

Support game populations

---

**Overview**

This standard is about supporting game populations in a wildlife management area. It relates to the work activities that you undertake to support game in the wild by providing food, water and other resources.

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 wildlife management area.

To meet this standard you will be able to:

- prepare and maintain equipment to be used to provide food, water and other resources
- apply resources to effectively support game populations
- monitor and report on the reaction of game to resources.

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. See Glossary for some definitions that should help you with this.

---

## Performance criteria

You must be able to:

1. carry out work safely, in line with relevant health and safety requirements
2. identify when and where additional resources are required to support game populations
3. select, prepare and maintain the sites, equipment and facilities used to distribute resources
4. work in a manner that minimises disturbance to habitat and wildlife
5. apply resources effectively to support game with the minimum wastage
6. monitor the reaction of the game to the applied resources and their usage and report on this to the appropriate person
7. report any game welfare concerns to the appropriate person

## Support game populations

---

### Knowledge and understanding

You need to know and understand:

1. the relevant health and safety requirements associated with the application of resources to support game populations, including lone working
2. the welfare requirements of game including common game welfare problems
3. the types of resources used to support game welfare
4. how resources are applied to support game
5. why it is important to minimise the disturbance caused during the preparation of facilities
6. the equipment and facilities required to provide additional resources to game in their habitat
7. the expected reaction of game to the resources provided
8. the relevant legal restrictions on the allocation of additional resources
9. the medications used in the maintenance of game health

Support game populations

---

**Scope/range**

Apply resources to help support the following:

- game welfare
- location of game

---

## Glossary

Game – Legal game quarry species including deer

Wildlife management area – Any area of land used for the provision of game-shooting activities

Resources:

- feed
- shelter
- water
- grit
- medication

## Support game populations

<b>Developed by</b>	Lantra
<b>Version Number</b>	2
<b>Date Approved</b>	January 2017
<b>Indicative Review Date</b>	January 2021
<b>Validity</b>	Current
<b>Status</b>	Original
<b>Originating Organisation</b>	Lantra
<b>Original URN</b>	O29NGa3
<b>Relevant Occupations</b>	Estate Worker
<b>Suite</b>	Gamekeeping and Wildlife Management
<b>Keywords</b>	game; populations; resources; feed; water; shelter; medication