



• Fenced Game Populations •

(Extract from Measuring Handbook, section 1-d)

Rowland Ward's Rules Concerning Fenced Game

A fenced-game population means that animals are confined by human-made barriers that, under normal circumstances, are impossible, or nearly so, to cross. Such a fence is considered “game proof” by Rowland Ward, **and all animals confined found by such enclosures are “fenced game” by RW rules** even if temporary events such as a flood, a fence fallen in disrepair, or a gate left open would make it possible for animals to enter or exit. A game-proof fence is in direct contrast to a normal farm animal fence that in most all cases, can be crossed by game on a regular basis. It is possible, however, for a farm fence can be of such a confining nature for certain animals that it is “game proof.” It should be noted that smaller animals such as duikers and pigs are often not confined by regular game fencing.

Rowland Ward accepts entries from game-proof-fenced areas in Africa and Europe that have self-sustaining animal populations. RW does not accept game-proof fenced entries from any other continent.

What Is a Self-Sustaining Population?

Under RW self-sustaining shall mean the following:

- The population can feed itself from naturally occurring food sources.
- No continuous supplemental feeding takes place, although occasional supplemental feeding during droughts, severe winters, etc., is allowed.
- The outcome of hunting an individual animal is not guaranteed.
- The animals hunted are born on the property and lived there continuously.
- No individual animals to be hunted are released into the property.
- The property shall provide enough acreage & vegetation where animals can hide.
- No animals from the property are temporarily caught and subsequently released again.