

Caused damage of cervidae and suidae family in hunting fund Cocor and Chevereş

Mariş C.¹, Lăzureanu A.¹

¹Banat's University of Agricultural Sciences and Veterinary Medicine Timișoara, Faculty of Horticulture and Forestry

*Corresponding author. Email: cosminhunter@yahoo.com

Abstract This paper aims to establish damages by species of families Suidae and Cervidae and their intensity on crop hunting funds Chevereş and Cocor. In the present work are quantified the damage crops in order to prevent economic losses.

Key words damage, hunting, animals

In most European countries have been taken to compensate the damage caused by game. So the animals are allowed to hunt species enjoyed preferential treatment than those who are protected by law, interest to be exterminated from places where being blocked causing damage by hunters. In this sense, in most countries, hunting and wildlife fund owners pay for damages caused by game animals that status and the species protected by law, usually state pays for damage caused by them.

Material and Methods

Production unit 4 Chevereş is situated in the Banat Plain, in the Timiș river valley. The main access roads are county road Timișoara - Buziaș, in the village communal road Chevereșu Mare. Localities whose jurisdiction - administrative forests are located subject of this study are shown in the following table 1.

Table 1

Localities where forests are located in the hunting

Nr. crt.	Județul	Localitatea	Parcele aferente	Suprafața	
				ha	%
1.	Timiș	Chevereșu Mare	1-48, 83-85,87-91, 93-99, 102 – 113, 124 – 126	1089,4	67
		Racovița	49-82, 86, 92, 100, 101, 114-123	529,3	33
Total				1618, 7	100

In this production unit, parental substrate consists of clay deposits, heavy clays and to a lesser extent of sandy silt and Clay Lake. On these rocks have developed parental various soils generally deep, fertile providing good conditions specified above water courses have a permanent flow most significant increases in spring and autumn.

The hydrographic network across of fund hunting 56 Chevereş is medium density, positive influence in areas where forest vegetation is currently analyzing data on geomorphology, geology, hydrology / climatology and the correlations between them, for each unit separately were established according to systematic in force, power station, the unit production allocated.

There is high percentage of middle creditworthiness stations (59%), which is reflected in the productivity of stands. The main destabilizing factor is swamp land, present much of the area studied. The phenomenon does not adversely affect forest vegetation than depressions, when there is a prolonged period.

Swamp land affected stands are subject to permanent conservation importance. Drying phenomenon occurred in some stands of oak advanced age (180-200 years), which was triggered or will trigger natural regeneration. In these stands, where necessary, will be executed and under massive afforestation works.

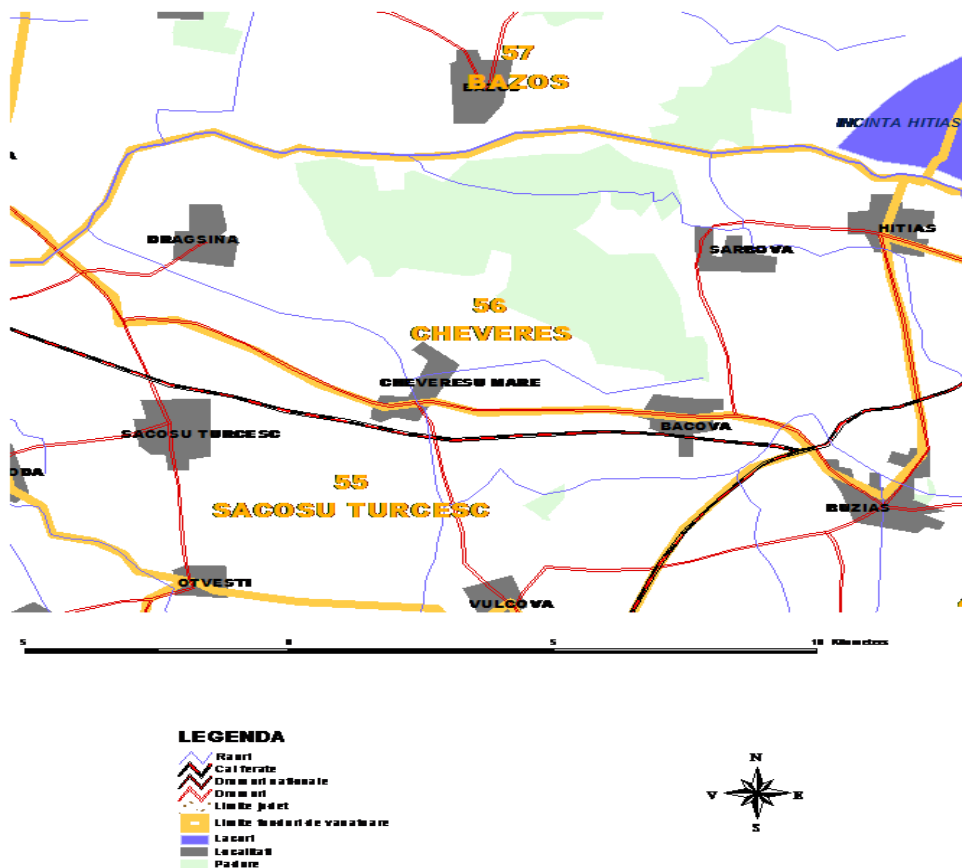


Fig. 1 Hunting fund

Table 2

Neighbourhoods and limits of fund hunting

Cardinal points	Neighbourhood	Limits
North	agricultural land	Timiș river
East	agricultural land	County road Buziaș - Hîțiaș - Râul Timiș
South	agricultural land	County road Buziaș - Bacova - Chevereșul Mare - bridge Albina – Timiș river
West	agricultural land	Timiș river

To enhance the capitalization of existing supplies of game, was created a management subunit V - regular forest, forest area hunting in 1364, 3 ha. In its fourth production unit is 30.7 ha of land Chevereș designed for hunting food. The main game is wild boar hunting is the subject of management, roe deer and deer, without neglecting stimulation of Carpathian deer herds, rabbits, pheasants and partridges. The main predatory game species encountered are: Bubo Bubo,

Athene noctua noctua, Putorius putorius, Milvus Milvus, Mustela nivalis, Buteo buteo, Accipiter gentilis and Vulpes vulpes.

Others game species, the most common are: Capreolus capreolus, Cervus elaphus, Dama dama, Phasianus colchicus, Streptopelia decaocto, Lepus europaeus, Sus scrofa, Columba palumbus, Perdix perdix, Coturnix coturnix, Streptopelia all and Sciurus vulgaris.

We can meet small numbers of wild ducks and wild geese pass and, especially towards the end of autumn. Forest-hunting management aims to ensure optimal conditions for development of hunting and finding ways to increase the workforce at the normal level of quality and the possibility of recreation by hunting.

Results

To achieve social and economic objectives set, the priority recreational hunting and the hunting management solutions required in some perspective, that can be summarized as follows: permanent tendency to return to the fundamental natural kinds, giving up gradually artificial acacia forests; achievement in view of a structure as balanced age classes, generalization, possibly in the future, natural regeneration of tree seed. Achieving these goals will contribute more to a household unit model, which is currently high.

Total area for hunting food is 117.4 ha and is composed of bedsteads and hunting lines and special interior lands reserved. Crops in these fields will support perennial grasses and legumes, and crop protection: corn and sunflower.

The measures set out in this arrangement necessary to ensure suitability of the main species of game: pheasant. The unit is full of hunting facilities: 24 observatories, 36 deer feeders, 52 feeders' pheasant, 4 Fanner, 3 pavilions, plus hunting pheasantry "Pischia" with construction, facilities, cages and land associated with industrial.

As a result of these repeated visits, samples consisting of: corn attacked, and the stomach harvested wild boars were transport optimal conditions for research and taught at labors to carry out analysis.

Samples were analyzed to determine the parameters investigated starch, moisture, protein and oil - when corn cobs, grain percentage of total food intake boars at harvest.

Conclusions

All research conducted so far found its direct applicability in ecosystems where damage from deer and SUID is the main disturbing factor. Recommendations can be divided production into two categories: on the management of game; on technical solutions to reduce damage caused by game.

Regarding the management of game is necessary to: assess the actual workforce will perform traditional methods safer, but will be used all year long records of observation, periodic restoration of 10 to 10 years in the number best to put them in line with changing habitats game species, damaged property as forest fragmentation and expansion harvested forest harvest rates will be calculated taking into account the differences between optimal and actual livestock population growth and real will track in addition, some stability of harvest quotas, designed to facilitate the effects on the evolution of hunting herd will follow the priority extracting diseased specimens, rough and severe behavioral deviations throughout the year, then call will go to reduction of the real, permanent monitoring of crops, by filling out the mandatory chips in this respect, revealing the number and quality score, trophy, hunted weight of the specimens, additional feeding should be carefully observed because the growing number of voices put it into the population explosion of *Sus scrofa*, feeding is not done in fixed but spread over a larger area and if taken in the forest to be at least 1 km inside the limit compared to cultures agricultural.

On technical solutions to reduce damage caused by game: technology transfer networking technologies for ecological reconstruction, trees damaged by deer, to determine suitability for inclusion in the game stands damages ecological restoration works and the election working version will be made following categories of works: works to land (inventory stands), office (setting frequency products of hunting injuries, determine the quantitative and qualitative losses of timber due to injuries caused by hunting) in the production units will be quantified in the short term, medium term, production and productivity growth stands, the development of thematic maps using GIS technology.

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