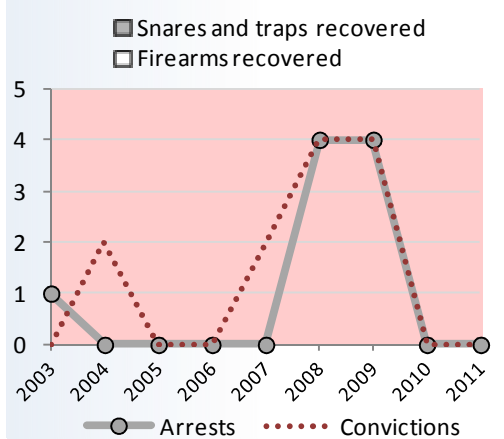
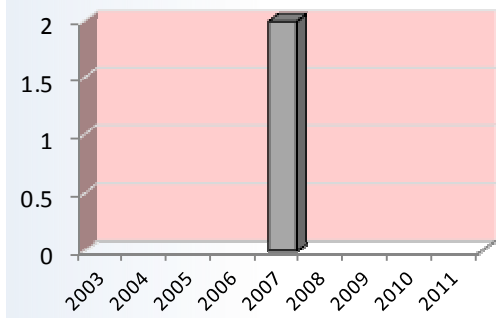
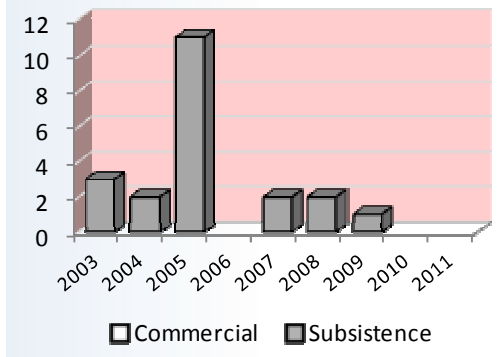


Damage



Poaching

Incidents



The species chart indicates the most troublesome to least troublesome conflict species in the conservancy. The Y-axis in HWC and poaching charts represents number of incidents.