

Annual Game Count Results of 2026



The Gondwana Kalahari Park's annual game count took place from 19–21 June 2026. Windhoek-based colleagues joined the Kalahari Anib Lodge team and lodge guests in braving the chilly winter morning to participate in the count.

We Count to

1. **Estimate population & biomass**, which guides habitat management and stocking rates.
2. **Determine wildlife density and distribution**, which reveal wildlife resource use and habitat preference.
3. **Track population trends over time**, to identify population changes and inform park management.

How We Count

1. Road Strip Count

Five fixed routes are driven across the park habitats (count zones), recording animals on both sides of the road.

2. Game Distribution Maps

Each route uses a map with a grid to record species and numbers across the different count zones.

The 2026 Count in Numbers

 **823**
Animals counted
(vs **580** in 2025)
↑ +42%

 **1 588**
Estimated population
(vs **1 428** in 2025)
↑ +31%

 **436 mm**
2025 - 2026 rainy season
(vs **175 mm** in 2024 - 2025)
Highest since 2011

 **16.5 kg/ha**
Park's carrying capacity
(vs **6.3 kg/ha** in 2025)
Highest since 2012



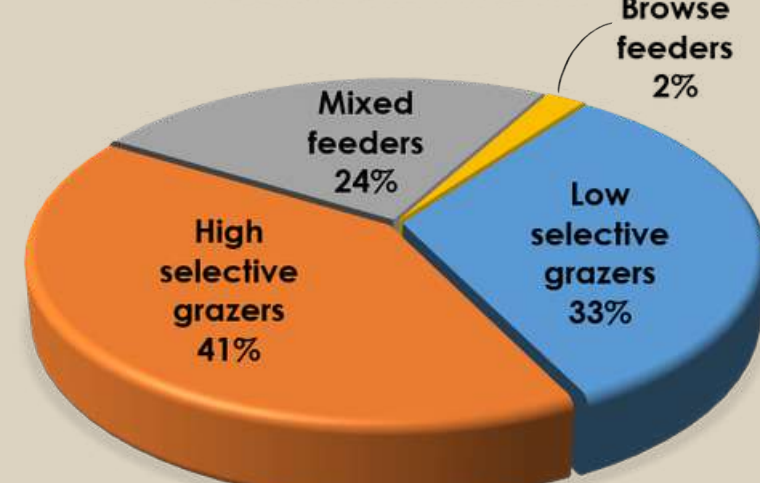
The **exceptional 2025–2026 rainfall season** resulted in improved vegetation growth and forage availability, **increasing** the park's **carrying capacity** from **6.3 kg/ha** in 2025 to **16.5 kg/ha** in 2026. The increased availability of forage supported a **31%** increase in the estimated wildlife population, with **823 animals** recorded in the 2026 count — a **42% increase** from 2025.



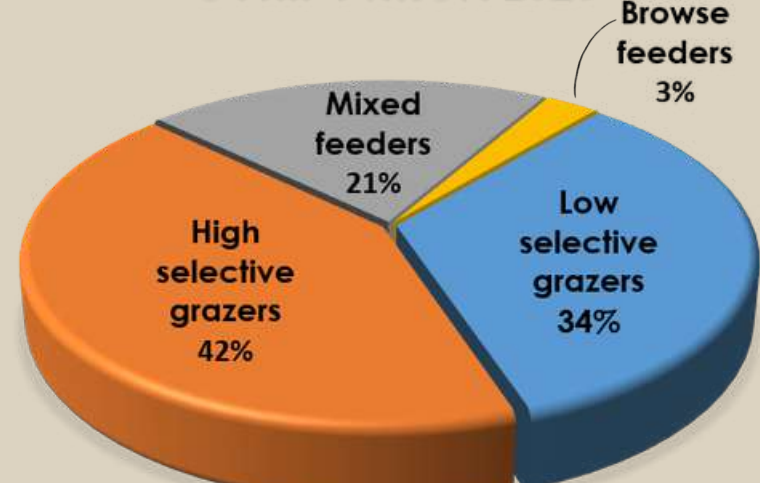
Population Estimates

Species	2025 vs 2026
Gemsbok	261 → 307
Springbok	949 → 944
Plains zebra	30 → 38
Blue Wildebeest	60 → 80
Eland*	45 → 60
Kudu	26 → 67
Giraffe*	33 → 35
Ostrich	24 → 50
Steenbok	0 → 7

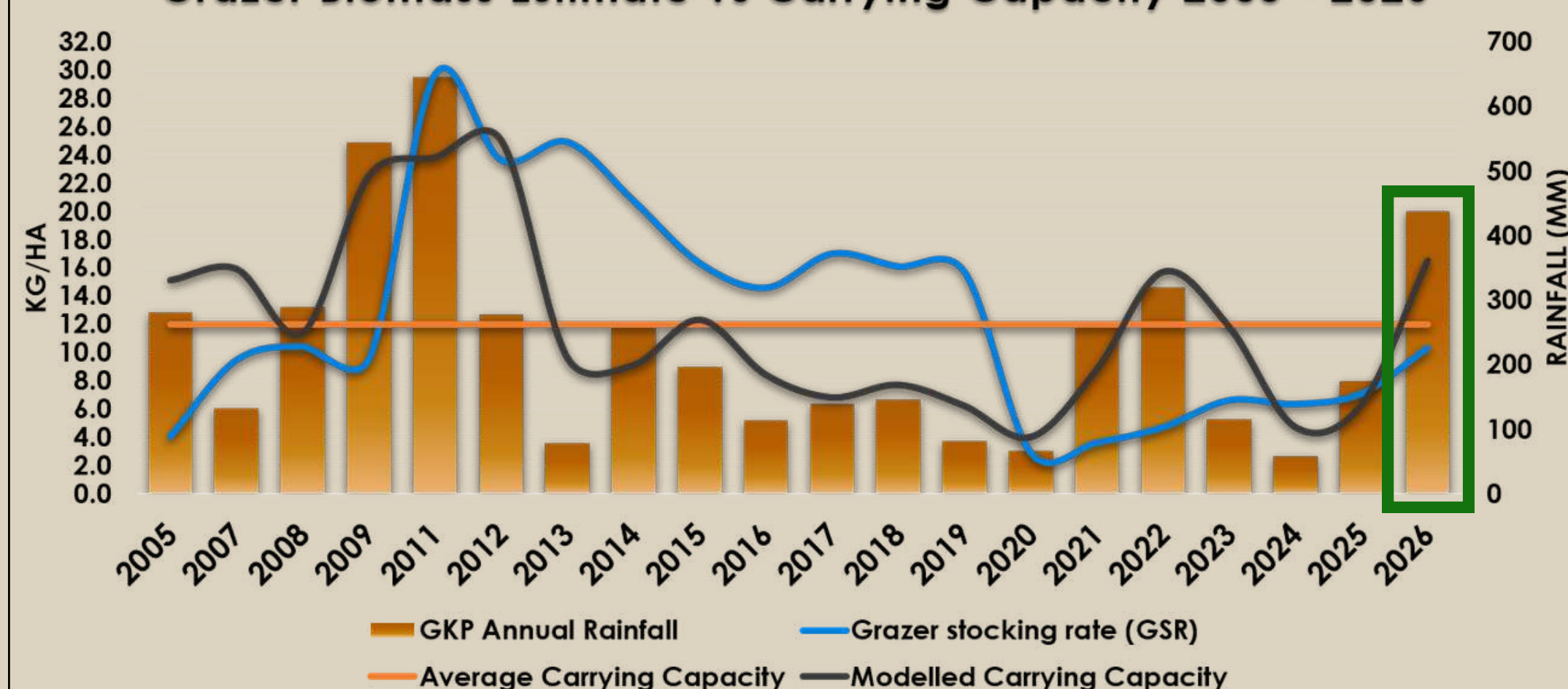
GRAZER VS BROWSER BIOMASS COMPOSITION 2025



GRAZER VS BROWSER BIOMASS COMPOSITION 2026



Grazer Biomass Estimate vs Carrying Capacity 2005 - 2026



Total Population Estimates vs Rainfall Averages: 2005 - 2026

