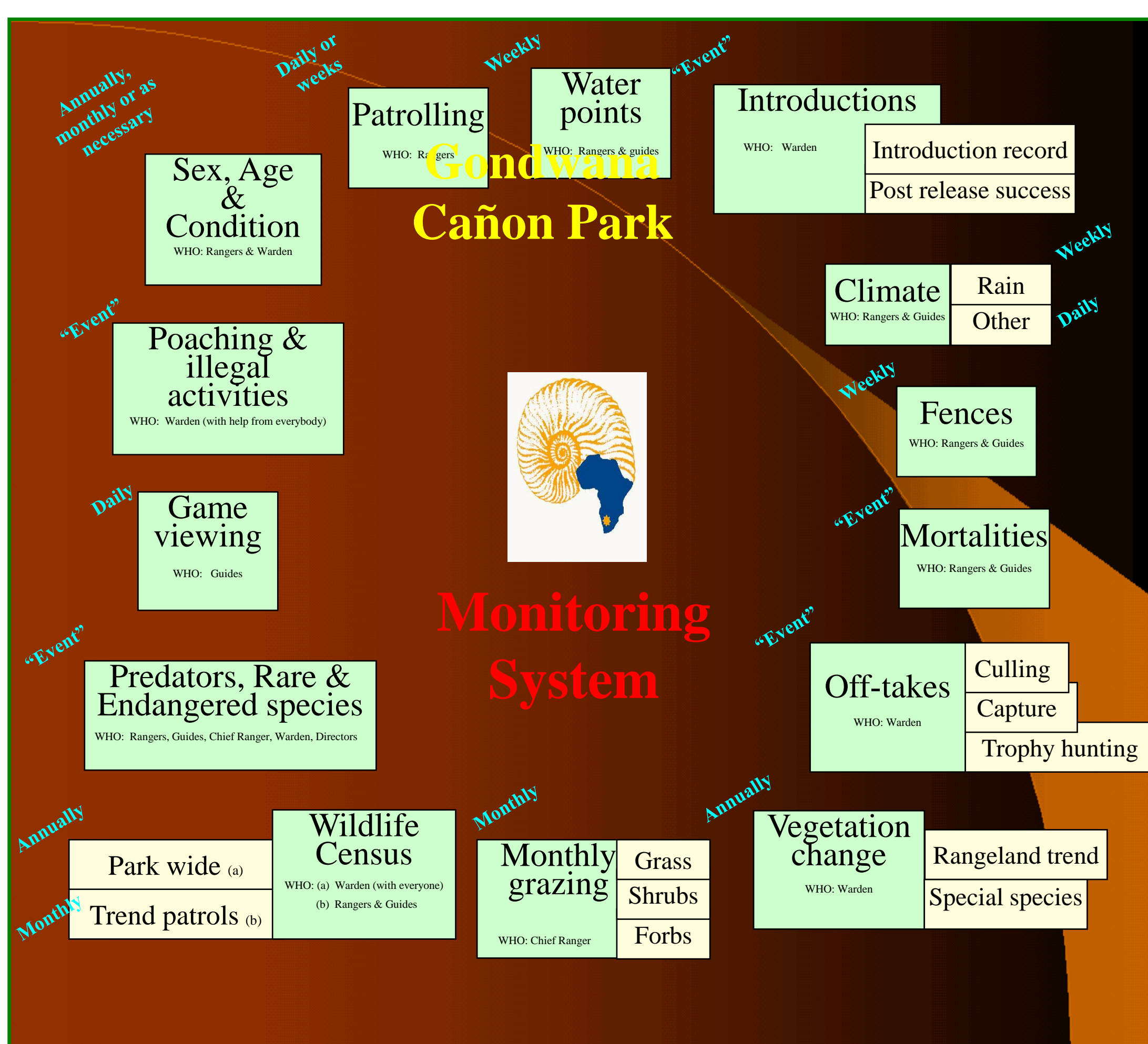
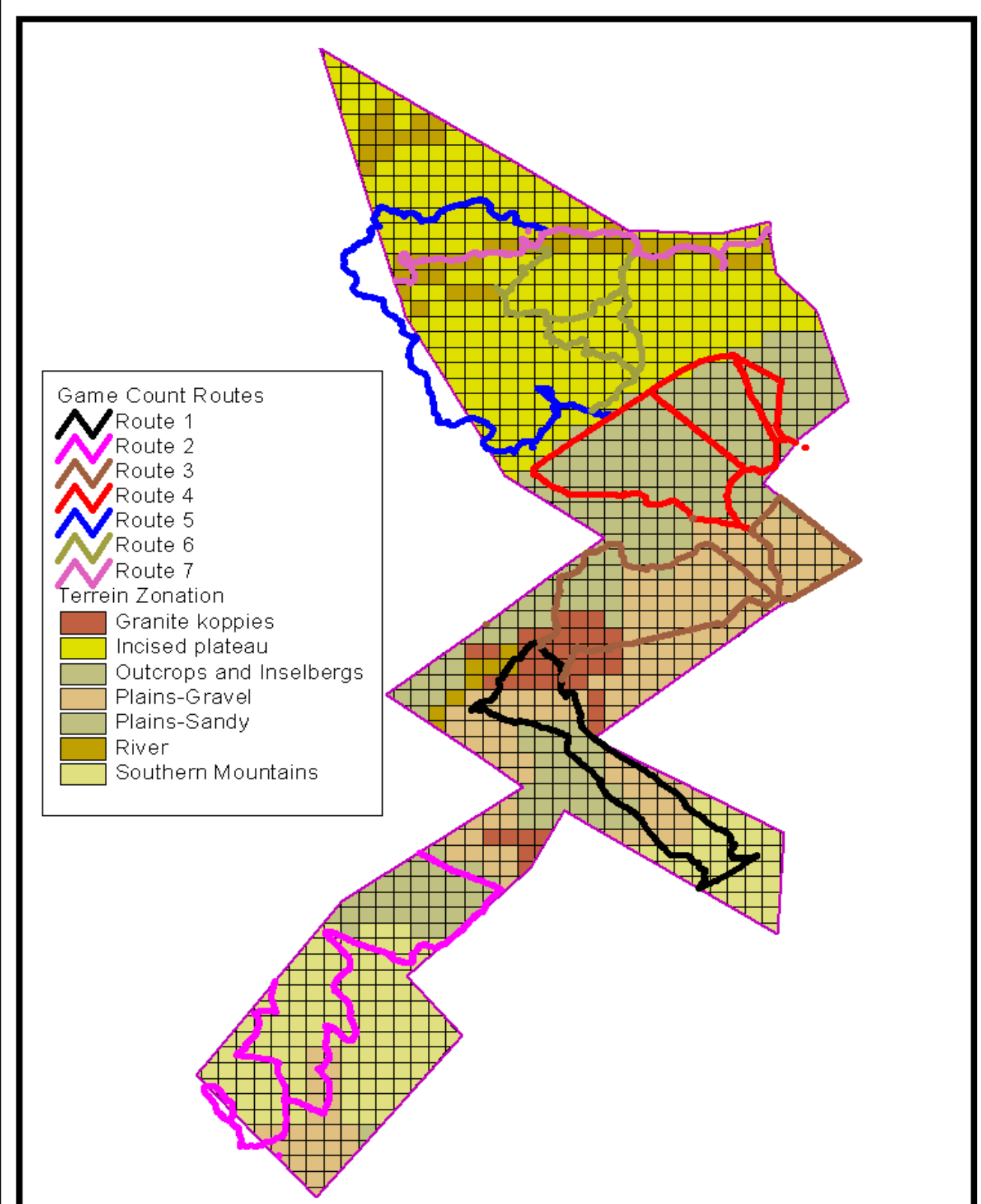


# 2005 Game Count in the Gondwana Cañon Park



### OBJECTIVES OF COUNTING

Objective	Reasons why information is needed
1. Estimate the <b>Numbers</b> of game <b>How many?</b>	For: • estimating stocking rates and biomass to manage the veld and grazing conditions and competition between species; • setting reasonable off-take quotas; • determining the value of wildlife in the Park; • providing information to visitors.
2. Produce wildlife <b>Distribution</b> maps. <b>Where are they?</b>	For: • land-use planning and zonation; • planning tourism routes; • monitoring veld condition in areas of high game concentrations; • tracking distribution changes from year to year in response to rainfall or human factors such as water distribution, removal of fences, off-takes, etc.
3. Monitoring <b>Population Changes</b> <b>Is wildlife increasing or decreasing?</b>	For: • monitoring changes per species per year; • management purposes, to assist the Park to achieve its goals and objectives for wildlife management, biodiversity conservation and the protection of rare and vulnerable species.



### Routes, Zonation & Correction Factors

Route parameters	Routes							Totals	Species correction factors	
	1	2	3	4	5	6	7		Species	Correction factor
Route length (km)	47	60	55	49	37	41	28	317	Gemsbok	2.4
Route width (km)	1.2	1.2	1.2	1.2	1.2	1.2	0.6		Springbok	2.9
Area sampled (km <sup>2</sup> )	56.4	72.0	66.0	58.8	44.4	49.2	16.8	363.6	Kudu	2.6
Time taken (h)	2h50	4h50	4h30	5h00	5h00	3h10	3h40	29h00	Steenbok	10.0
Area of zone (km <sup>2</sup> )	151	172	132	128	127	122	56	888	Klipspringer	5.0
Percent sampled (%)	37	42	50	46	35	40	30	41	Duiker	3.0
Area correction factor	2.7	2.4	2.0	2.2	2.9	2.5	3.3	(2.4)	Zebra	2.0
Total area of Park = 1092 km <sup>2</sup> , area excluded = 204 km <sup>2</sup> or 18.7%										

