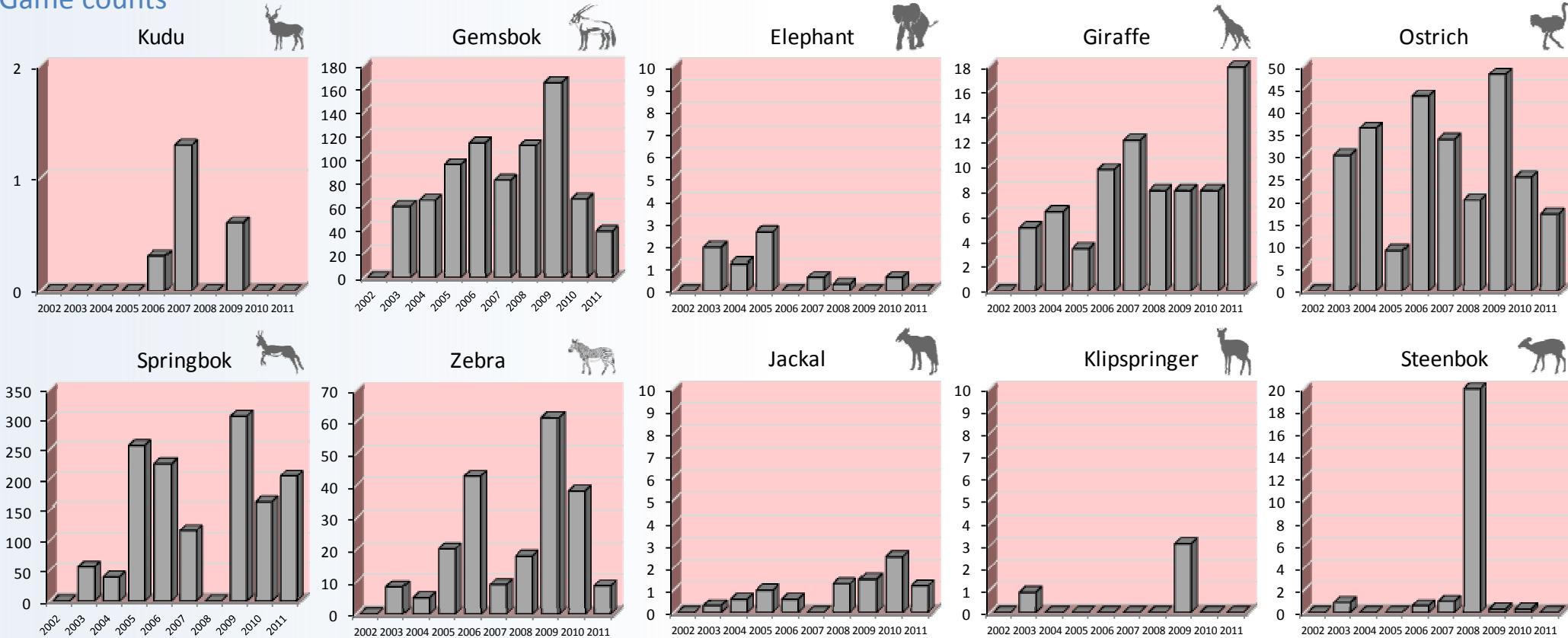


Annual Natural Resource Report

Wildlife Trends

Game counts



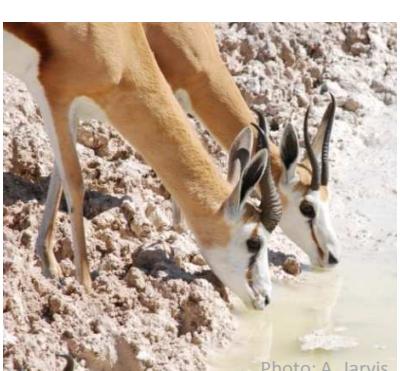
Wildlife Populations



Locally rare species

*Locally rare species
are those which are
currently
infrequently
observed in the
conservancy.*

Mortalities recorded during patrols



Plant-Animal



Plant-Materials



Plant Abo

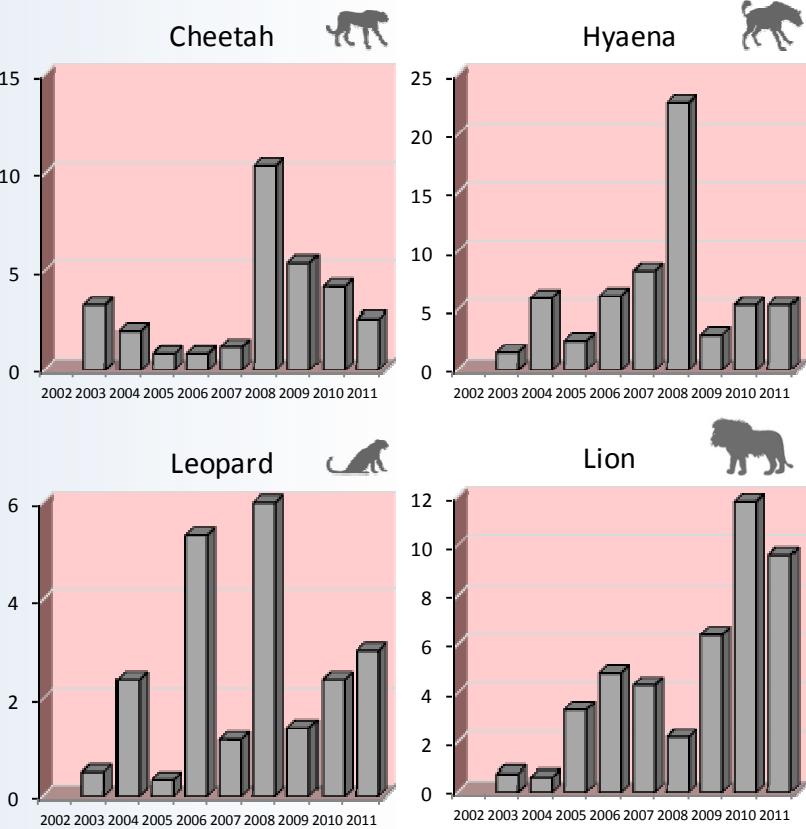
Mortalities

Data from the annual game count. The Y-axis represents the number of animals seen per 100km driven.



Photo: V. Guillemin

Predator sightings



The index (Y-axis) is calculated as the number of sightings per event book



Black & White



Plant Growth

Wildlife Use

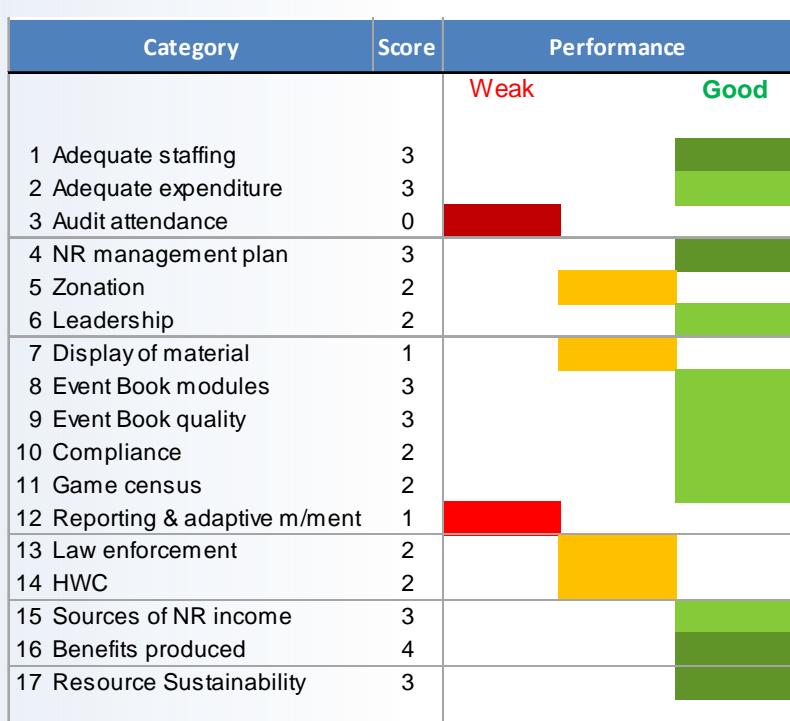
Species	Quota		Utilisation					Total Used
	Total	Trophy	Own Use / Premium	Trophy	Shoot & Sell	Capture	Problem Animal	
Baboon	2	2		1				1
Cheetah	1	1						
Elephant							1	1
Gemsbok	250	30	67	5				72
Giraffe	12	8						
Hyaena	4	4						
Jackal	2	2						
Klipspringer	2	2						
Kudu	4	4		1				1
Leopard	1	1		1				1
Lion	1	1						
Ostrich	15	13						
Springbok	650	60	132	3	42			177
Steenbok	2	2						
Mountain zebra	120	20	7	5				12



Photo: T. Robertson

Natural Resource Management

Performance:

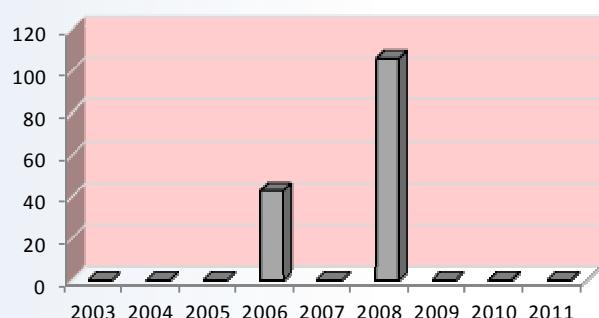


Red bars indicate weak areas in the conservancy management performance which need to be addressed. Green bars indicate positive management performance.

Effort: Number of Community Game Guards: 5

Environmental monitoring

Rainfall (mm)



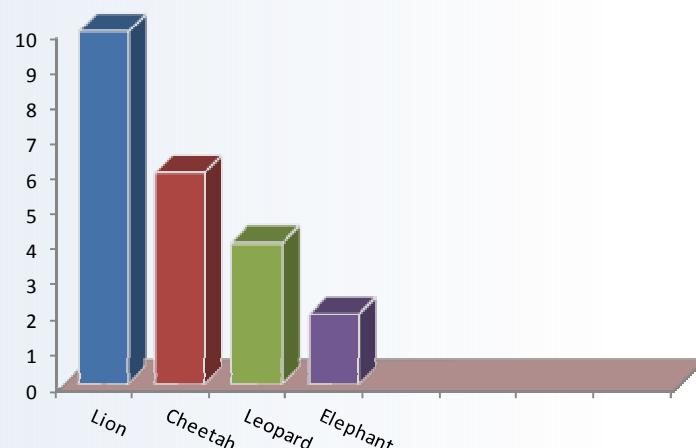
Years with no bars indicate gaps in data collection

Wildlife Introductions

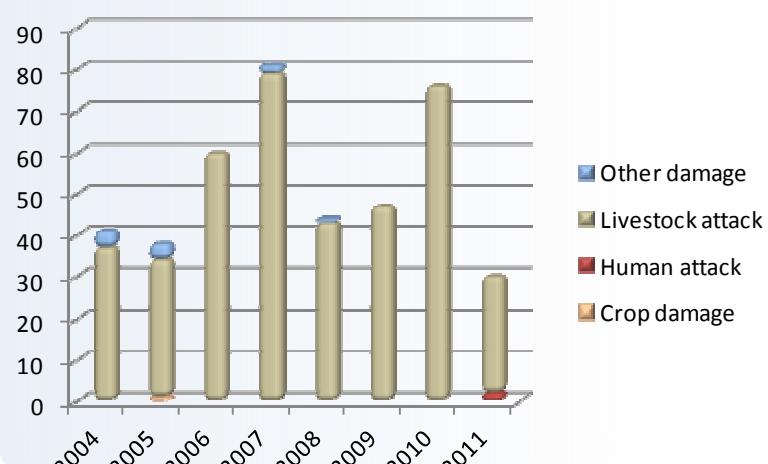
Threats

Human-Wildlife Conflict

Species

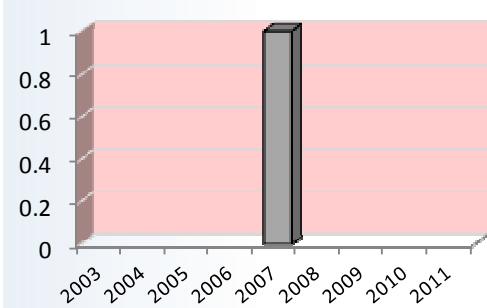


Damage

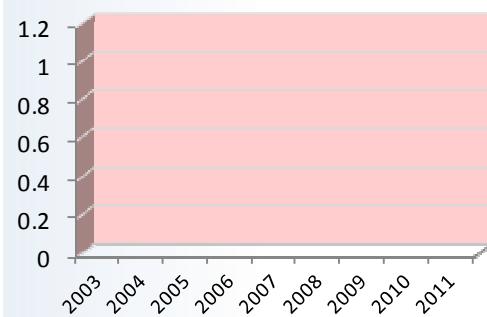


Poaching

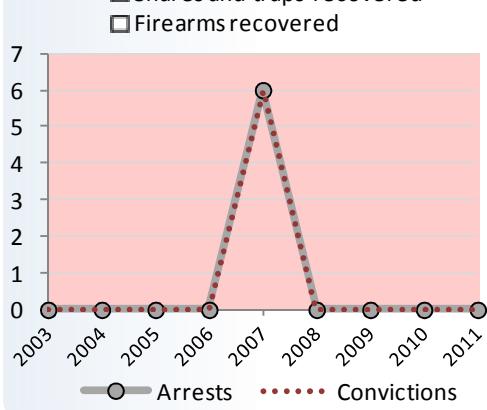
Incidents



69



Damage



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.