



INTRODUCTION TO GAME BREEDING

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Concept and objectives of game breeding

Game breeding is an activity at the interface of industrial agriculture and game management. It involves raising animals traditionally popular with hunters. Examples include ungulates or feathered game.



Role and objectives of induced game breeding in improving productivity of hunting grounds



- Induced game breeding is a system of measures widely used in game management.
- The need for theoretical justification of induced game breeding:
- More widely used in game management.
- Lack of a unified and clear understanding of the goals, objectives, methods, and effectiveness.





History of the term

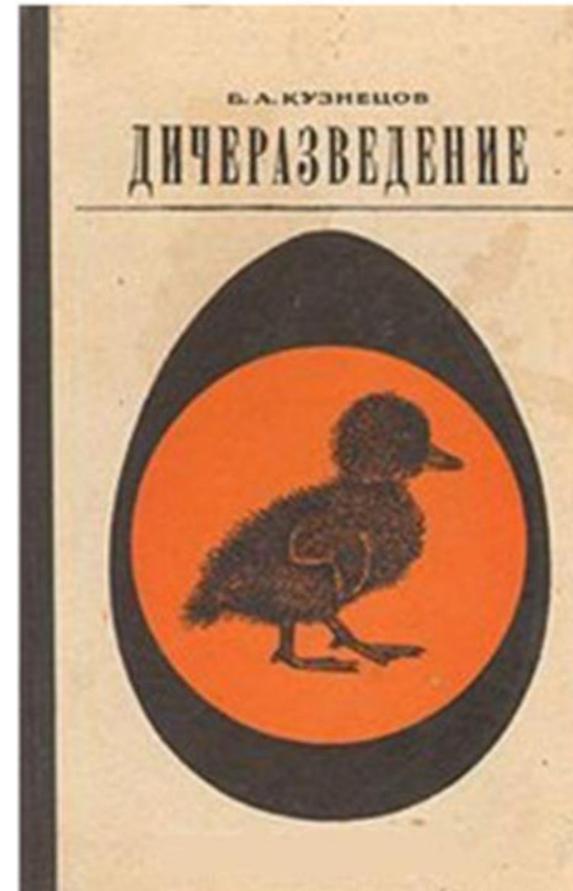
- The term “game breeding” first appears in the journal “Gunning and Hunting with Dogs,” where C.V. Moshnin (1904) describes pheasant breeding, and V.D. Vladimirov (1905) describes gray partridge breeding.
- Both authors discuss keeping adult birds in aviaries, producing eggs, hatching using poultry (chickens, turkeys), wild return, and measures to preserve the birds in the wild.





History of the term

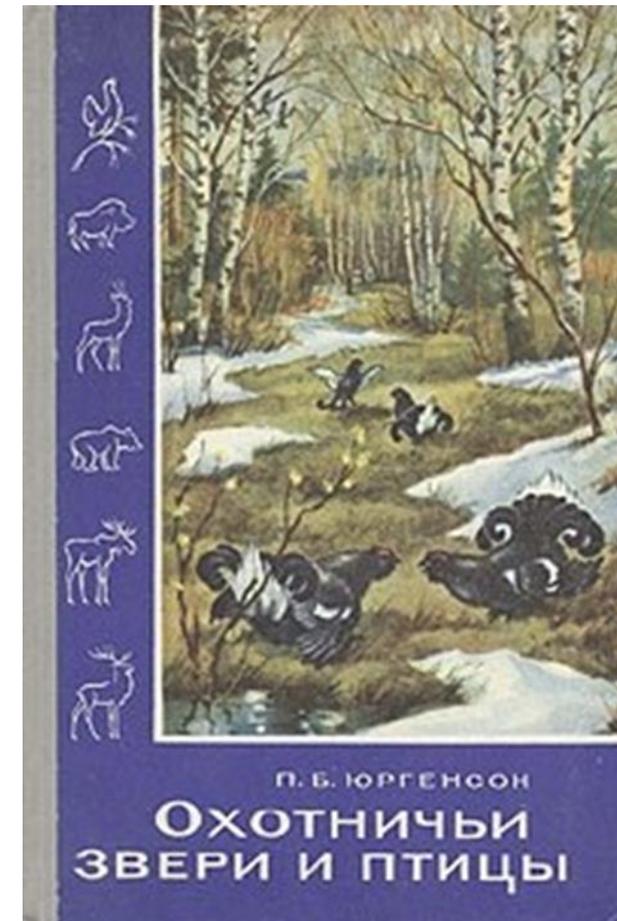
- Game breeding according to B.A. Kuznetsov (1967) is game bird breeding (pheasants, partridges, ducks, etc.) in captivity, in artificially created conditions, using zootechnical methods of keeping and feeding.





History of the term

- P.B. Jurgenson defines game breeding as “a set of all economic measures taken on hunting grounds to ensure effective reproduction of game” (Jurgenson, 1934).





Purpose of induced game breeding

- The main purpose of induced game breeding is to provide game for hunting grounds Principles, terms, methods, and hunting quota on such hunting grounds also have their specifics.





Stages of induced game breeding:

3 stages of induced game breeding:

- zootechnical
- biotechnical
- hunting





Game breeding as the first stage

Game breeding is obtaining large numbers of cheap and healthy young stock.

In induced game breeding, it is necessary:

- To protect wild animals instincts so that bred game can survive in the wild.
- To use special rearing techniques to ensure quick adaptation in the wild.
- To perform biotechnical activities on hunting grounds, taking into account the synanthropy of farmed game and their limited time in the wild (from wild return to hunting start).



Impact of human factors

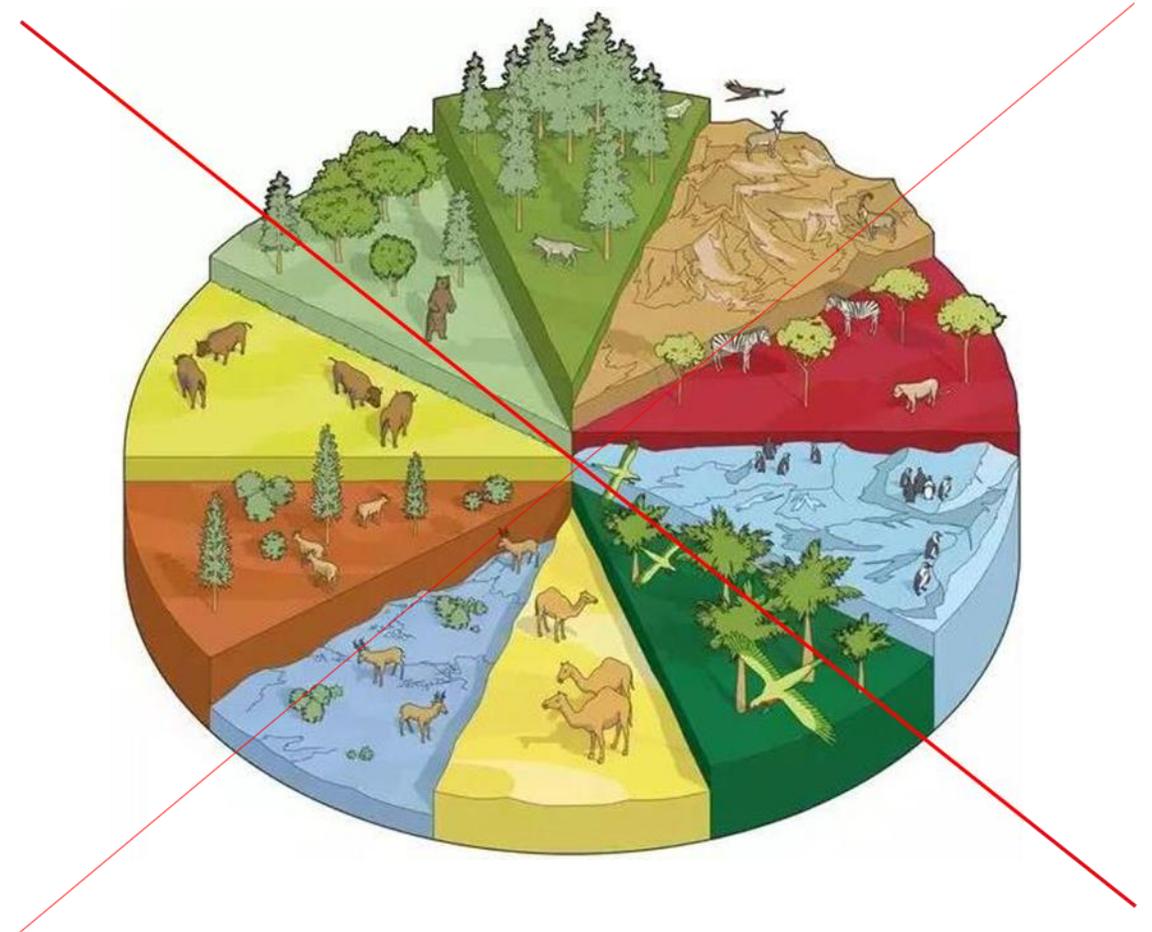
- The quantity, sex, and age of released and shot game, as well as the terms and methods of hunting, are determined by changes in seasonal capacity of hunting grounds and organizational and economic needs.





Impact of human factors

- The transformation of hunting grounds as a result of human economic activity compromises the integrity of biogeocenoses that originally existed there.





Impact of human factors

Negative impact leads to:

- deforestation,
- increased fur trapping,
- wild animal hunting,
- fish catch, etc.

It is possible to reduce the negative impact:

by regulating the timing, methods, and amounts of removal.





Rules of reproduction

Two conditions:

- Farmed game should be returned to hunting grounds each year to “model” efficient natural self-reproduction.
- Systematic introduction is essential, with the condition of mandatory annual use (hunting).





Forms of game breeding

Letter of the Central Board of the All-Russian Alliance of Public Associations of Hunting and Fishing No. 3/810 of September 7, 1992:

Game breeding is a set of measures providing more effective game reproduction in artificial and semi-free conditions using the following biotechnical forms:

- **Induced game breeding:** game breeding in captivity (on special game farms) for returning to hunting grounds during the hunting season to improve the resource base;
- **Ranching:** game breeding in fenced corrals for the same purposes or to produce products (meat, skin, velvet antlers, bile, castoreum);
- **Semi-free breeding:** keeping tame animals on hunting grounds while providing feed and relocating them to captive conditions (pens, aviaries, cages) only during the most unfavorable seasons of the year;
- **Game breeding science:** creating artificial conditions for more effective game reproduction on hunting grounds.



To summarize

Directions of work in induced game breeding:

- ensuring survival in the wild by using farm animals;
- enriching hunting grounds by releasing game raised in semi-free conditions;
- understanding the biology of wild animals when raised in open-air cages; developing effective game breeding techniques, including feeding;
- protection from predators, poachers, and diseases;
- identifying limiting factors and eliminating them through appropriate biotechnical and zooveterinary measures;
- improving species composition and breeding stock formation;
- and so on.



Thank you!