

Game species in the Czech Republic



evropský
sociální
fond v ČR



EVROPSKÁ UNIE



MINISTERSTVO ŠKOLSTVÍ,
MLÁDEŽE A TĚLOVÝCHOVY



OP Vzdělávání
pro konkurenceschopnost

INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ



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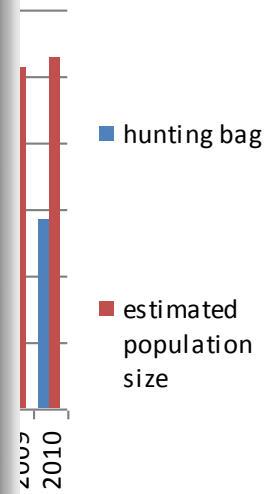
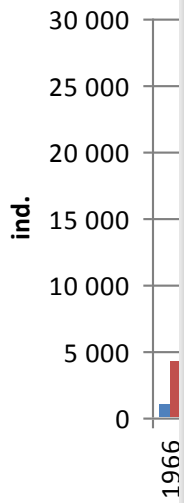
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Chamois (*Rupicapra rupicapra*)

Not indigenous sp. - Alps, Tatry - Slovakia

Hunting bag 30 animals

hunting season - 1st Oct. - 30th Nov.

2 populations in Jeseníky Mts and Lužické hory Mts

Problems with low reproduction and high mortality

Problems with botanists due to damages in mountains

White-tailed deer (*Odocoileus virginianus*)

Not indigenous species - North America

Hunting bag 50 animals

hunting season - 1st Sept. - 31st Dec.

Only in game preserves 2 populations



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A young wild boar (Sus scrofa) is the central focus of the image, standing amidst a dense field of tall, green grass and weeds. The boar has dark, coarse fur and prominent, upright ears. It is looking directly at the camera with a neutral expression. The background is a soft-focus expanse of similar vegetation, creating a sense of a natural, wild habitat. The lighting is bright and even, highlighting the textures of the boar's fur and the surrounding plants.

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Goat (*Capra aegagrus*)

Not native

Only in in game preserves

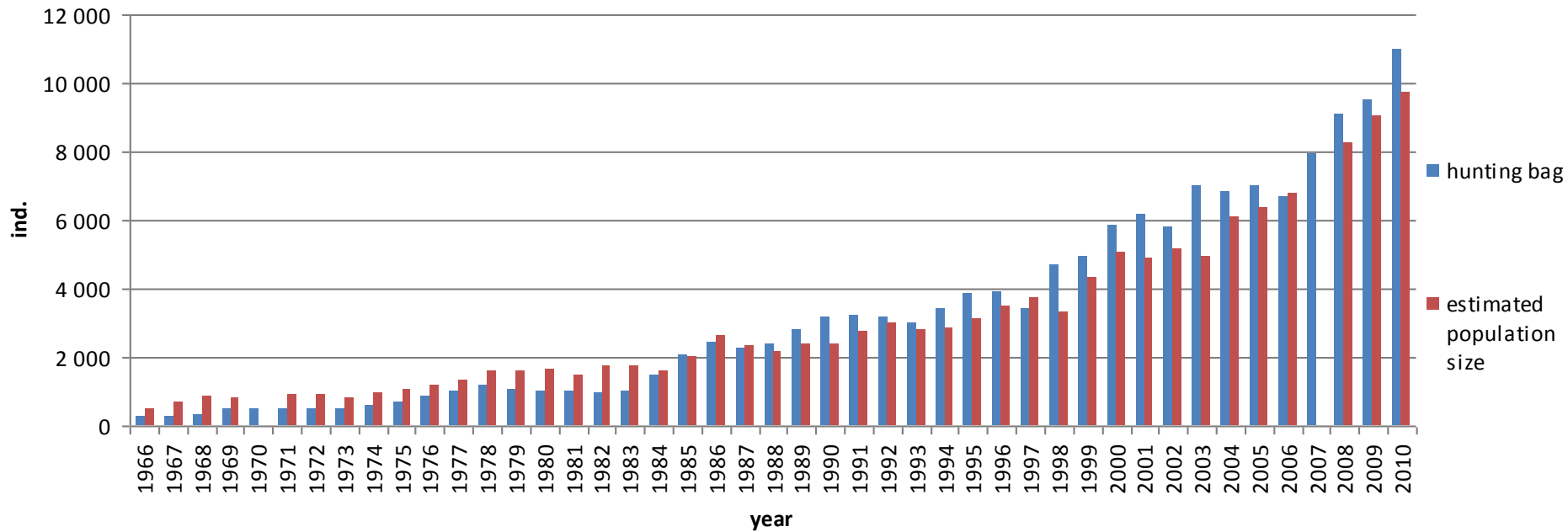
Low importance



Sika deer (*Cervus nipon*)

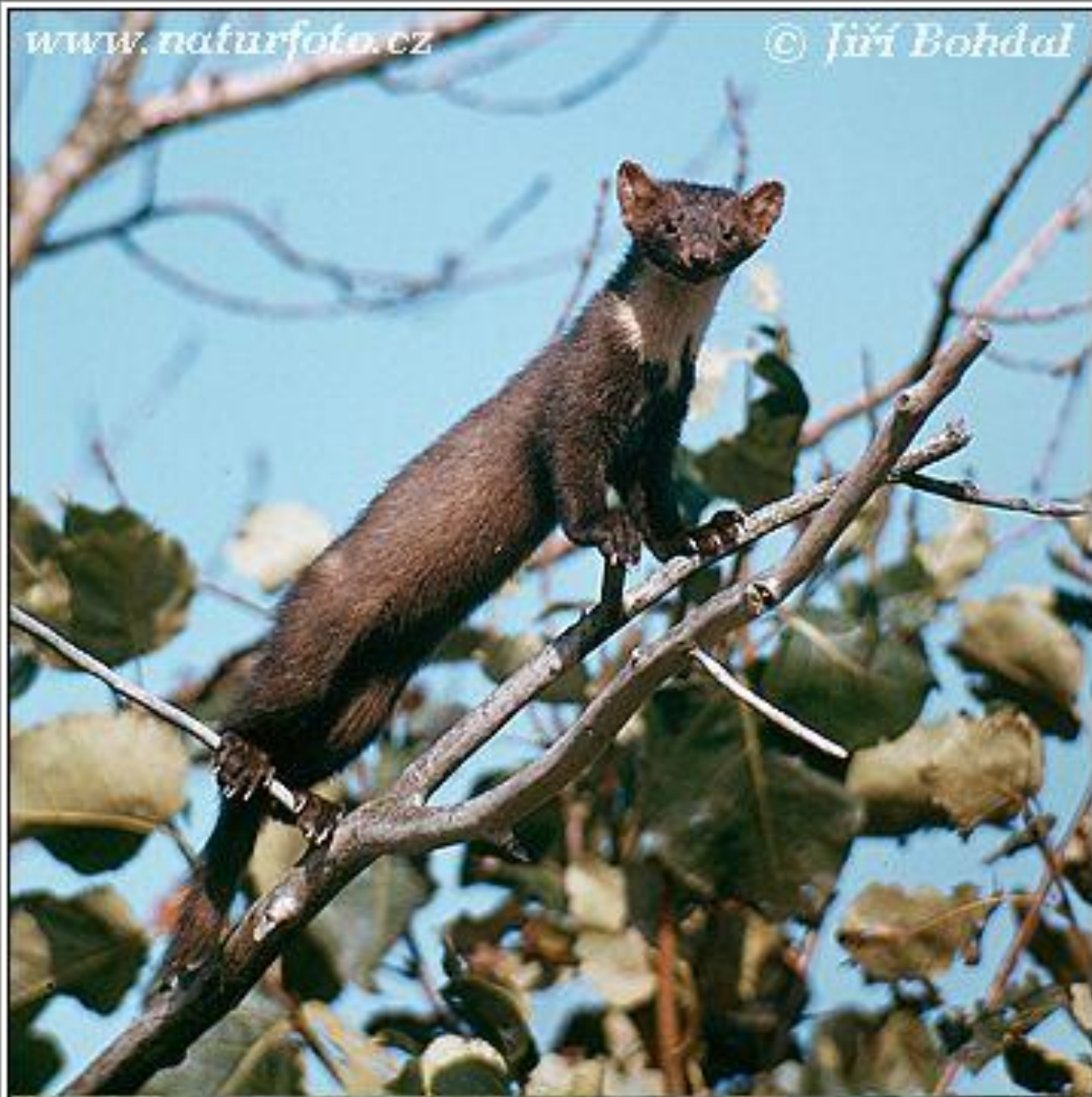
Not native species (Japan)

Sika deer (*Cervus nipon*)



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Muskrat (*Ondatra zibetica*)

Not native species

Hunting bag 2.000 animals

hunting season - 1st Nov. - 28th Feb.

Decreasing numbers



Polecat (*Mustela putorius*)

Native species

Hunting bag 10 animals

Brown hare (*Lepus europaeus*)

Native species

Hunting bag 110.000 animals

hunting season - 1st Nov. - 31st

Decreasing numbers

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Ducks (*Anas platyrhynchos*)

Hunting bag 330.000 animals

hunting season - 1st Sept. - 30th Nov.

Annually is released 210.000 ducks



Other species not hunted

Carnivores:

Brown bear, European lynx, Wolf

Birds:

Beast of prey, woodcock, partridge,
tetraonidae,

**Damages caused by the
game on forests and
agriculture lands**



Important factors affecting game damages

- High density of animals
- High feeding attractiveness of trees
- Low quality of environment for herbivores
- Turism and other stress factors



Shoots browsin on coniferous and deciduous trees



Bark stripping

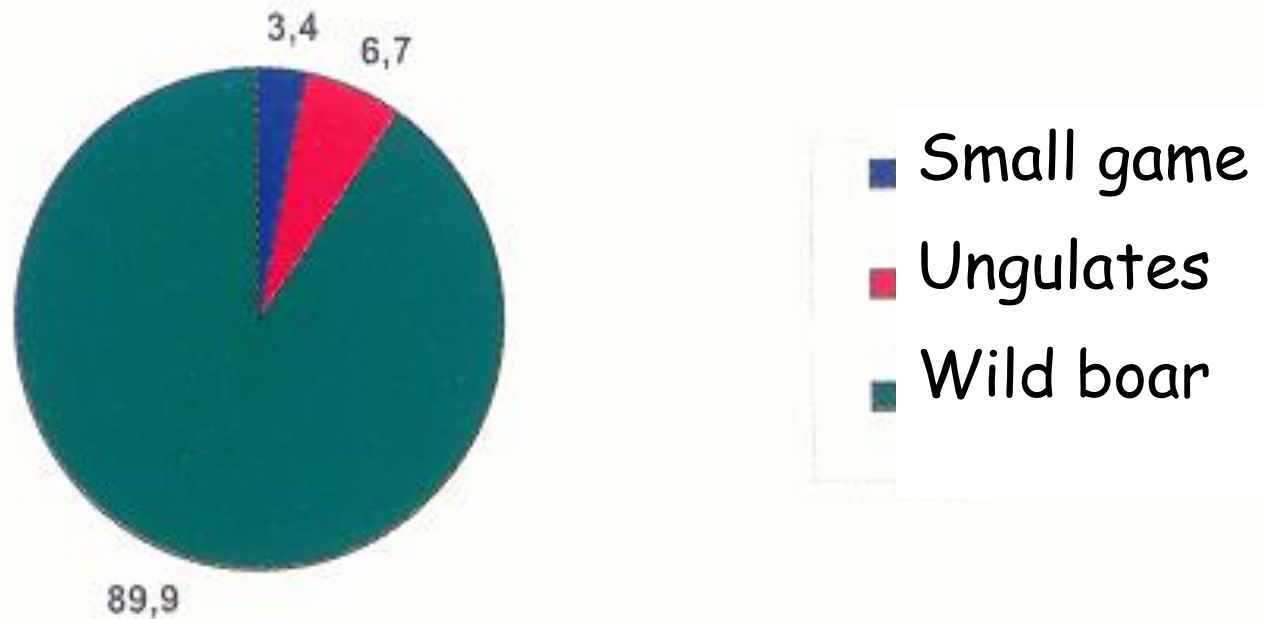


Other damages

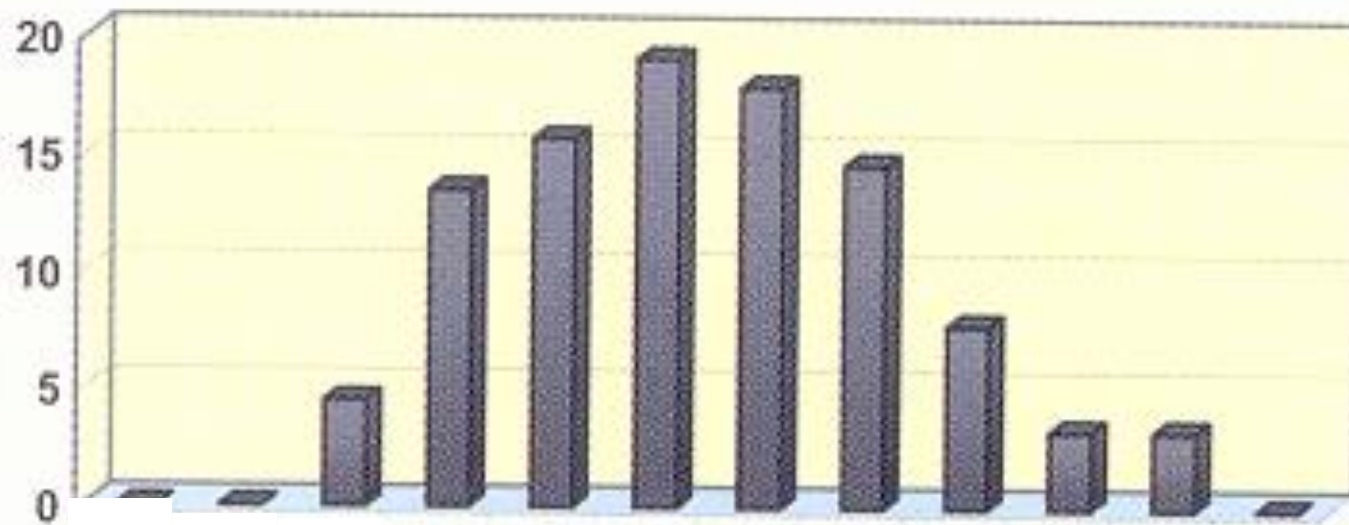


Damages on fields and meadows

Important game species



Damages on fields during the year



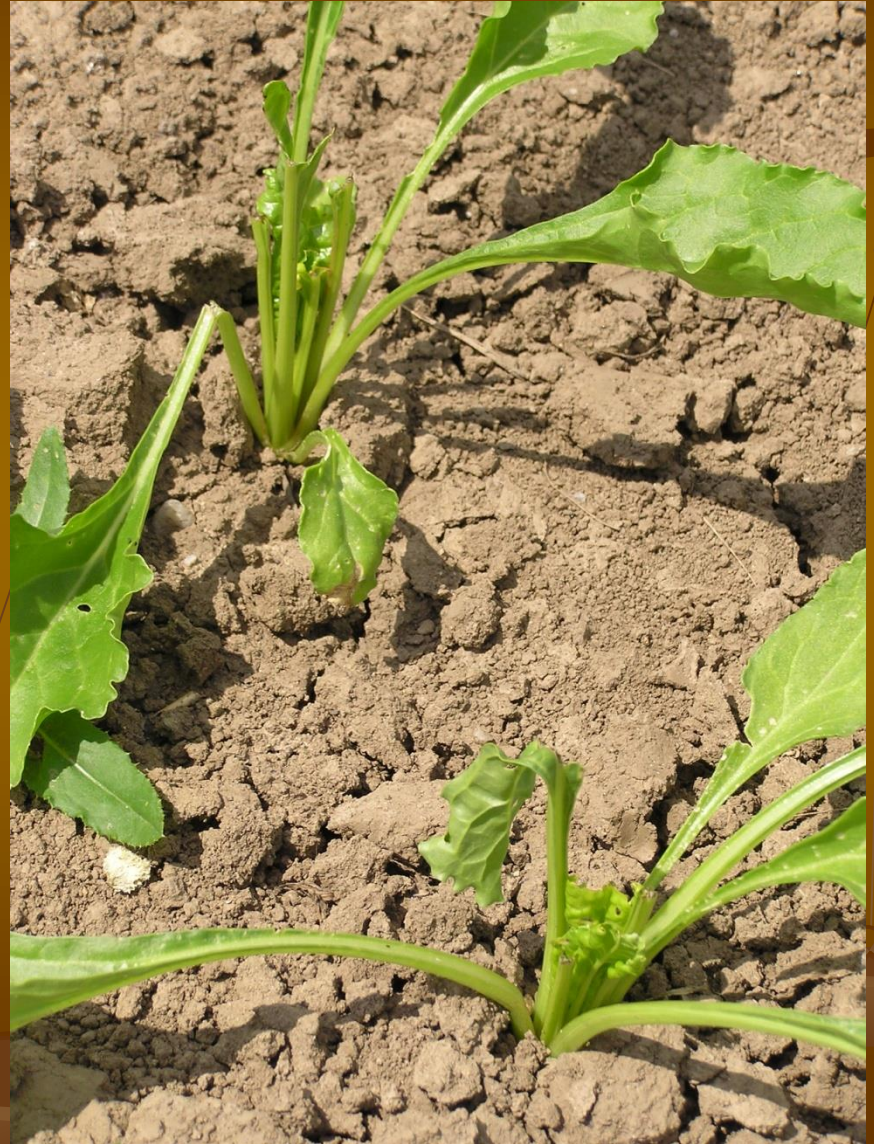
Meadows and pastures - main problem is rooting by wild boar



Browsing on winter rape and cereals during winter



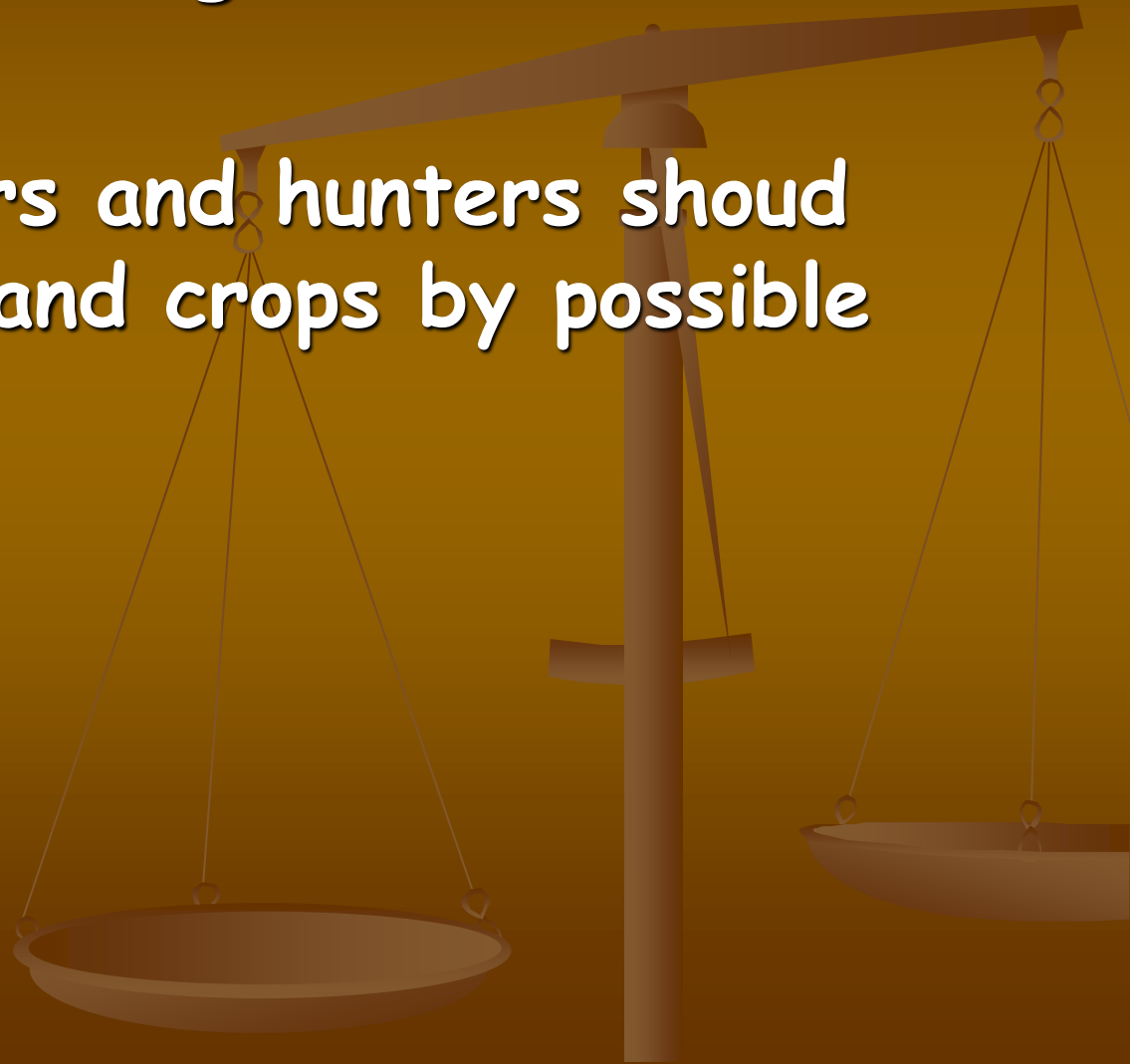
Spring browsing on leaves



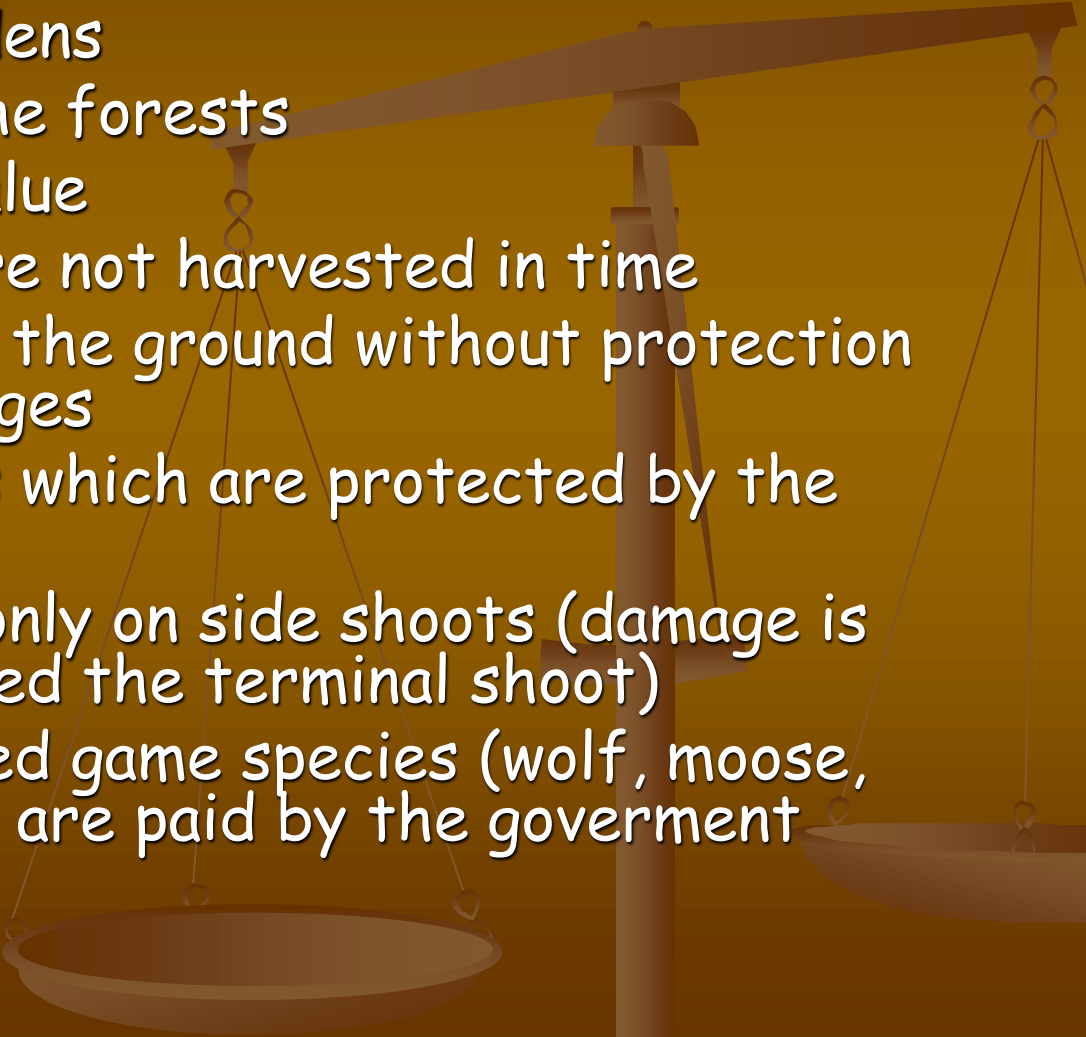
wild boar damages to agriculture crops



- ✓ Hunters are responsible for damages which on forests and crops caused by game and by hunting activities
- ✓ Both landowners and hunters should protect trees and crops by possible measures

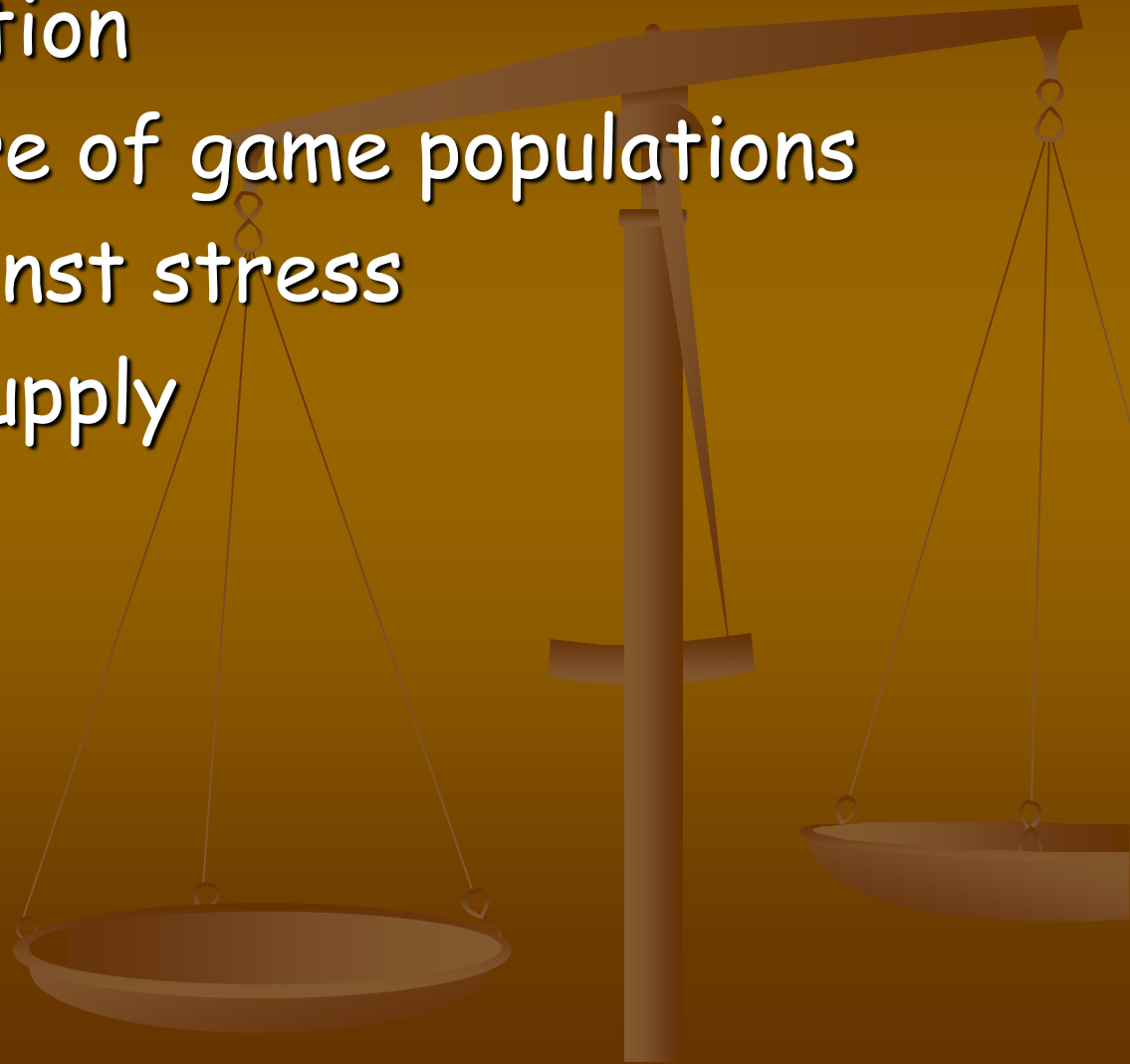


Hunters does not pay damages:

- outside hunting areas
 - on grapes without protection
 - on not fenced gardens
 - on trees outside the forests
 - on crops of high value
 - on crops which were not harvested in time
 - on crops stored on the ground without protection against game damages
 - on trees in forests which are protected by the fence
 - of trees browsed only on side shoots (damage is only when is browsed the terminal shoot)
 - caused by protected game species (wolf, moose, bear, lynx, beaver) are paid by the goverment
- 

A - biological measures

- Density regulation
- Social structure of game populations
- Protection against stress
- Care of food supply



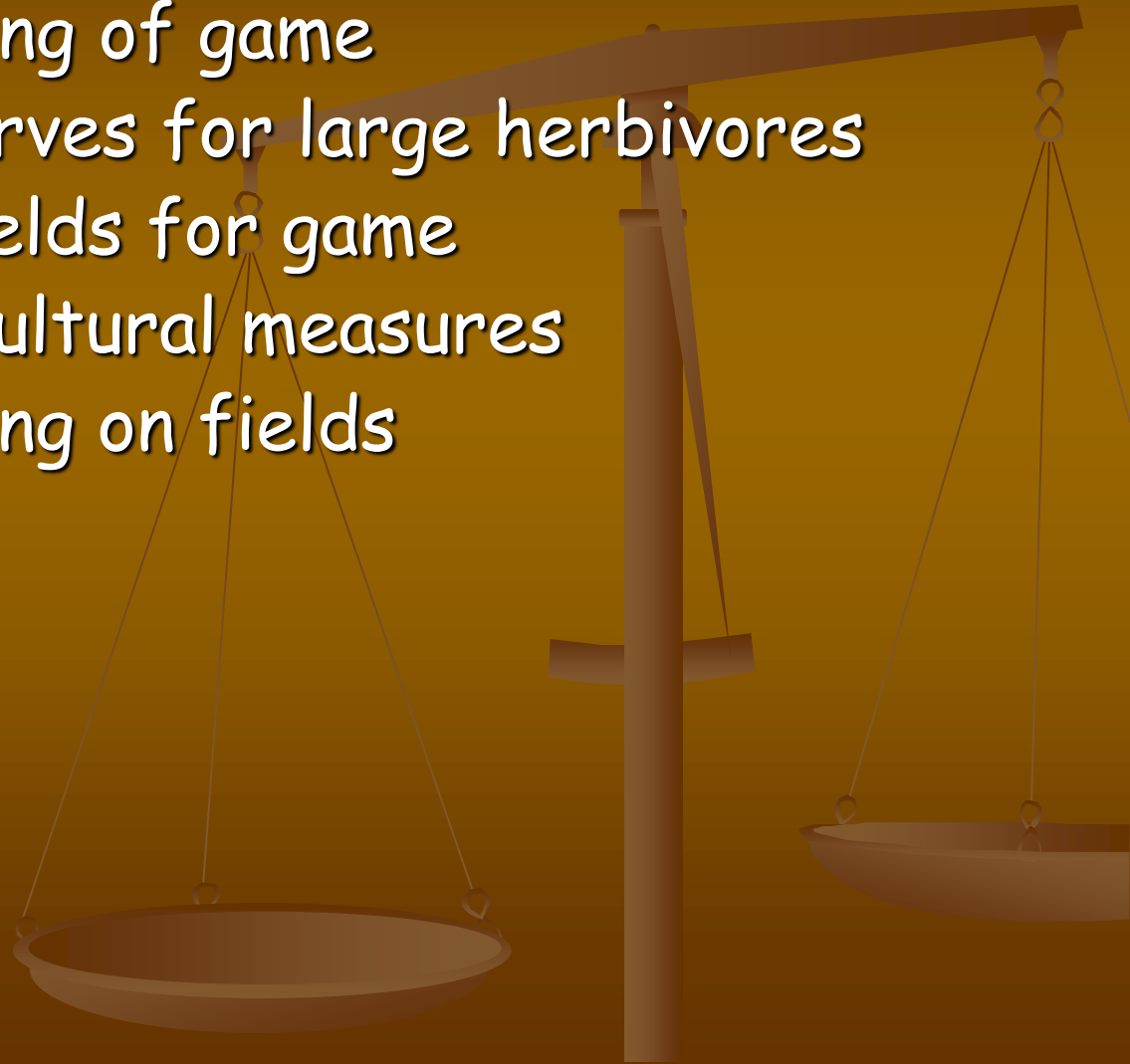
B - technical measures

- Mechanical - fences, individual protection
- Chemical - repellents (optical, scent)



C - other measures

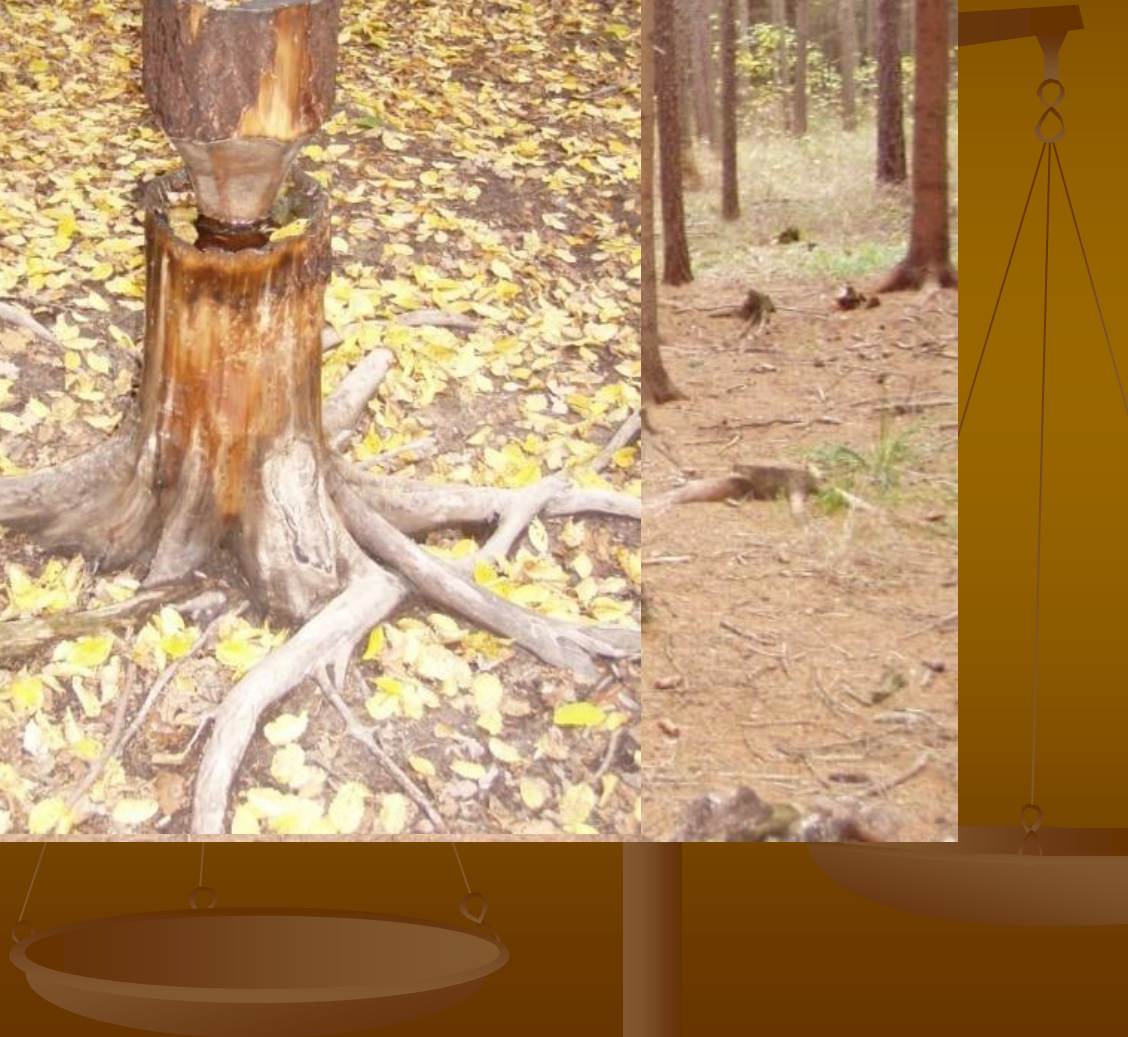
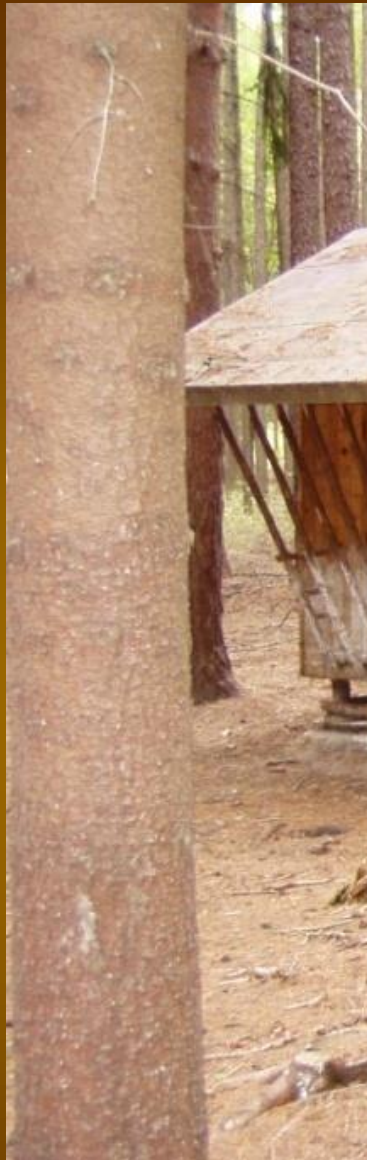
- additional feeding of game
- wintering preserves for large herbivores
- meadows and fields for game
- system of agricultural measures
- intensive shooting on fields





Wintering game preserves

- Fenced area about 5-20 ha
- it is possible to care of 20-50 animals
- intensive feeding (low natural food supply)
- 1 preserve protect about 1-2 ths. ha of forest
- animals are released in spring after starting the natural vegetation starts



Intensive game keeping in the Czech Rep.



The main reason for their existence is hunting (killing) animals.

There are several categories according to intensity of care of animals and fenced area.

Intensive game keeping - we miss the main argument for game management - regulation of natural populations



-Game preserves for ungulates

-Game preserves for pheasants

Preserve for ungulates must be fenced and min. area is 50 ha. (500 ha for normal area).

Max. density of game in 1 red deer per 2 km².

There is about 180 preserves for large game species and 270 for pheasants in the CR (5500 of other areas).

Average area of preserve is 250 ha (normal hunting areas are in average 1200 ha).



Annually is released about 500 000 of pheasants in the reserves and about 600 000 is shot in autumn.

Game preserves profit from shot animals (hunters must pay for value of trophy (antlered or mouflons) or for one killed pheasant).

There are specific regulations of hunting in preserves (long hunting season)



Many thanks for your **staying**
power and attention!



Questions?!?