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### Overview

This standard describes your role in monitoring game populations and habitat on a sporting estate. It relates to the work activities that you undertake to monitor game and its habitat. This standard is aimed at those who work in game conservation on either a full- or part-time basis, and can be applied to any sporting estate.

To meet this standard you will be able to:

1. make assessments of game movements through direct observations and the interpretation of signs
2. monitor and make accurate assessments of game habitat, in support of game management

This standard relates to the following application or context:

Establishing the following population characteristics for game and wildlife:

species  
numbers  
health  
sex  
age  
location  
behaviour  
disturbance

Collecting information on habitat in terms of all of the following:

common plant species  
type of habitat  
interaction with game  
seasonal changes  
condition of habitat relevant to the season  
food availability

### Performance criteria

*You must be able to:*

#### **Determine game population characteristics**

- P1 carry out work safely in line with health and safety requirements
- P2 observe game and other wildlife species to establish population characteristics
- P3 identify and use signs to establish game population characteristics including signs of pest and predator activity
- P4 carry out monitoring activities in a manner which minimises disturbance to game, wildlife and habitat at all times
- P5 report accurately on game population characteristics including signs of ill health and predator activity

*You must be able to:*

#### **Monitor game habitat**

- P6 carry out work safely in line with health and safety requirements
- P7 collect **information** on game habitat
- P8 recognise good game habitat and that which requires improvement
- P9 recognise poor and damaged habitat and determine likely causes of damage
- P10 report accurately on condition of game habitat and the need for improvement

### Knowledge and understanding

*You need to know and understand:*

#### **Determine game population characteristics**

- K1 methods used to monitor different game populations
- K2 the importance of accurate game population records
- K3 the signs which indicate ill health in game
- K4 how to identify game and wildlife species common to the sporting estate
- K5 signs used to monitor game including pest and predator actions
- K6 how to sex and age game species
- K7 the expected variations in game species' characteristics and behaviour during the annual cycle
- K8 how seasonal changes can affect game populations
- K9 how estate characteristics can affect game populations
- K10 the habitat and life cycle requirements of game
- K11 why it is important to minimise disturbances caused to game, wildlife and habitats
- K12 the health and safety requirements associated with monitoring activities including lone working

*You need to know and understand:*

#### **Monitor game habitat**

- K13 indications of deficiency and pest damage within game habitat
- K14 the identity of the common habitat species found on the game estate
- K15 the characteristics of good game habitat and how these interact with different game species
- K16 the management used to maintain game habitat
- K17 estate characteristics and activities and their effect on game habitat
- K18 how seasonal changes affect different habitats
- K19 how habitat can control the presence of game on an area of land
- K20 the health and safety requirements associated with monitoring activities including lone working
- K21 the characteristics of good game habitat
- K22 how to recognise habitat damage and likely causes of damage

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## Monitor game populations and habitat

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### Glossary

For you to fully understand the content of the standard, and the activities it describes, it is important that you are able to understand the terms used within the standard.

The definitions below should help you with this.

#### **Game**

Legal game quarry species including deer

#### **Sporting estate**

Any area of land used for the provision of game shooting activities

#### **Estate characteristics**

For example: topography, other estate activities, land type, drainage

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