GONDWANA CANYON PARK GAME COUNT 2024



The Gondwana Canyon Park's annual game count was conducted on 6 July 2024.

The participants included staff from Canyon Park, Canyon Lodge, Canyon Village, Canyon Roadhouse, Kalahari Anib Lodge, and Windhoek-based staff, neighbours of Canyon Park, Ministry of Environment, Forestry and Tourism representatives, and guests.

The most notable results from this year's count revealed an increase in springbok and greater kudu numbers, while gemsbok, ostrich and mountain zebra (to a lesser extend) numbers decreased. Springbok estimated number is 1290 (659 in 2023, with a 96% population increase), kudu estimate stands at 329 (175 in 2023, with an 88% increase), gemsbok estimate at 755 (1588 in 2023, with a 52% decrease), ostrich estimate at 92 (154 in 2023, with a 40% decrease) and mountain zebra estimate at 942 (1071 in 2023, with a 12% decrease). The total animal population stands at 3707 animals in 2024, which is a 9% decrease from 2023 (4087 in 2023).

With an average rainfall of only 34 mm received this year, following on a slightly higher 39 mm received in 2023, the carrying capacity of the park has decreased from 4.8 kg/ha to 3.5 kg/ha.

Count Methodology

The purpose of the game count is to determine the density and distribution of game, using a combination of road strip census and game distribution maps. This information is then used to get the total estimate number of game in each area.

Road-Strip Count:

During the game count, 8 count routes are driven and the animals on each side of the road are counted. The number of animals that were recorded and the total distance travelled on that route are then used to calculate the population estimates.

Game Distribution Maps

Each route is supplied with a map containing a monad grid, which is used to determine and show the distribution of game in the various zones of the count.

Objectives of the Game Count

1. Determine total game population and biomass estimates, where the population estimate for individual species in the entire count area is derived from the actual number of animals seen during the count. Additionally, area correction-factors are applied to these totals. The biomass estimates are important for managing habitat conditions and inert-species competition.

2. Determine wildlife density and distribution, to aid in resource management purposes. This gives a better reflection of where the animals are and how densely populated each count zone is.

3. Determine population changes, where the total number of game species and individuals counted comparative to numbers of historical counts illustrates the population changes throughout species.







Grazer biomass estimate 2003 - 2024



2003 2004 2005 2006 2007 2008 2009 2010 2011 2012 2013 2014 2015 2016 2017 2018 2019 2020 2021 2022 2023 2024





Total estimated numbers of game 2023				
Species	No. Counted	Estimate 2023		
Gemsbok	403	1588		
Springbok	139	659		
Mountain Zebra	319	1071		
Ostrich	43	154		
Hartebeest	0	0		
Kudu	17	175		
Klipspringer	13	168		
Steenbok	12	272		
Plains zebra	0	0		
Blue Wildebeest	0	0		
Total	946	4087		

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Total estimated numbers of game 2024				
Species	No. Counted	Estimate 2024		
Gemsbok	265	755		
Springbok	33	1290		
Mountain Zebra	373	942		
Ostrich	30	92		
Hartebeest	0	0		
Kudu	58	329		
Klipspringer	15	108		
Steenbok	10	162		
Plains zebra	6	29		
Blue Wildebeest	0	0		
Total	790	3707		
	-16%	-9%		